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# printout

Keystone MacCentral Macintosh Users Group ❖ <http://www.keystonemac.com>

**We will not have a meeting during August.  
Our next meeting will be  
September 18, 2007.**

Meet us at

**Gannett Fleming**

Gannett West Building  
209 Senate Ave ❖ Camp Hill

**Tuesday, September 18, 2007, 6:30 p.m.**

**Attendance is free and open to all interested persons.**

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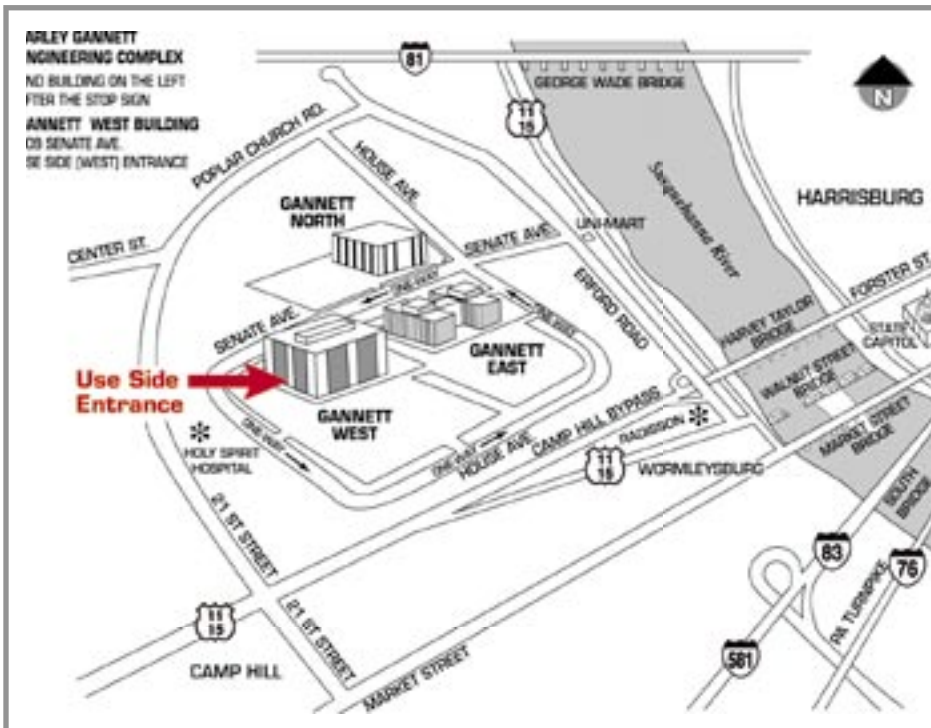
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# Stewing Over Safe Sleep

**Imagine** that you've just bought a new car, and the car manufacturer has thoughtfully included a new piece of technology, a Dead Battery Preventer. In order for the DBP to work its magic, your car must continue to run for 49 seconds after you turn it off — every time you turn it off — during which time you can't open the doors. But, as the car dealer reassures you, surely this is a small, barely noticeable inconvenience compared to the tremendous savings in grief you'll experience on those occasions when you'd otherwise find yourself stuck, unable to go anywhere due to a dead battery. No waiting for a tow truck to arrive, no frantic calls to AAA. Just activate the DBP and drive away.

There's no such thing as a DBP, but that's the closest analogy I could come up with for a feature that has been built into all Apple laptops for the past couple of years. It's called Safe Sleep, and it's comparable to the hibernation mode typically found on Windows laptops. In this mode, your laptop uses no electricity whatsoever, and the entire contents of your RAM before entering Safe Sleep are safely stored on your hard disk. The main point of this feature is to protect you from a situation in which your computer has gone to sleep with an unsaved document, and then your battery, which can ordinarily sustain your computer's RAM during sleep for hours or even days, has drained completely. When you plug in your laptop or replace the battery... Oh no! Your unsaved document is gone! But not with Safe Sleep: your computer automatically restores the contents of RAM from that file on disk, and you're right back to where you were before. The cost for this safety net? A short delay whenever you put your computer to sleep so that your RAM can be copied to disk.

In most of the articles I've read about Safe Sleep, it has been hailed as a tremendously helpful feature. There are utilities and hacks to enable Safe Sleep on certain laptops where it wouldn't otherwise be available, and you can download any of several free tools (such as Deep Sleep, Midnight, and SuspendNow) to force your laptop directly into Safe Sleep (as opposed to ordinary sleep). But I don't like Safe Sleep one bit - at least not the way it's currently implemented. I especially dislike the fact that Apple has not merely made it the default setting, but has omitted any graphical interface for turning it off — and the fact that if you use the command line to do so, chances are good that Safe Sleep will turn itself back on when you least expect it.

This is not merely a suboptimal or marginally infelicitous design decision. It's a bad way of doing things that Apple should be actively ashamed of and should remedy immediately. To explain why I feel this way, I want to provide a bit more detail about Safe Sleep and how its current design falls far short of Apple's ordinarily high usability standards.

**Stages of Sleep** — My trusty old titanium PowerBook G4 belongs to a generation of laptops before Safe Sleep existed. When I put my TiBook to sleep, it goes to sleep immediately. Right away, the power light begins pulsating gently, and right away I can put it in my bag, or back under my seat on the plane, secure in the knowledge that the hard disk is parked and therefore relatively immune to everyday shocks and jarring. When I open the lid again, everything immediately returns to its previous state. While the laptop is asleep, it uses a little bit of electricity — enough to maintain the contents of RAM and keep a few other key components minimally

active — but I know from experience that the computer can stay asleep for some time. If the battery held close to a full charge before I put the computer to sleep, that period of time can be several days or longer, but even if it was close to empty, I know it will last for at least a few hours.

The situation is different on more recent Apple laptops — every portable model starting with the 15-inch and 17-inch Double-Layer Super-Drive models introduced in October 2005. These models do have an ordinary sleep mode, just as before. But Apple's documentation warns you that when you put such a laptop to sleep (by closing the lid, for example), you must not move it until the power light has begun pulsating. During the first moments after you close the lid, when the light is on steadily, Mac OS X is busily copying the contents of your RAM to your hard disk in preparation for the possibility that your battery might later drain completely - forcing the computer into Safe Sleep mode. And during that time, when the disk is spinning, any untoward movement could cause damage to the hard drive mechanism. (You can also employ a command-line hack to force it to bypass the ordinary sleep mode and go directly into hibernation after saving the RAM, if you so desire; I discuss this a bit later.)

So far so good, but here's where the problems start. It takes more than a "moment" for your computer to write this hibernation file to disk and go to sleep. The length of time it takes is proportional to the amount of RAM you have installed. On my new MacBook Pro with 4 GB of RAM, it takes 49 seconds for the computer to sleep when Safe Sleep is active; with Safe Sleep turned off, it takes only 4 seconds.

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## Stewing Over Safe Sleep

That's an enormous, and enormously annoying, difference.

Moreover, for each gigabyte of RAM you have, you effectively lose a gigabyte of storage space on your hard disk, because of the space required for this special RAM cache file. Given the higher cost and lower capacities of laptop hard drives, this space usage is a nontrivial issue. In essence, there's now both a performance penalty and a storage space penalty for buying the latest hardware and maxing out your RAM!

Even so, the inconveniences of Safe Sleep would be slight if Apple offered an easy way to turn it off. But as things stand now, you have to do this in Terminal, using the same `pmset` program Glenn Fleishman had to employ to solve another sleep-related issue (see "Sleepless (and Latchless) in Seattle," 2006-10-09). To disable Safe Sleep and delete the existing disk image used to hold the contents of your RAM, open Terminal and enter the following two commands:

```
sudo pmset -a hibernatemode 0
sudo rm /var/vm/sleepimage
```

The new settings take effect immediately; no restart is required. (To return Safe Sleep to its default setting, repeat just the first command, replacing the 0 with a 3. To change the behavior so that your computer always goes directly into Safe Sleep without waiting for the battery to die, replace the 0 with a 1. And if you have Use Secure Virtual Memory selected in the Security pane of System Preferences, replace the 1 or 3 with 5 or 7, respectively.)

Still, however, the problem hasn't quite gone away: even after I did that on my computer, I found, more than once, that Safe Sleep had turned itself back on. I haven't yet discovered why or when this happens. I do know that using the `pmset` program modifies the same file used by the Energy Saver

pane of System Preferences: `/Library/Preferences/SystemConfiguration/com.apple.PowerManagement.plist`. At first I assumed that making any change to the Energy Saver preferences overwrites all the settings not explicitly shown in the preference pane with their default values, and that Safe Sleep had turned itself back on because I'd changed some other setting there. However, this is not the case; I've made changes to the Energy Saver preferences and verified, afterward, that the `hibernatemode` value in the preference file was still at 0, just as I'd left it. But something that happens periodically on my computer does reset that value to its default from time to time, and I realize this only when I attempt to put my computer to sleep and notice that it takes far too long to comply - invariably at the least convenient moment.

**The Wrong Solution** - I understand, of course, that software development involves a never-ending series of compromises. Sometimes elements of usability must be sacrificed for some greater good. But in this case, I believe that the good is not greater, and that Apple had other options available.

In the first place, consider the problem Safe Sleep is trying to solve. Safe Sleep is useful only when all three of the following circumstances exist:

- Your computer enters sleep mode with unsaved documents.
- Enough time passes (generally, multiple days) for the battery to drain completely.
- After inserting a charged battery or connecting an AC adapter, you expect your computer to return immediately to the state it was in before it went to sleep.

This set of circumstances never, ever exists for me. First, I habitually save my documents frequently, and allow any application with an auto-save feature to save files on its own every 10 minutes, if not more often. So, the maximum amount of work I could lose, if not using Safe Sleep, is 10 minutes. Second, I always travel with

an AC adapter and a spare battery, so I'm never away from some source of power for longer than my computer can stay asleep. And finally, I don't expect my computer to protect me from my own carelessness: if I've neither saved my work nor arranged for enough power to keep my laptop's memory alive, I don't assume that the computer will somehow magically forgive me.

But that's me. You might have different habits or expectations; seemingly enough people do that Apple considered Safe Sleep important. And I don't mind at all that Safe Sleep exists. As I said earlier, what I mind is that it's on by default - a significant reduction in usability - without any obvious means of turning it off or getting it to stay turned off.

Apple could have done things differently. For example, they could have put a Safe Sleep control in Energy Saver Preferences so that you can turn it on or off, or adjust its behavior, if needed. But I think even that is unnecessary aggravation. You don't have to stop jogging and wait for 49 seconds before your iPod will shut off. In fact, you don't have to shut it off at all. The world's zillions of iPod users wouldn't tolerate such an inconvenience, and Apple quite reasonably designed the iPod in such a way that you never have to think about whether it's in motion or perform some lengthy ritual to put it to sleep safely. I have to believe that Apple's engineers are smart enough to figure out how to do something comparable for a laptop.

Interestingly (and ironically), all the Apple laptops that come with Safe Sleep enabled by default also include a Sudden Motion Sensor (SMS), a little device that detects when your computer might be moving too much and parks the hard drive to prevent damage. If the SMS works as advertised, it should be unnecessary to avoid moving your laptop when it's busy caching your RAM; what should happen is that if your computer moves too much, the SMS steps in and keeps your hard drive safe. All this can and should be invisible to the



user. And for all I know, maybe the SMS already works just fine if you jar your computer while it's saving your RAM - but if so, there should be no need for all the warnings about keeping your laptop still, and no intermediate "not-quite-asleep" mode to know about.

**Lights Out** — I eventually worked around this problem, for myself, on my own MacBook Pro. It took me all of a few minutes to write a three-line shell script to turn off Safe Sleep and delete the RAM cache, if any - and then to set up a cron job (or I could just as easily have used Launch Services) to run this command with root privileges every hour, just in case I've inadvertently done something during

that time to turn Safe Sleep back on. My script, by the way, was simply:

```
#!/bin/bash
/usr/bin/pmset -a hibernatemode 0
rm /var/vm/sleepimage
```

But then, I'm a propellerhead. I don't mind doing that sort of fiddling. Ordinary non-geeks shouldn't be subjected to such silliness.

**Asleep on the Job** — I remember being in the audience for a Steve Jobs keynote several years ago in which he was demonstrating wireless streaming video. A PowerBook was playing a video clip that was being streamed over an AirPort connection from another Mac. To show how robust

this capability was, Steve closed the PowerBook's lid while the video was playing, putting the computer to sleep, and then, a few seconds later, opened it again to demonstrate how the video immediately picked up where it had left off. We all applauded: that's how seamlessly things were supposed to work.

You can't do that anymore — at least not without using an unsupported hack. You have to wait almost a minute before your laptop will sleep, during which time you should not be moving it around. Look, it's 2007 and I'm a Mac user; if I can't put my brand new computer to sleep and into its bag in less than 10 seconds, something is seriously wrong. ☹

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By Jeff Carlson <jeffc@tidbits.com>

## Geophoto Puts Your Photos on the Map

Photography is a visual medium, and yet our tools for locating digital photos are mostly textual and temporal. When you open iPhoto, you can visually scan through the pictures, but that becomes a problem in large libraries when hundreds of thumbnails streak by as you drag the scroller. Instead, you're more likely to search according to date: scrolling down the page, the names and capture dates of iPhoto's film rolls appear. Or, if you're thorough, you may set up photo albums that describe their contents ("Africa Trip," for example). In each case, you're using a text-dependent, non-visual approach to finding images.

Now, think about how your mind locates images. In addition to knowing roughly when the photographs were taken ("March," or "Spring," or "Sometime in the last two years"), you no doubt associate a location such as "home," "Los Angeles," or "Africa." Unless you had the foresight to set up albums or keywords with that specific information (and

instead of "Los Angeles," the location could have also been specific nearby areas such as "Glendale" or "Anaheim"), there's no good way to use that information in your search. At least, not in iPhoto or most other photo-cataloging applications.

Ovolab's \$20 Geophoto looks to add that visual element to finding your pictures, as well as images from around the world. Geophoto lets you place your photos on a map, so you can easily find the ones you've taken in Montana, Madrid, or Pretoria. It also lets you subscribe to photo feeds over the Internet, whether or not those images are tagged with geographic data. A trial version of Geophoto 1.3 is a 42.5 MB download; it's a universal binary and requires Mac OS X 10.4 and a graphics card with at least 64 MB of VRAM.

**Get Out the Map** — Geophoto opens with a slowly rotating satellite image of the Earth, which you can manipulate by clicking and dragging with the mouse. It feels very much like starting up Google Earth. Zoom

in or out using the mouse's scroll wheel, menu commands, or keyboard shortcuts.

(An aside: The keyboard command for zooming in is Command-+, with the plus sign being a long-established common shorthand for "zoom in." However, you actually must press Command-Shift-= because the plus sign is the shifted character on the equal sign's key. I understand the literal context at work, that you're not zooming in by pressing "Command-equals." But since Command-= does nothing except produce a system beep indicating you pressed the wrong button, why not map that key to zoom in too? You can get around this by pressing Command and the plus sign on an extended keyboard's number pad, but that doesn't help laptop users. Geophoto is by no means the only culprit in this regard, but merely the program where I want to put my foot down and beg developers to anticipate such minor user interface annoyances so users aren't

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## Geophoto Puts Your Photos on the Map

compelled to write lengthy parenthetical asides like this.)

Photo albums appear in a sidebar list to the left of the globe and the photos themselves run horizontally across a pane at the bottom of the window. Initially, a new Geophoto library is empty. To start adding photos, you can drag photo files to the Geophoto Library Pictures collection, but it's more likely that you already have a bunch of photos stored in iPhoto. If that's the case, you can import iPhoto albums directly by clicking the iPhoto Album button and selecting an album. Geophoto doesn't duplicate the photo files (thankfully, so it doesn't chew up hard disk space), but only references the files linked to your iPhoto library

Another way to add photos — either your own or those of others — is to subscribe to online photo feeds — either an iPhoto photocast or a photo-stream from Flickr. This is a fun and interesting feature that provides an ongoing selection of photos that's refreshed manually or when you launch Geophoto. You can specify a Flickr group (for example, the Flowers group) to see the 20 most recent photos without going to the Web, a handy feature if you want to view photos from several groups at once. Even if you're not as interested in attaching geographical information to pictures, Geophoto turns out to be a nice image browser for online feeds.

You can also subscribe to the feed of a specific Flickr user, but you must take a roundabout way to get to it. The dialog asks for one or more tags (words describing the image; "geo-tagged" is automatically filled in) and the user's name. It seems odd that I can't instead just enter the URL of the RSS feed that appears at the bottom of every user's photos page.

Unless you imported photos that already contain mapping information, the thumbnail images in the strip at

the bottom of the window display a globe icon with a slash through it. The next step is to place your images on the map, which, surprisingly, is one of Geophoto's shortcomings.

**Mark the Spot** — Geophoto offers a few different ways to tag your photos with location data; these methods range from easy to maddening, depending on how precise you want to get.

Of course, the real solution to recording location metadata will require that digital cameras have built-in GPS capabilities. A few cameras already do this, and there are various accessories and techniques for existing cameras, but until such capabilities are widespread, you can use Geophoto's tools.

The preferred method seems to be Go To Location, a button and menu item (but not a keyboard shortcut) that displays a Mac OS X sheet with a Country pop-up menu and a field in which you can type a city or landmark name. Search results appear at the bottom of the sheet in another pop-up menu. Although most of my queries were successful, I encountered a few strange results, too: the search located teeny Bitter Lake in Seattle, but not the larger and more scenic Green Lake, although Green Lakes in Wisconsin, Alaska, and other states appeared. Actually, while typing just "green lake" brought no correct results, typing "green lake washington" popped up several options that did appear to be in Washington, but weren't the one I was looking for.

Another method is to drag a photo or album directly onto the globe. If you're not zoomed in very far, this approach could result in your Paris vacation photos being displayed in Brussels or Berlin or Warsaw. So you'll find yourself zooming in on sections of continent looking for more specific areas as you get closer to the ground. Bringing up the contextual menu (Control-click or right-click) offers a Zoom In command that centers the mouse pointer's location in the window, which helps somewhat.

But you'll soon get frustrated, because Geophoto ships with a limited amount of geographic detail. Unlike Google Earth, or Google's satellite maps on the Web, zooming in doesn't automatically increase the resolution of the terrain. To move beyond a thick soup of blurry pixels, you need to open Geophoto's preferences, click the Imagery button, and download the next-best quality of satellite images. I say "next-best" because there's no option to just download the highest resolution; you need to increase your view of the world in waves, downloading one set of files, then the next, and so on, four or five times.

The highest-resolution data (an average of 0.13 miles per pixel) is still pretty far away. Performing a search for Cornell University yields a patch of Earth roughly 50 miles square. I can zoom in further, but I have to take it on faith that dragging photos from the strip to the middle of the map will put them at the right place.

Fortunately, there are two options for fine-tuning your photo placement.

Selecting a photo and bringing up the Inspector reveals a Set button next to the Latitude and Longitude fields (which are not editable, so you can't plug in those values if you happen to know them). Clicking Set takes you to the Go To Location sheet; after you get a search result, clicking the Set button positions your photo at that location.

(Selecting one or more photos in the strip and using the Set button is more efficient than finding a location and dragging photos onto it. However, Geophoto's highly visual approach discourages one from looking for solutions in dialogs or palettes. Also, the introductory sticky notes that appear the first time the program is launched emphasize dragging photos to the globe and make no mention of the Set Location approach; you have to stumble upon it or find a reference in the getting started PDF.)

The other option is to display the Loupe. In traditional photography, a loupe is a magnifying glass that you

place over negatives on a light table to inspect the quality of the images you shot. In Geophoto, the Loupe bridges the gap between the middle-altitude view of the globe's highest resolution and street level. Within the Loupe's square field of view is a Google street map; the resolution depends on how far you're zoomed in on the map. Holding the spacebar and moving the mouse keeps the Loupe stationary and moves only its contents if you're looking for something in particular, but clicking the mouse jumps you right back to where you were before pressing the spacebar.

If you find a more accurate location for your photo (like the city block where the picture was taken), you can move the picture to a new spot by Command-clicking it and dragging. A red crosshair appears to help you pinpoint, but its movement can be jerky depending on your zoom level.

Basically, placing your photos with any degree of accuracy beyond city level is a lot of work. Perhaps this is because we've all seen how the operation should work: like Google Maps on the Web or Google Earth, where the image resolution dynamically increases as you move closer to your destination. Using Google Earth and the Yahoo Maps feature in Flickr, for example, I was able to pinpoint the parking lot from which I shot a photo on Seattle's waterfront. Geophoto couldn't offer that level of detail, and even in cases where you might be able to narrow a location down to a city block, it's not easy to get there.

Adobe Photoshop Elements 5.0 under Windows provides just this type of geotagging, giving you a window to an interactive map that lets you drill down with usable resolution. (Photoshop Elements wasn't updated beyond version 4.0 for the Mac.) Geophoto should adopt the same approach.

If you're looking for specificity, the better approach is to tag the images with geographic data using Flickr's

tools, then import them as a Flickr feed in Geophoto. However, I don't have a sense of how precise most people want to get. It may be enough to drop a folder full of images onto London to differentiate that set from photos taken in Seattle.

That leads to another problem, one which Geophoto is more adept at handling.

**Find It Again** — Once you start adding large numbers of photos to Geophoto, you'll find yourself in the same situation that brought you to the program in the first place: searching for the photos you want to view. Assuming you've tagged your photos with locations, you can spin the globe and select stacks (multiple photos grouped together) based on their thumbnails; a slider in the lower-right corner of the screen controls the size of the thumbnail previews. But especially when you're zoomed out, the stacks merge together so you're still seeing only one thumbnail image with a number indicating how many photos are in the stack, not everything you've shot. (I actually like the way this effect operates, because visual clutter can be just as bad as scarcity when looking for something.)

Geophoto's tools for locating photos in its database are smooth and quick. Double-click a thumbnail to zoom one magnification level with the photo set centered, up to the globe's maximum resolution. From there use the other zoom features to get closer if necessary.

But even zoomed out, clicking a group of photos makes them all appear in the strip at the bottom of the screen. From there you can double-click an image to view it at full size in an attractive slideshow screen.

A Search field actively narrows the number of visible images by searching the photos' metadata, such as title and description, much the way the iTunes Search field finds songs as you type. And providing further textual filtering, a Tag Cloud floating palette lists every tag, with some sized larger

than others to denote more frequent usage. Click a tag to view the photos it describes, as well as the other tags applied to those photos.

What I find most interesting about Geophoto, despite its difficulties in applying geographic data, is its focus on exploration. In fact, I'd go so far as to say that Geophoto is primarily a fun application for photo discovery, and secondarily a tool that serious photographers might use to geotag their picture libraries.

For example, I've already mentioned how it's possible to maintain a running collection of the most recent images uploaded to Flickr groups. But you can also create new, custom Flickr feeds by positioning your mouse pointer on the map and choosing Find Flickr Photos in this Location from the contextual menu. Geophoto casts a virtual net over the area visible in the globe area and grabs 20 geotagged images. (It's not as entertaining as FlickrVision, but not as fleeting either.)

**Photos in the Real World** — The proliferation of digital cameras is dramatically altering photography, democratizing it in a way that I think few people thought would be so pervasive. Geophoto contributes, too, by enabling you to export the location data back to the photos in your iPhoto library (choose Update Original with Location Information from the Item menu); the metadata is added to the image file. So if you applied a location in Geophoto, you can upload it from iPhoto to Flickr (or another service that can pull the data out of the file's metadata) with the location intact.

People all over the planet are not only snapping pictures, they're uploading and sharing the images with anyone who happens to stumble into their corner of the world - a corner that's easier to find when spotlighted on a globe. Geophoto may be only an early and somewhat awkward solution to this desire, but it shows where we — or at least our digital photos — will be going. 🗑️



By Adam C. Engst  
<ace@tidbits.com>

## Copyright Fun and Games

In the fun category, Professor Eric Faden of Bucknell University has created a video review of copyright principles. You're probably thinking, "How could anyone make a video about a legal concept even mildly entertaining?" But Faden's truly inspired video works on many levels because it consists entirely of extremely short clips (often no more than one word) from a wide variety of animated Disney movies. It's thanks in large part to Disney that copyright - which was designed to encourage creativity by giving the creator control over copying for a limited time - now lasts for the life of the creator plus 70 years, or, for a work of corporate authorship, 120 years from the date of creation. But thanks to the short length of the clips, its non-profit educational nature, and the fact that it would in no way affect the potential market for the copyrighted works, Faden's video undoubtedly falls under fair use.

Moving from fun to games, the latest idiocy to emanate from the U.S. Department of Justice is a legislative

proposal (in other words, something the DoJ would like Congress to turn into law) that would criminalize copyright infringement. (For a selection of entirely reasonable, real-world copyright infringements that could be criminalized by this proposal, see my article, "J.D. Lasica's Darknet: People in the Copyright Wars," 2006-06-05.) Under this proposal, the RIAA wouldn't have to settle for extracting money from citizens who may have infringed copyright; instead, they could just get the federal government to take away the miscreants' computers and throw them in prison. That's right - the DoJ wants people who even attempt to infringe copyright to be liable for property forfeiture and prison time, just like drug dealers.

And to make sure that none of these attempted copyright infringements go undetected, the DoJ wants to allow law enforcement to wiretap personal communications in copyright infringement investigations. The sheer audacity of this proposal is astonishing - it's hard to do more than sputter, "But but but!" as you read it. But what

you can do is write to your elected representatives to urge them to oppose this proposal if it is introduced; the Electronic Frontier Foundation has a tool that makes it easy. ☑

By Adam C. Engst  
<ace@tidbits.com>

### An iPhone in a Blender?

This is just painful to watch. There's a company called Blendtec that makes a high-powered blender. To showcase its capabilities, they've done a number of hilarious "Will It Blend?" videos that feature a wide variety of objects being subjected to blending. They've destroyed a can of fake cheese, old toilet components, and even a garden hose. But for their latest spin de force, Blendtec put an iPhone into their demon blender, and... well, you'll just have to see what happens for yourself. Don't try this at home, not that any sane person would. ☑

by Tim Sullivan

## August Software Review

*From time to time friends send links to interesting videos. They are worth archiving. FLVR should make it possible.*

### PaintJam

<http://www.youtube.com/watch?v=OIJtKxdRQzY>

### Juggling Final

<http://video.google.com/videoplay?docid=477618163465614540&p=goog-sl>

### Jerome Murat

<http://www.youtube.com/watch?v=If6gUDsEbKA>

### It just works

<http://www.steelcitysfinest.com/HondaAccordAd.htm>

By Dave Greenbaum,  
dave@clickheretech.com

Originally published at <http://www.clickheretech.com> and republished by the Lawrence Apple Users' Group <http://laugks.org/news/>



## FLVR

<http://www.tastyapps.com/>

Sometimes a product comes along that is so simple and so straightforward that there is very little to say about it. What do you say about a screwdriver — it drives screws and does it well. No FAQ needed! FLVR does one thing and one thing only: saving videos from web sites that normally prevent you from doing so, such as Myspace and Youtube. However it does this one thing better than anyone else currently out there.

After installing FLVR, there is an icon on your Safari toolbar of a movie camera. To save a recent video file, just click the movie camera and select any video recently viewed in Safari. Could it be any easier? In preferences you can specify where to save the file and its format, but it works fine without any tweaks. Now you can transfer those Youtube videos to your iPod and pretend you have an iPhone. Fool your friends!

When I read about the beta, I eagerly tried it. They developers were smart and allowed beta testers to buy the program for only \$8.00. Now the program costs \$15.00, still a bargain for what it does. My only complaint besides the name (which derives from the .flv extension of certain video files), is that it only works with Safari. It would be nice if it worked with Firefox, but that's like saying you'd turn down the iPhone because it only comes in black!

Overall elegantly simple and powerful.

Pros: Works great for saving videos

Cons: Very small: only works in Safari.



by Frank Petrie

## FRESHLY SQUEEZED REVIEWS: I Move Me

## Product: I Can Animate

Company: Kudlian Soft <[www.kudlian.net/products/icananimate/](http://www.kudlian.net/products/icananimate/)>

Requirements: OS X Mac OS X 10.3 or later; 256MB RAM; a camera

Price: \$49.95US; FREE five day demo

Binary: Universal

Test Rig MacBook C2D 1.83Ghz/2 GB RAM/OS 10.4.10

Review Date: 10 July 2007

Remember when you were a kid and dinosaurs roamed the Earth. What was on TV? Mainly cartoons and claymation. And with the advent of YouTube, et al., they're both making a comeback. Computers have now made it possible for you to give it a whirl. Enter 'I Can Animate.'

"Designed for all ages the, award winning, I Can Animate lets you create stunning movies using a variety of animation techniques.

Work with different video layers so that you can create an animation from video captured from a camera, pictures you have drawn yourself or both together. All this in one single application."

Actually the title is deceptive as ICA can do much more.

## THE JUICE

ICA is more than just time lapse software. You can also do animation and chroma key for use in your iMovies. Let's start with the time lapse feature.

**Time Lapse.** Time lapse is essentially compressing time. Whereas regular video runs at 30fps, you can set your time lapse frame to whatever you wish, say 1 frame every minute and a half.

First, I set my frame rate, then I set up the camera, a light and pointed it towards the living room. Make sure that you set all this up in a place where the set up will not be disturbed, as you want to prevent any movement of the camera.

I followed their simple instructions to a tee but ran into one problem. It seems you have to turn off your computer's sleep function, as well, cause my computer went to sleep although it was in the middle of a time lapse. Otherwise the picture was fine.

**Animation.** Everyone is familiar with animation. We call them cartoons. Now this aspect requires a lot of time and patience because there is 30 frames in one second. If you want to produce a different picture for each frame, that's 1,800 pictures for one minute!

To make sure that your subject is moving just the right amount (not too much or too little) ICA comes with 'onion skinning.' Onion skinning allows you to translucently place the new frame over the previous frame and see how much movement from frame-to-frame you're making. In this way you can tweak your animation to the exact effect that you desire.

**Drawing.** The same basic principles as in Animation, except you use drawings instead of pictures. This took a little bit longer for me to get going on, as what I know as the 'Color Wheel,' is called the 'Magnifying Glass' in the manual.

**Chroma Key.** This is how you make your animation really professional looking. The simplest way to explain chroma keying is to think of layers in Photoshop. The real difference is that your top footage will be shot with either a blue or green background. You will then load a background image that your performer(s) will appear in front of. Think of the Magic Wand tool and you have the basic premise of chroma keying.

**Manual.** It also comes with an easy to follow, preloaded, .pdf manual that will get up and running.

## THE PITS

The documentation is very easy to follow. Unfortunately, I'm simpler than the directions. So, for dunderheads such as myself, I wish the

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## August Software Review

Drawing chapter was a bit more thorough.

### THE RIND

Nada.

### THE PULP

The fact that any one would even consider making such a tool for an entry level program as iMovie is amazing. But what's more amazing is how good it is!

But make no mistake. Animation is both time consuming and requires the patience of a saint. Make that two saints.

But if you have both of these, and some talent, you can make some amazing art with I Can Animate. Now this is living the iLife!

**RATING:** 9 out of 10



### Review by Judy Richards

#### DasBoot 1.0.2

**Developer:** SubRosaSoft (<http://www.subrosasoft.com/>)

Freeware

During our last EPMUG Saturday morning workshop, Ken Westeen was showing off one of his famous "toys" and I noticed that it was just a simple USB thumb drive. But he was quick to elaborate that not only is it just a "simple" thumb drive but also a bootable toolkit loaded with his favorite OS X software tools. So I tried to talk him into a small "how to" for the newsletter but instead, he copied the software application over to my thumb drive so I can do a review on it. By the way, it's totally FREE! and available to download from <http://www.subrosasoft.com>.

All you need to do is install DasBoot and follow the prompts as they come up, the first being, start DasBoot, it will ask you to insert a valid boot disk (like Tech Tool Pro, DiskWarrior, etc), from the next screen it will present available application tools to load onto your iPod, Thumb Drive or Firewire Drive. In my case, I'm using a 30GB external Firewire Drive since I do not have a Intel mac (Yet!) and I chose the following tools (which you must own the license to) DiskWarrior, TechTools Pro, Disk Utility and DataRescue II.

Keep in mind that the storage device that you're using needs to be formatted as a Apple HFS (standard Mac OS format) in order to be seen as a valid destination by DasBoot. When DasBoot can see your destination drive, you then select start, DasBoot will ask you to authenticate, and it will proceed towards installing everything you need to make your iPod, Thumbdrive or FireWire Drive into a bootable software toolkit. This process takes about 15 minutes. After completing the process, I decided to test out my new "toolkit" on my powerbook (G4 1.5 Ghz). First I had to boot into the newly created "tools" by holding down the option key and selecting the firewire drive when it became available. After it finished booting, I was presented with a menu of different applications much like TechTool Pro or Disk Warrior called SRS Launcher. For the purposes of testing, I ran Disk Utility and repaired the disk and permissions. Worked fine. I then tried running Disk Warrior but ran into trouble with that but maybe it was more with my version since mine is a couple of years old so maybe a newer version would work better. But anyway, very nice little tool to add to your software "toolbox" and what more can you ask for.... it's free!



By Adam C. Engst  
<[ace@tidbits.com](mailto:ace@tidbits.com)>

## ChangeShortName Simplifies Name Changing

Unsatisfied with your identity in Mac OS X? Bothered that the person being asked to provide an administrator password isn't really you? You can always open the Accounts pane of System Preferences and change the Name field that holds your full name. But the Short Name field below it remains frustratingly immutable, even after you click the lock icon, making you think, perhaps, that Mac OS X is being unnecessarily over-protective.

This is backwards. Your full name is what you can't escape, the one inscribed on your birth certificate. But short names, whether they're chosen, assigned, or merely accidental, are more malleable. My late grandfather Orville was known to his friends as Barb, a seemingly inexplicable nickname for a powerfully built farmer who could fix electric fences without turning off the heat. It was finally explained to me that it was short for "barbarian," a reference to his football and boxing prowess at Cornell University in the 1930s.

Had Grandpa accidentally set his short name in Mac OS X to "orville" when he would have preferred "barb", the ChangeShortName utility from James Bucanek and Dan Frakes would have come in handy. It is possible to change a short name in Mac OS X with appropriate incantations at the command line and gestures in Apple's NetInfo Manager, along with edits to configuration files. But it's a tedious process involving so many steps that not even Apple's official instructions are complete. It's also prone to errors: if you mess up, you're looking at significant recovery efforts.

ChangeShortName makes this process far easier and more foolproof by encapsulating all the steps necessary to change an account's short name. All

you have to do is select an existing name, enter the new name, and click a button. Plus, if you've tried and failed to change a short name on your own, it can also repair some of the damage. It requires Mac OS X 10.3 or later, and is free, though donations are requested. Even with ChangeShortName, changing your short name isn't the sort of thing to do lightly, so be sure to read the included documentation before using it. It's a 424K download.

## Before Upgrading System Software

Apple currently uses two versions of updates:

- The Update version contains the complete versions of all files/packages to be updated. It is used only for updating the immediately previous version of Mac OS X. It is a smaller download and will thus download more quickly. For example, this month Mac OS X Update 10.4.9 should be just used to update Mac OS X 10.4.8
- The Combo Update version update contains the complete versions of all files/packages to be updated, as well as all updated files/packages from all preceding updates to your version. For example, this month Mac OS X Combo Update 10.4.9 will update any version of OS X 10.4.

We recommend the following procedure when applying a System Update

1. Consider backing up your current system with Carbon Copy Cloner or SuperDuper. OS X cannot be backed up using drag and drop — there are many important, but invisible, files that will not get backed up.
2. Make sure your hard drive is in good shape: Boot from the OS X Install CD (your original OS 10.4.whatever CD) and run Disk Utility's Repair Disk function (or use a third-par-

ty drive utility such as DiskWarrior or TechTool Pro).

3. If you have any FireWire devices connected, turn them off and disconnect them before installing the update. This includes iPods, as the iPod is a FireWire hard drive.
  4. Install the update.
  5. Do not interrupt the update process. The installation of incremental Mac OS X updates (or any significant system updates for that matter) should never be interrupted by putting the system to sleep, quitting the installation application, or even performing other system operations that could potentially interfere with the process.
  5. After rebooting, again run Repair Disk Permissions.
  6. If you have significant problems with the new updated OS, remembered the often repeated last resort advice from MacFixIt: Re-apply Combo!
- Using this update procedure avoids many of the common problems incurred after each update to OS X.

## Apple Updates

### AirPort Extreme Update 2007-004 07/31/2007

System Requirements

- OS X 10.4.10
- MacBook Pro
- MacBook
- Intel-based Mac mini

This update is recommended for all Intel-based MacBook, MacBook Pro, and Mac mini computers and improves the reliability of AirPort connections.

### Pro Application Support 4.0.1 07/30/2007

System Requirements

- OS X 10.4 or later

This update improves general user interface reliability for Apple's professional applications and is recommended for all users of Final Cut Studio, Final Cut Pro, Motion, Soundtrack Pro, DVD Studio Pro, Aperture, Final Cut Express HD, Soundtrack, Logic Pro and Logic Express.

### Firmware Restoration CD 1.3 07/12/2007

System Requirements

- Intel-based Macintosh computer

The Firmware Restoration CD can restore the firmware of an Intel-based Macintosh computer.

Note: Restoring your firmware will reset some of your computer's preferences to defaults.

You can only use this to restore the firmware after an interrupted or failed update. If your computer is already in this state, you'll need to download the software and create the CD on another Macintosh computer, or you can take your computer to an Apple Store or Apple Authorized Service Provider to restore your firmware. This CD can be created on both PowerPC- and Intel-based Macintosh computers.

Note: This CD cannot be used to return an Intel-based Macintosh computer's firmware to a previous version if a successful update has already been performed.

### MacBook Pro EFI Firmware Update 1.3

07/12/2007

System Requirements

- OS X 10.4.9 or later
- MacBook Pro 15-inch 2.2GHz or 2.4GHz
- MacBook Pro Software Update 1.0

This EFI Firmware update fixes a display issue on 2.2/2.4GHz 15-inch MacBook Pro models.

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## August Software Review

### iTunes 7.3.1 for Mac

07/11/2007

System Requirements

- OS X 10.3.9 or later

iTunes 7.3.1 addresses a minor problem with iTunes 7.3 accessing the iTunes Library.

### QuickTime 7.2 for Mac

07/11/2007

System Requirements

- OS X 10.3.9
- OS X 10.4.9 or later

QuickTime 7.2 addresses critical security issues and delivers:

- Support for full screen viewing in QuickTime Player
- Updates to the H.264 codec
- Numerous bug fixes

This release is recommended for all QuickTime 7 users.

Important Notice to QuickTime Pro Users

QuickTime 7 will disable the QuickTime Pro functionality in prior versions of QuickTime, such as QuickTime 5 or QuickTime 6. If you proceed with this installation, you must purchase a new QuickTime 7 Pro key to regain QuickTime Pro functionality. After installation, visit [www.apple.com/quicktime](http://www.apple.com/quicktime) to purchase a QuickTime 7 Pro key.

### iPod Reset Utility 1.0.2 for Mac

07/05/2007

System Requirements

- OS X 10.3.9 or later

Use iPod Reset Utility to restore the following iPod models back to their factory settings, when iTunes is unable to do so:

- iPod shuffle (1st Generation)
- iPod shuffle (2nd Generation)

The restore process completely erases all music and data on your iPod, and installs current iPod software on it.

### Audio Update 2007-001

07/02/2007

System Requirements

- OS X 10.4.10

This update is recommended for all users running 10.4.10 on Intel-based Macs and resolves an issue with audio.

### Mac OS X 10.4.10 Update v1.1 (Intel)

07/02/2007

System Requirements

- OS X 10.4.9
- Intel-based Macintosh

The 10.4.10 Update is recommended for PowerPC and Intel-based Mac computers currently running Mac OS X Tiger. This update includes general operating system fixes, as well as specific fixes or compatibility updates for the following applications and technologies:

- RAW camera support
- Mounting and unmounting external USB devices
- Support for 3rd party software applications
- Security updates

### Mac OS X 10.4.10 Combo Update v1.1 (Intel)

07/02/2007

System Requirements

- OS X 10.4 or later
- Intel-based Macintosh

The 10.4.10 Update is recommended for PowerPC and Intel-based Mac computers currently running Mac OS X Tiger. This update includes general operating system fixes, as well as specific fixes or compatibility updates

for the following applications and technologies:

- RAW camera support
- Mounting and unmounting external USB devices
- Support for 3rd party software applications
- Security updates

### Security Update 2007-007 (10.3.9)

07/31/2007

System Requirements

- OS X 10.3.9

Security Update 2007-007 is recommended for all users.

### Security Update 2007-007 (10.4.10 PPC)

07/31/2007

System Requirements

- OS X 10.4.10
- PowerPC-based Mac

Security Update 2007-007 is recommended for all users.

### Security Update 2007-007 (10.4.10 Universal)

07/31/2007

System Requirements

- OS X 10.4.10
- Intel-based Mac

Security Update 2007-007 is recommended for all users. 🗑️





# Mac 911

## Solutions to your most vexing Mac problems

### *Of overcharging and iPods*

*Q: I recently got a Bose SoundDock and wanted to know whether it was a bad thing to keep the iPod permanently mounted in the dock. The SoundDock continuously charges it. Can that hurt the battery? — Danny Sat*

A: In general, you can't overcharge your iPod. It's a savvy little piece of gear that understands when enough is enough, even if it's connected to a power source like the \$299 SoundDock ( ) for days on end. Some folks (but not Apple) suggest that undocking the iPod once a month and letting it run on battery power for a while is a good idea. Allegedly, this will "exercise" the battery and lengthen its life span.

I haven't tested the theory, because, frankly, I don't have the patience to conduct multiple-year battery trials. But given that even the most devoted homebody is likely to leave the house on at least a monthly basis, it certainly wouldn't hurt to take your iPod for a walk every so often.

Another battery question I hear frequently is "So, when should I charge my iPod — should I run it all the way down first? Halfway down?" Invariably, my response is "Don't sweat it." No matter what you do, the battery will eventually die, and you'll either replace it or get a new iPod.

Running an iPod all the way down and letting it sit for a week with no juice is unnecessary — the batteries in iPods don't have a "memory" that you need to reset by running them dry, as did the batteries in some older devices. Nor will the battery become

overly stressed if you recharge it at the end of each day, even though you've used only a quarter of its charge.

In short, charge your iPod when it's convenient. If you're going on a trans-pacific flight, then by all means find a spare power outlet at the airport and top your iPod off. Or if you've listened to it for only a couple of hours and don't feel like taking it out of your backpack, pocket, or purse, then leave it where it is at the end of the day, enjoy its many gifts tomorrow, and charge it the next time you think of it.

### *Squeaky-clean systems*

*Q: I recently found a program called Disk Cleaner (for PCs) and was wondering if there was something similar for Macs. — Gordon Werb*

A: Disk Cleaner is a free, open-source utility that deletes temporary, cache, and cookie files, as well as stray items in the Recycle Bin, from a Windows PC. There are loads of similar utilities for the Mac, but my favorite is Titanium Software's OnyX (; payment requested). It allows you to easily muck with parts of the operating system that are usually accessible only through Terminal. But unlike many tools of this sort, OnyX helps you stay out of trouble while you do so — it clearly explains what its features do and warns of potential problems.

For example, in the Cleaning tab, where it seems that you'll be spending the bulk of your time, you'll discover that you can delete a wide variety of cache files, as well as form values and cookies (see "Empty the

Cache"). OnyX warns you that deleting these things may mean that you have to reenter user names and passwords when you revisit favorite sites (this could cause trouble if you've neglected to make a note of any passwords).

### *The case of the missing contacts*

*Q: Nearly all my Apple Address Book contacts are gone. Worse yet, all the addresses in Microsoft Entourage's Address Book are gone, too. I'm a .Mac member and use Apple's Backup to back up my hard drive, so I think I can get my contacts back. I just don't know where to look. — Turner Rouse*

A: Launch Backup, select your regular backup plan (this plan must include either your Home folder or Personal Data & Settings), and click on the Restore button. In the Restore window that appears, select a date whose backup is likely to hold all your contacts — for example, if you recall seeing all your contacts on the day before yesterday, find the backup that most closely precedes that date in the Previous Backups column.

Click on it and then follow this path: your user folder / Library / Application Support / AddressBook. Find the file named AddressBook.data. Select the Restore To An Alternate Location option. Put a check mark in the box next to the file name to select it, and then click on Restore Selection. Navigate to the place where you'd like to put the file, and click on Choose.

Once the program is finished, open the Restored Files folder it has created

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# Mac 911

and dig down through its folders until you get to the AddressBook.data file. Go back to your user folder/Library/Application Support/AddressBook and replace that folder's AddressBook.data file with the one from the Restored Files folder. Launch Address Book, and it should contain all your contacts.

Now, before you move on to Entourage, do this: In Address Book, choose File: Back Up Address Book. This will do exactly what it says — back up your contacts on your Mac. I don't know what funkiness caused Address Book to lose your contacts, but if it happens again, you can easily get the contacts back by opening Address Book, choosing File: Revert To Address Book Backup, selecting this backup file, and clicking on Open.

As for Entourage, launch it, open its preferences (Entourage: Preferences), and select Sync Services. You should see that the Synchronize Contacts With Address Book And .Mac option is enabled. Microsoft added the option to synchronize contacts between Apple's Address Book and Entourage 2004's Address Book in a recent update. It's a great feature — unless Apple's Address Book loses its contacts. When that happens, Entourage syncs with the nearly empty list of contacts. Once you restore your contacts to

Address Book, Entourage will update its Address Book with those contacts, as long as this option is on.

## 3 ways to use hidden preferences

As much as I rely on add-on tools like the ones covered in Mac Gems to make the most of my Mac, there are times when you can do the most-powerful work with capabilities built into the programs you already own — as long as you know that they're there.

**1. Unstick Entourage** Macworld.com forum reader LarryW posted a tip about a hidden Microsoft Entourage command. Specifically, if you find that Entourage hangs or pauses for minutes at a time and your hard drive sounds as though it's been thrown into high gear, try this: Launch Entourage while holding down the option key. Microsoft's Database Manager will launch instead of Entourage. Select the Set Database Preferences option in the Database Utility window, click on Continue, and disable the Perform Database Integrity Check In The Background option. This will cause that seemingly endless background churning to stop.


Note that checking the integrity of your Entourage database from time to time is a good idea — all your messages are contained in that one file. You can do this from within the Database Utility window. And of course, you should have a backup of your Entourage Database file, which

you'll find in your user folder/Documents/Microsoft User Data/Office 2004 Identities/Main Identity.

**2. Update iPhoto Thumbnails** If your iPhoto thumbnail images don't match the full-size versions anymore, press 1-option while launching iPhoto. In the resulting Rebuilding Photo Library window, you'll find options for rebuilding your photos' small thumbnails, rebuilding all thumbnails, rebuilding the iPhoto Library database, and recovering orphaned photos in the iPhoto Library folder. In this case, choose the first option — Rebuild The Photos' Small Thumbnails — and your thumbnails will once again accurately depict your images.

**3. Create New Libraries** Press option when you launch iPhoto, and it'll give you the choice of creating a new iPhoto library or choosing an existing iPhoto library. That's helpful when you don't have enough storage space to hold a massive iPhoto library in one location. The same key command works for iTunes 7 and its libraries.

[Senior Editor Christopher Breen is the author of Secrets of the iPod and iTunes, fifth edition, and The iPod and iTunes Pocket Guide (both Peachpit Press, 2005).

Find Chris' books at [www.amazon.com](http://www.amazon.com) and [www.peachpit.com](http://www.peachpit.com). Get special user group pricing on Macworld Magazine! Subscribe today at <http://www.macworld.com/useroffer/> 

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