December 2007
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KEYSTONE MacCentral

printout

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

Our next meeting will be held at our regular time and place, that being the third Tuesday of the month. You are all welcome to join us on December 18 for the annual Keystone MacCentral holiday party.

We will have our business meeting and Q & A period, followed by a program that will include plenty of time for eating and socializing. KeyMac will provide sodas and we ask members to bring in something good to eat. The abbreviated program will focus on Leopard, Apple's new operating system which we have installed on our new MacBook Pro. We have videos that explain some of Leopard's new features so if you are thinking of upgrading, this meeting is a good one to attend. Add in the munchables and there is no good reason not to be there.

We also have two raffle prizes to be given away to paid up members who win the drawings. The prizes are downloadable tutorials from macProVideo.com. In addition, we will hold a mini auction for an H-P printer and several DVDs.

As usual for our winter meetings, be aware that we may have to cancel in the event of inclement weather. Our web site should be updated in the early afternoon in the event we have to cancel.

Meet us at

Gannett Fleming
Gannett West Building
209 Senate Ave ❖ Camp Hill

Tuesday, December 18, 2007, 6:30 p.m.

Attendance is free and open to all interested persons.

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Keystone MacCentral is a not-for-profit group of Macintosh enthusiasts who generally meet the third Tuesday of every month to exchange information, participate in question-and-answer sessions, view product demonstrations, and obtain resource materials that will help them get the most out of their computer systems. Meetings are free and open to the public. The *Keystone MacCentral Printout* is the official newsletter of Keystone MacCentral and an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by any for-profit organization, including Apple Computer, Inc. Copyright © 2007, Keystone MacCentral, 305 Somerset Drive, Shiresmanstown, PA 17011.

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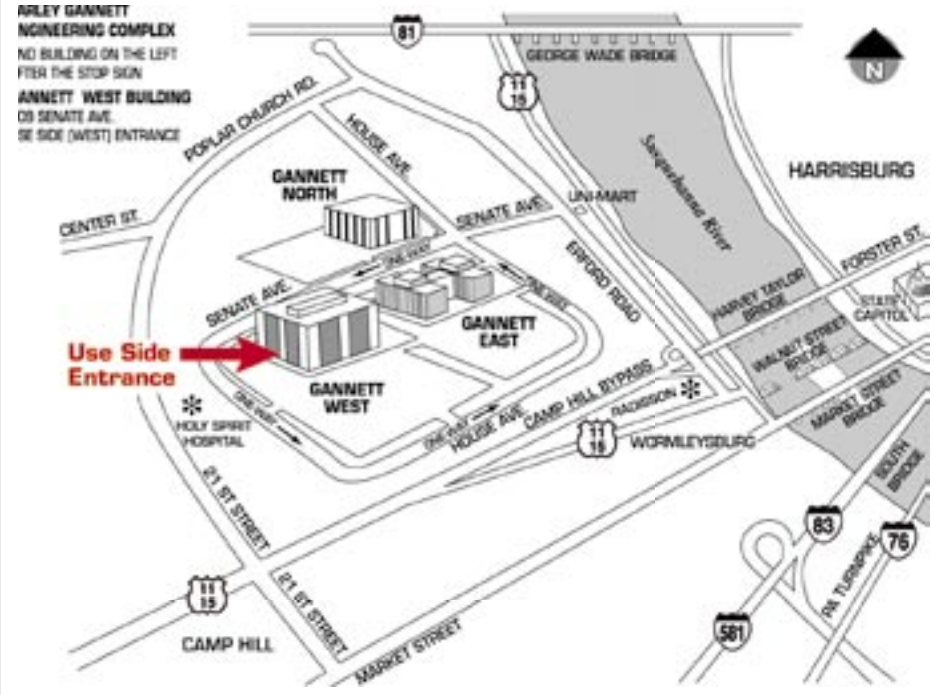


Keystone MacCentral Essentials

Meeting Place
Gannett West
209 Senate Avenue
Camp Hill

Web Site
http://www.keystonemac.com

Mailing Address
305 Somerset Drive
Shiresmanstown, PA 17011

by Linda J. Cober

President's Corner

It's December and time for our annual KeyMac holiday party! That's right; we'll not only have a meeting on December 18 but also will also have food, beverages, and time to socialize with your KeyMac friends. The club will provide beverages, cups, plates, napkins and utensils, and we request that you bring along a favorite goodie to share. Jim is especially eager for his favorite soft pretzels while I am hoping for some of Wendy's chili and perhaps some homemade popcorn, Chex mix, chocolate chip cookies, chips and dip, cheese tray etc. In other words, if you bring it, we will enjoy it!

On another note, with the holidays fast approaching, some of you may have bought or be preparing to buy a new Mac. If so, you are likely to take advantage of the offer of $100 off a new printer when bought with a new Mac on the same invoice. KeyMac did that when we bought our new MacBook Pro, so we now have a brand new printer to auction off at our December mini-auction. The $100 off is a good deal, but I want to warn you that the rebate conditions make you earn that $100. First off, don't throw away the box of either the printer or the Mac until you have your $100 check in hand. Next, be sure to cut the whole way through the box to remove the UPC symbol. One that is peeled off does not work. If you submit your claim online, you still have to mail in the UPCs with some other documentation, including your receipt for the printer and the Mac. When you go to fill out the claim online, you may become very frustrated because the online illustrations showing the product number may not work when you go to fill them in. I was helping Tucker, a fellow KeyMac member, with his rebate submission because the one I submitted for Capt'n Don and Janet's new MacMini had gone well, while Tucker was having trouble. I soon found out why. When I typed in the product number for his new printer, using the online illustration to find the appropriate number, I kept getting the message that his printer was not eligible for the rebate. He had, however, printed off the requirements and his printer was clearly listed. Nevertheless, I kept getting that infuriating message and was not allowed to go any further in filling out the online rebate submission. I did not want to switch to the mailing-it-in option and then hear weeks later that the printer was not eligible when I had proof that it was. In desperation, I called the rebate center by phone and after being sent from department to department finally got a human being. (Note: here's a tip from my phone savvy sister. When she called, despite not being offered the option to push O for a human being, she did so and was connected right away. I plan to remember that in the future!) I explained the problem and was told that the number I was using was not correct, despite the illustration that showed me exactly where to look on Tucker's box to find it. Instead, she told me to look at the receipt and use the number starting with TN, which is definitely NOT what was shown on Apple's supposedly helpful online illustration. I kept her on the line until the number was accepted, allowing me to move on. Tucker has not heard yet whether his rebate was accepted, but he probably will have by our December 18 meeting. He kept a photocopy of everything he sent in, so we can fight the good fight again, if necessary, but the experience left me feeling like Apple hopes that some folks will just give up and forget their $100 rebate. When one buys from the online Apple store and all the documentation is readily available in Apple's records, I think that the rebate should be just another button to click. Why make people jump through hoops unless it is to discourage them into giving up their $100 rebate? I hope my experience will help those of you who end up in the same boat when/if your product number is not accepted by the online rebate submission form. My next challenge is to submit the rebate form and upgrade form for Microsoft Office. I bought Microsoft Office 2004 on Black Friday because for one day only anybody could buy it for $150 with a $100 rebate and a free copy of the soon-to-be released Office 2008 for the cost of $6.95 for shipping and handling. I'll let you know how that rebate procedure goes!

Hope to see you December 18 at our holiday party! Bring goodies and bring a friend!

Now that winter and, at times, hazardous driving conditions are here, it may become necessary to cancel a meeting on short notice. The board of Directors will make a decision and update our Web Site

http://www.keystonemac.com

by 1:00 p.m. on the day of the meeting.

by Gary Brandt, Recorder

Keystone MacCentral Minutes

November 20, 2007

Business Meeting

President Linda Cober asked members to bring in edible goodies for our December meeting. The club will provide drinks, cups, plates, and napkins for our annual holiday party. Webmaster Linda Smith directed us to the new widget she posted on our site this month. The Radar In Motion widget gives you live radar feeds from all over the world. We downloaded the widget to the club's MacBook Pro so we could see some of the weather maps it provides.

We held a raffle for the first of the downloadable videos that MacProVideo.com has provided us. Lucky winner was Don Fortnum who will be able to enter a code to get a free download of one of their many titles.

Q&A & Comments

Don had asked for help with cleaning an Epson printer at the last meeting. He found the fixyourownprinter.com site and was able to get instructions for his particular model. This site has forums for a number of different printer models. There is a link to it from KeyMac's links page.

Charles Palentz asked about a 1GB USB drive that had a partition on it that could not be erased. It had probably been formatted with a PC. Several suggestions were offered to erase the partition but he had tried those methods without any success. We asked him to bring the USB drive to the December meeting where we might try other methods. Later, further research found this answer to his flash drive question:

"San disk has a U3 application intended for pc users from < http://www.sandisk.com/Retail/Default.aspx?CatID=1450>

"U3 is a mobile computing platform that allows you to carry your applications on a USB drive and launch them on any PC. So wherever you go – your office or home, an internet café or business center – you can take your favorite software as well as your data files. With U3 technology, a USB drive is more than a storage device – its' a smart drive."

"So I read this to mean I cannot erase; they don't say it but Linda probably has it right: it is probably a separate read only flash chip with the main chip."

A question was asked whether USB keyboards are interchangeable between machines and operating systems. In most cases they should be, but Linda Cober reported that Tucker Hill had had a problem with one. Another problem was reported with an Airport Extreme base station connected to a network USB drive. Occasional cutoffs were occurring. Jim Carey suggested that a cordless phone could be causing some interference.

A problem booting a G4 Mac with a small hard drive was also reported. This could be caused by a corrupted hard drive. Several methods for diagnosing the problem were proposed. Starting up with the Shift key held down was one suggestion. Or starting with the System CD inserted and the "C" key held down would allow the Mac to boot from that disk and allow diagnostic tests to be run with Disk Utility.

Eric Adams asked if USB 1 and 2 were compatible. USB 2 devices connected to a USB 1 port would transmit data at the slower speed. If a slot is available on a older Mac without a USB 2 port, an upgrade could be made with a PCI USB 2.0 card.

A tip was offered for those who encounter an uneditable PDF form. Apple's Preview application can save PDF files as JPEG files which could then be modified to include form field information with an appropriate graphic application.

A question was raised about the safety of widgets. Linda Smith opined that any widgets available from Apple's site had probably been at least minimally tested. Linda mentioned other widgets that are available. Clicking on the iGoogle button on Google's site will lead to their widgets which run within a browser. Yahoo also has some widgets which work on the desktop.

Program Notes

KeyMac's Newsletter Editor and Librarian Tim Sullivan was the presenter of the November program. Tim prefaced his presentation on AppleScript by saying he thinks of it as more of a hobby, albeit a useful one. Tim has a background

in programming so he has a head start on many of us who would want to use AppleScript.

The Script Editor and Folder Actions Setup applications can be found in the Applications > AppleScript folder. There are also some example scripts included there.

Scripts can be attached to folders so that any file put into a folder with a script attached can have some action performed on it by the script. Tim demonstrated a script that converts TIF images in a folder to JPEG files. For help understanding some of the features of AppleScript, you can refer to The AppleScript Language Guide, a PDF file available online. It contains a lot of example scripts. Tim said that modifying existing scripts to suit your purposes is the easiest way to get started with AppleScript. He also recommended a book, *AppleScript - The Definitive Guide* by Matt Neuburg.

Scripts are essentially one-trick-ponies, but very useful when needed. Check these resources:

<http://dougscripts.com/itunes/index.php> for scripts relating to iTunes

<http://scriptbuilders.net/> for a great selection of scripts and scripting additions

SHAZAM! 2.0 is a download that contains a number of scripts for iCal, TextEdit, AppleWorks, iTunes, and the Finder.

Tim showed us how he uses Activity Monitor in the Dock as a monitor so he knows when a script is working. While showing us one of his scripts Tim explained how he goes about writing them. He normally starts with comments describing what the script is meant to do. Next the variables are listed. Tim noted that names are case sensitive. Properties are also listed. Properties can be set to be a certain value. Finally, the script is written with syntax being important so that it runs as desired. Repeat loops greatly help in these scripts. The Script Editor dictionary lists all of the commands available in each application. Scripts can also be created by recording actions although Tim noted some limitations. The Script Menu can be activated from the menubar if it has been set to be visible.

Tim demonstrated a sleep script he uses and a backup script that backs up newly changed files to a different partition. Tim also uses a script to keep track of program updates listed at versiontracker.com for files kept in the KeyMac library. This script took some time to set up but it seems to have significantly reduced the tedium in now finding the updates to be downloaded for the library.

You can find a file describing much of what Tim covered on the KeyMac web site in the Program Links section. It contains a few scripts that can used as is:

• Listfiles: lists information about all of the files within a folder.

• CompareFolders: displays differences between two folders. (Rule of thumb: any two equal folders aren't.)

by Tim Sullivan

Rumors and Reality

Around Apple

• Apple laptop and iPod sales seem to be doing well this quarter. Well enough, in fact, for Bear Stearns analysts have raised their target price for the company's stock from $243 to $249.

• Since Apple doesn't pay dividends, it has accumulated a hefty piggy bank, currently estimated at over $15 billion. Looking to the past, Apple has purchased other companies in order to acquire their technology. In any event, some in the financial community are speculating on how Apple will use this resource.

Christmas screensavers and desktops: go to <http://www.applelinks.com/index.php/more/christmas_screensavers_and_desktop_menubar_items_the_festive_mac_2007/>
if you want to decorate your Mac for Christmas.

Chicklets: I'm sure I'm getting old. I really don't understand the social networking sites where the younger generation display their thoughts, feeling, and vital statistics for the whole world to peruse. In a similar vein, some web sites are promoting this idea that each individual's interests should interest others. For example, if you were to go to The New York Observer <http://www.observer.com/> and click on "Read More," at the bottom of the article there will be fields that allow the reader to "Print" or "Email" the article. You can even post a comment. The row of icons or chicklets are for the sophisticated, in-the-know browser. Apparently they allow the reader to share the article on other social networking sites.

Seen any good videos on the internet lately? You are not alone. Close to three-quarters of U.S. Internet users watched an average of 158 minutes of video in last May and viewed more than 8.3 billion video streams, according to research from comScore, an analysis group.Videos are one example of Web content that suck up bandwidth and hard disk space.

Internet users will create 161 exabytes of new data this year. An exabyte is 1 quintillion bytes or about 1.1 billion gigabytes. One exabyte is the equivalent of about 50,000 years of DVD quality video.

Content providers need to invest $137 billion in new capacity, more than double what service providers plan to invest, according to a study, by Nemertes Research Group. In North America alone, backbone investments of $42 billion to $55 billion will be needed in the next three to five years to keep up with demand.

by Jeff Porten

FileMaker's Bento: Undercooked and Slightly Fishy

Databases have been available since the dawn of personal computers, but they have always suffered from a simple issue: just about everyone needs one, but few people know how to build one.

Mac users (and computer users in general) have generally had two options. The simple method is to use databases that succeed by providing specialized interfaces and very limited customization options. Two examples: Address Book and iCal. Both are databases, and both are great if you need exactly what Apple provides. You can add a middle initial to anyone in Address Book, but if you want to keep track of people who owe you money, you're pretty much out of luck trying to calculate a grand total.

The more complicated method is database software that enables you to build exactly what you want. FileMaker Pro has generally been the software of choice covering the middle ground between "easy to learn" and "decently powerful," but FileMaker Pro's ease of use is deceptive. Building a good database in FileMaker is like writing a good novel in Word; anyone can buy and use the program, but you need skills to make the results worthwhile.

This drives the publishers of database software batty. It's easy to picture the staff meetings where the senior executive says, "If we can just come up with the database that lets my mother run her bridge club, and my brother run his fantasy football league, we'll sell a bazillion copies and retire to Aruba." For this reason, complex database software has for years come with templates that work out-of-the-box for recipes and the inevitable "project management solution." Scratch the surface, though, and all of that complexity is still there waiting to bite you.

FileMaker Inc. clearly had one of these executive meetings sometime in the past year, because they've just released a "preview edition" of Bento - which apparently is Japanese for both "lunchbox" and "FileMaker without all of the messy bits that require programming skills." Who knew?

I am a database programmer, so I took a look at the preview release of Bento with two questions in mind. First, what can't I do with it, and are these limitations that my clients would also notice? Second, does it work well enough with what it can do that I would recommend it on those merits?

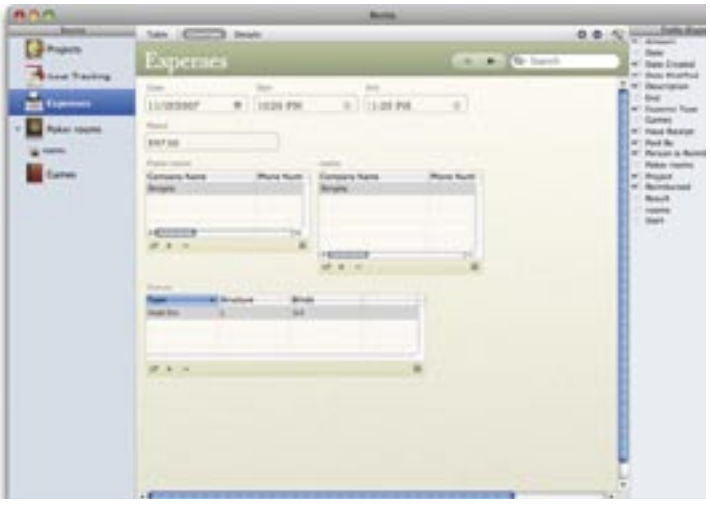
Poor First Impressions — Bento is currently a free download that gives you a full version of the software which won't expire until 14-Feb-08. All you need is a copy of Mac OS X 10.5 Leopard; the hardware requirements for Bento are exactly the same. So you might think, as I did, "Aw, heck, let's just grab it and fire it up."

This might then cause the same dawning sense of horror that I had when Bento, by default, immediately populates your initial database with all of your contacts and events from Address Book and iCal. Put another way, this beta software is touching some of the most crucial data you store on your computer. If there's a bug anywhere in Bento, man, are we in for a world of hurt.

So before you fire up Bento, make a backup. (And yes, Virginia, Time Machine may be backing up your stuff, but it doesn't have a long track record yet either. So let's make another backup.) In Address Book, go to File > Export > Address Book Archive and save your contacts. This is a newly nested menu item in Leopard. In iCal, you can still use File > Back Up iCal.

Safety net properly established, let's see what's in all those little compartments.

An iLife Approach to Data — Bento provides an all-in-one window, where you can see all of your databases in much the same way that iTunes groups all of your media. On the left side of the window, you have a master list of "libraries," which are synonymous with FileMaker tables (in versions 7 through 9) or databases (in earlier versions). In the center of the screen is a focus on a selected library.



The right side of the window shows a master list of fields available for the selected library; for example, if you're looking at a contacts library, you'll see "Birthdate" on the

right side of the window regardless of whether it's in use. This is the same functionality that Address Book hides in Card > Add Field, but the crucial difference is that many people reading this didn't know they could add fields in Address Book until just now, because it's buried in that menu. Bento scores points by making this capability more transparent.

As it happens, since I installed Leopard, I've been 200 miles away from my installation CDs for both FileMaker Pro and Quicken, so I actually have a real-world need I can use to test Bento. What I'd like to make is a quick-and-easy poker database, so I can track my play at various casinos and see how I'm doing in various types of games. Let's see how Bento stacks up.

Building My Bento Box — When you launch Bento (and apparently every time you launch the application), a drop panel offers you some startup options, including an introductory movie. Note that the movie is also in a panel, and until you specifically close it you're likely to wonder why you can't open any menus or click on anything else in Bento. If you're like me, that is.

After watching the movie, the first thing I did was turn off the Address Book and iCal integration. This integration is obviously one of the main selling points of Bento, and one of the reasons it probably requires Leopard is that it does some slick synchronization that keeps all three applications updated no matter where you make your changes. But my test case didn't require that data, and if yours doesn't either, I suggest you disconnect them too.

The first library I needed was a list of poker rooms in various casinos. So I created a new library from the Contacts template, and used the checkboxes on the right side to pare down the fields to only names and phone numbers. Bento shines here; the equivalent FileMaker process for doing this requires much more know-how, especially for changes after your initial setup.

Next, I created a blank library for game types: three fields that say "Hold 'Em", "No Limit", and "1-2". When I dragged these fields onto the blank form where I would enter my data, the fields automatically alphabetized by name, which was slightly annoying as I had created them in the order I wanted them. But when I rearranged them, Bento treated me both to automatic alignment and a pretty animation sliding everything around. It's clearly nowhere near as customizable as a FileMaker layout, but anyone who has ever zoomed in to 400 percent to line things up in FileMaker will appreciate Bento's approach here. Bento provides a table view to go along with the form, but it doesn't automatically match the form as I expected it to. Still, with a few checkbox clicks I easily duplicated my work... once I realized that drag-and-drop doesn't work in the table view.

Finally, I created a "poker sessions" library using the Expenses template. I deleted a bunch of fields I didn't need, and they vanished with a Dockish "poof." To create relationships between libraries, you simply drag one library into the form view for another. With that done, I had a view for all of my sessions, with links back to both my list of poker rooms and my other list of game types. A quick switch back to the other libraries, and another drag-and-drop, and I could see a table under "Borgata" showing only the sessions I played there.

It was all very quick and pretty. Unfortunately, after that, it was pretty much useless.

The Preview, the Bad, and the Ugly — This is a preview version, so any of the following issues might go away in the real release. The problem is that there are a lot of them.

The documentation claims that Bento will auto-complete when you type a few characters into a field. I'm not sure when this happens because I never saw it. Worse still, I managed to create a new casino named "Trop" when I attempted to auto-complete "Tropicana".

I was perfectly happy with a spreadsheet view rather than using the pretty forms, but relationships between libraries work only in forms. When viewing as a table, all you see are the fields for the primary library.

If you want a field showing dollars and cents, it's easy to add it to a form - but only if you know to scroll down past "number" and specifically select "currency," an option that doesn't appear onscreen until you scroll to it. In any other software, this would be no big deal - but Bento's main feature is that you shouldn't have to hunt for things like this or wonder how to format the number field in the first place.

There's a nifty pop-up clock that helps you enter a time, but don't bother hitting Enter, Tab, or Return to move to the next field - you must instead press Command-W and briefly wonder whether that will close the entire Bento interface. Speaking of pop-ups, if you want to use that easy, simple relational library you created, you have to click an icon to bring up a second window to select entries for it.

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FileMaker's Bento:

Finally - and here's the killer for any semi-sophisticated use of a database - the advanced find function barely has its high school equivalency degree. There's no method that I could discover to filter within the relationships I had created - so no chance of seeing only the No Limit games that I played at the Borgata. This to me is the key reason for creating relations, so I can cross-tabulate and slice-and-dice my data. Bento provides easy methods for creating sums and averages - but I can do that just as well using Numbers or Excel.

Bento Ingredients Are Raw — To be honest, I was pretty certain that I'd be writing a negative review before I even launched the software... because I read the manual first. The manual is straightforward and easy to read, provided you're proficient at FileMaker. As soon as I saw constant uses of "table view" and "form view," it seemed to me that Bento accidentally defines the gap between programmers and non-technical users. Bento's developers have taken out functionality that might be too much for the poor dears, but they haven't removed the complexity in the basic concepts and language that actually cause problems with using the software. The result is "FileMaker for Dummies," and unlike the book series, the disdain for "dummies" comes across in the implementation.

This is a shame, because they're onto something here. FileMaker Inc. is a subsidiary of Apple, and I found myself wishing that Steve Jobs had wandered into their offices, picked up the Bento development team, and shipped them over to the iWork '08 group. Bento could be a spectacular addition to iWork - if only they dropped all the FileMaker terminology, and even some of the functionality, in favor of something that flowed more smoothly. Bento is FileMaker with training wheels bolted on, and anyone who could learn Bento on their own could just as easily become semi-proficient with FileMaker Pro.

What we really need is database software that stops worrying about forms and views, and starts integrating user data into part of an overall workflow. That's the beauty of Address Book and iCal - you put your data there, and it automagically appears elsewhere as needed throughout all of your Mac OS X applications. Bento provides cosmetic integration from those sources, but doesn't create integration to anywhere else. The poker session I wrote about above is simultaneously an iCal event (when), a Quicken entry (how much), and a separate bit of autonomous information that I want to work with on its own merit (lots of other data). If I want that data to appear in all three places, I have to build that third place (in FileMaker or Excel, because Bento doesn't provide sufficient tools), and then enter the data in each application separately.

Apple's applications have, at their best, provided this sort of breakthrough thinking. Bento didn't need to rethink database concepts to get a positive review - but if you're going to ship FileMaker for Dummies, you shouldn't be surprised if it's not recommended to people who aren't dummies.

So I won't be recommending Bento to any of my clients, but that's partially because my clients have needs that Bento clearly won't meet. There are two groups of people whom Bento might serve well: those who will be happy with the built-in templates and integration out of the box, and those who don't want to spend $200 on FileMaker and its own included templates. At $49 for the release version of Bento ($99 for the 5-user Family Pack), I would recommend it only to people who have a specific need for one of the included templates - although it would be a decent freebie if it were included with the bundled software in the consumer Macs.

Rob Russell on TidBITS Talk made me think of one additional feature that could really make Bento worthwhile: if Bento 1.0 ships with integration into an online library that lets the user choose among hundreds or thousands of user-contributed templates, then suddenly we do have the database that will serve the needs of the non-programmer, and that would be well worth Bento's $49. Give my grandmother ten recipe templates to choose from, and she won't need her grandson to build one. Better yet, if you tag the data so she can switch templates as desired without re-entering her recipe for matzoh ball soup, and suddenly you're providing a power that only we programmers enjoy today.

For now, Bento does have limited template options, but it's also a freebie - so you have nothing to lose by getting in on the trial (as long as you back up your Address Book and iCal data first). I have no doubt that Bento will serve the database needs of the "parents with iMacs" crowd - but their technically oriented children will be needed to get it working well unless my mythical online library exists. I think that's falling short of the premise.

[Jeff Porten is a database guru with a fondness for sushi.]

by Adam C. Engst

Stop the Catalog Madness with Catalog Choice

Discussing ways of lightening your mailbox's load of paper catalogs in TidBITS may seem a bit unusual, but remember that one of the reasons Tonya and I started TidBITS back in 1990 was to provide an online alternative to weekly technology magazines like MacWEEK. Many of those magazines have disappeared in favor of publishing news online, and although most retailers now sell online too, the onslaught of paper catalogs, particularly around the holiday season (now starting in September!) seems to have increased. Don't believe me? There are now 19 billion paper catalogs mailed to U.S. consumers annually, consuming over 8 million tons of paper each year.

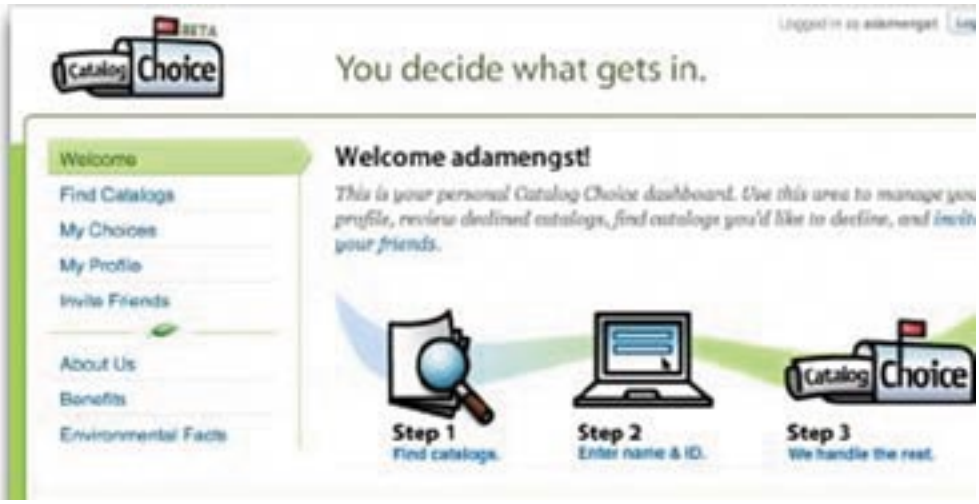
We've long tried to reduce our catalog load by calling catalog companies and asking to be removed, faxing the back page of the catalog with the mailing label on it to the company with a request to be removed, and using the Direct Marketing Association's Mail Preference Service (which apparently now costs $1). I'm sure it has helped, but the holiday catalog flood is starting anew.

Thanks to long-time TidBITS reader Matt Henderson of MakaluMedia for alerting me to a new service his company has launched in conjunction with the Ecology Center. Called Catalog Choice, it's an extremely slick Web site that automates the process of asking merchants to remove us from their catalog mailing lists. It's entirely free, and although it remains to be seen how effective it is (it can take up to six weeks to be removed), I rather enjoyed finding catalogs and asking to be removed in the Catalog Choice system. If nothing else, it felt like I was doing something productive.

So far, Catalog Choice has proven quite popular, with over 250,000 people opting out of more than 3 million individual catalogs. And we've quite enjoyed using it - after school, Tonya and Tristan sit down with the daily haul and opt out of nearly every catalog we receive - 57 so far. We even do this with catalogs from companies we like because Catalog Choice records which catalogs have been declined and includes links to the associated Web sites, making it easy to order in the future.

Don't get me wrong - I'm not opposed to the concept of paper catalogs in general. In fact, I often find them more effective at conveying information and more enjoyable to browse than online catalogs. But I want to be in control of which catalogs I receive, and I absolutely hate receiving new catalogs from the same companies every few weeks. For instance, until we managed to beat them off, Victoria's Secret seemed to think we were members of the Lingerie of the Week Club. One or two catalogs a year would be more than sufficient, thank you very much, and if I like them, I'll keep them around until I get a new one. Of course, I'm old enough to remember the yearly Sears, Montgomery Ward, and JCPenney catalogs that provided hours of youthful consumer lustfulness and that were heavy enough to be duct-taped into boat anchors.

But in this day and age, I just want most catalog companies to leave me alone. If Catalog Choice can do that, reduce the environmental impact of catalogs, and even save the merchants from wasting catalogs on me, we all win.



By Christopher Breen

Mac 911

Solutions to your most vexing Mac problems

Hiding iWeb pages

Q: Every time I make a page in iWeb, a link to it appears in the navigation bar at the top of every page. I'd like to make some pages accessible only through links that I put on particular pages in the site. Is this possible? — Amal Chandaria

A: If you know where to look, it's easy to do this in Apple's iWeb '08 (part of the $79 iLife suite;) or the original iWeb. Select the page you want to hide in iWeb's Source list, choose View: Show Inspector, click on the Page tab in the resulting Inspector window, and deselect the Include Page In Navigation Menu option (see "Control iWeb Pages"). The link to that page (or set of pages, if you've added a template such as Blog) will disappear completely from the site's navigation bar.

Copying Keychains

Q: I have a lot of passwords stored in my PowerBook's keychain. I want to put an exact copy of the keychain on my iBook, just in case my trusty PowerBook gives up the ghost, but Mac Help is vague about how to do this. — Jason M. Krellenstein

A: The first step to copying your keychain is finding it. Look inside your user folder/Library/Keychains. Login. keychain is the default user keychain file that OS X creates — the one you unlock with your login password. (If you've created a new keychain — Chris's keychain.keychain, for example — you'll find it here as well.)

Copying a keychain from one computer to another, however, can be problematic. If that other computer uses a different user name or password, it'll bombard you with password requests. Even with the same user name and password, you'll run into the occasional request for a password you know is in the keychain. For example, when I copied my keychain to another computer that used the same user name and password, Internet Connect asked me for my virtual private network (VPN) password — despite the fact that it never did that on the original computer.

If you subscribe to Apple's .Mac service ($99 per year), you'll be happy to know you already have a way to avoid these problems. The service gives you the option to sync your keychain between your .Mac account and any Macs you sync with it (see "Keychain Syncing"). You'll find the option for syncing keychains — as well as bookmarks; calendars; contacts; Mail accounts; and Mail rules, signatures, and smart mailboxes — in the Sync tab of the .Mac preference pane. Select the Synchronize With .Mac option and then choose from the list.

Easy blind carbon copy option for Mail

Q: I like to use the Addresses window in Apple's Mail to address my messages. But I don't see a button there that will let me put an address in the BCC field instead of the To field. What's the best way to do that? — Marty Grauer

A: The Addresses window (Window: Address Panel) in Apple's Mail for OS X 10.4 (Tiger) doesn't include a BCC option. Try a different approach: create a new e-mail message (1-N), choose View: BCC Address Field (1- option-B), open the Address Panel, and then drag the recipient names you want into the BCC field.

Safari's regrettable memory

Q: Safari does a reasonable job of trying to guess and fill in the Web address I am about to type. After a while, though, its memory becomes cluttered. When I type g to go to Google, for example, it guesses that I want to go to a genealogical Web page I visited once. How can I erase all the Web addresses, or at least the undesired ones, from Safari's brain? — Bill Zagotta

A: Apple's Safari 2.0.X doesn't provide one single command for getting rid of these memorized entries. They're concocted from Safari's bookmarks, cache, and history. You can get close by choosing Safari: Reset Safari, but doing this can be problematic. In the first place, it doesn't touch your bookmarks, so some of those entries will still appear. Secondly, it will clear more data than you probably want it to. In addition to deleting the history and emptying the cache, it clears the Downloads window, removes all cookies, and gets rid of any user names and passwords you may have asked it to save. As a result, you might prefer to clear out Safari's memory piecemeal instead. Start by choosing Safari: Empty Cache. Then choose History: Clear History. Then go into the Bookmarks area and clear out bookmarks you don't want.

Alternatively, adopt some new habits. The first would be to type more than just that first letter g when you want to hop to Google.com. Try go and see if that works. Or bypass the

whole autofill thing by clicking on the Address field, pressing the spacebar once, and starting to type. Autofill doesn't work if the first character is a space.

You can help prevent the addition of entries by choosing Safari: Private Browsing when you surf. With this option enabled, Safari won't cache the Web sites you visit or add them to its history; therefore they won't appear as Autofill entries.

[Senior Editor Christopher Breen is the author of The iPhone Pocket Guide, and The iPod & iTunes Pocket Guide, Second Edition (2nd Edition).

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

by Tim Sullivan

December Software Review

TubeTV 0.9.2
http://www.chimoosoft.com/products/tubetv/
Requires OS X 10.4, QuickTime 7.2 or higher, Perian 0.5 or higher. Universal Binary. Donationware.

Got an Apple TV, video iPod, or iPhone and want more content for it? Wish you could watch YouTube on your TV or iPod? Like to keep copies of your favorite internet videos on your Mac?

TubeTV is a new freeware program for Mac OS X Tiger and above which enables you to search for, save, and convert Google Video and YouTube videos to a format suitable for playback on your favorite devices.

A built in search bar and web browser helps you conveniently locate your favorite videos, or, if you prefer, jump to the current URL of your default web browser with the jump button, or paste one in directly. High quality video conversions using the H.264 codec are performed with QuickTime. Double clicking on a converted video file will open it in iTunes allowing easy library addition and syncing to your desired device. Note that TubeTV does not interact with iTunes directly — it's the same as importing any other video file to iTunes. Alternately, just drag a saved video file on to QuickTime Player to view it locally.

Yes, it's true that Apple has added YouTube support to the AppleTV and iPhone, but TubeTV can still be helpful for saving your favorite videos and adding them permanently to your library. It's also still a great solution for viewing content on your video iPod, phone, or locally on your Mac.

What else is it good for? Older computers tend to be too slow to play YouTube videos at full speed — they stutter and skip frames. Use TubeTV to download the movie and then play back the flv file with QuickTime player at full speed rather than suffering through the stutter — this works even on an eight year old Mac like a G4 400 MHz tower (from 1999!).

Some people have asked "Why is Perian required," and "What is Perian?" QuickTime can't open or play flash video files (flv) by default which is the format which many online video sites use. Perian is a free open source component which adds this functionality to QuickTime along with many other codecs. QuickTime provides high quality conversions to H.264 - in the author's opinion, higher quality than VLC which is used by some other similar programs for Mac OS X.

A preference sets whether or not the downloaded flash video (flv) movie is converted to H.264 automatically after downloading. If conversion is enabled, you will end up with two movie files in your chosen download folder unless you have selected the auto-delete original option. The file ending in .m4v is the one you should open with iTunes and sync to your iPod, iPhone, or Apple TV. For other cell phones, the file will end with a .3gp extension. The .flv file can be opened directly with QuickTime Player for local viewing.

If you have a third generation iPod nano, use the conversion settings for iPhone since the nano has a higher resolution display than the regular video iPods. Also use this setting for the new iPod Touch.

Perian 1.0
http://perian.org/
Requires: OS X 10.4.7.

Perian is a free, open source QuickTime component that adds native support for many popular video formats:

• AVI, FLV, and MKV file formats

• MS-MPEG4 v1 & v2, DivX, 3ivX, H.264, FLV1, FSV1, VP6, H263I, VP3, HuffYUV, FFVHuff, MPEG1 & MPEG2 Video, Fraps, Windows Media Audio v1 & v2, Flash ADPCM, Xiph Vorbis (in Matroska), MPEG Layer II Audio

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• AVI support for: AAC, AC3 Audio, H.264, MPEG4, and VBR MP3Subtitle support for SSA and SRT

by Glenn Fleishman

Mac Developers Launch Two Software Discount Promotions

We at TidBITS are big fans of independent software developers. While larger firms produce massive, monolithic products that we use regularly in our working lives, smaller companies create gems that fill in the gps. Plus, the small staff size of most independent developers means that they tend to be more responsive to requests and sometimes crazily fast in releasing updates in response to feedback.

That's why we're pleased as punch that not one, but two separate groups of Mac software firms have launched discount promotions for the holiday season.

MacSanta — MacSanta returns from last year, when a few software developers launched a blanket 20-percent off discount on their products for a limited period, and then encouraged other firms to join. In the end, dozens of companies participated (see "MacSanta: You'd Better Not Pout," 2006-12-18).

Coordinator Paul Kafasis of Rogue Amoeba explained how the MacSanta Web site works. For each day of the MacSanta promotion, starting 01-Dec-07 and running through 24-Dec-07, five different developers will offer a 20 percent discount off their normal pricing during that 24-hour period (Pacific Standard Time).

After the day on which they're featured on the MacSanta home page, all products will be offered at a 10-percent discount, through 31-Dec-07. The site has an RSS feed to which you can subscribe in order to receive updates as they appear. (Disclaimer: Take Control Books is participating in the MacSanta promotion.)

Feed Your Mac Habit — New this year is the hilariously named Give Good Food to Your Mac site, featuring 28 products from European Macintosh developers. I heard about the promotion from MacRabbit, makers of my currently favorite program in the world, CSSEdit, and apparently one of the instigators of the promotion. Other participating companies include Aquafadas, Belight, Boinx, Cheetah3D, Coladia, Creaceed, Equinux, Iospirit, Jumsoft, Kletel, Objective Decision, Ovolab, Pixelmator, ProjectWizards, Realmac Software, Reinvented Software, and Softpress.

Give Good Food to Your Mac offers discounts based on the number of applications you buy together: buy 3 programs from their list and get 30 percent off. Buy 5 programs and save 40 percent; buy 7, save 50 percent; and if you buy 10 or more, you'll save a whopping 70 percent. The promotion ends on 08-Dec-07.

by Neale Monks

Open Source Mac Gaming: 10 Free Games Reviewed

These are interesting times for Mac gamers. Thanks to the healthy state of the Macintosh marketplace, the economics of porting Windows games to the Mac are more favourable now than they have ever been. A number of Mac-focused developers are putting out high-quality games too, and most notably for this article, the open-source world now provides a number of excellent games for Mac users. But before we look at the wide world of free open source games, here's a brief overview of commercial gaming on the Mac.

State of the Gaming Mac — Things weren't quite so rosy ten years ago, when one of the largest porting houses at the time, MacPlay, essentially shut up shop as its parent company, Interplay, abandoned the Mac platform.

But that was then, and this is now. Two companies that endured the 1990s were Aspyr and MacSoft, and they now boast impressive portfolios of blockbuster games. Feral Interactive appeared on the scene in 1996, and quickly grew into a major porting house. Even MacPlay eventually returned to life in 2000. So while not every best-selling PC game makes it to the Macintosh, a lot of them do, even if you don't see them on sale at your local computer superstore.

A further upswing was brought on by the switch from PowerPC to Intel processors, something that makes porting PC games to the Mac significantly easier to do. TransGaming has developed a product called Cider that enables PC game code to run on an Intel-based Mac without modification.

Besides the companies that port PC games to the Macintosh, the Mac enjoys good support from companies that create original games just for the Mac. Ambrosia Software and Freeverse are two of the best known and most respected. Ambrosia has been around since 1993, producing both games and utility software, but unlike the porting houses, most of their sales are done through shareware. Demo versions of their games can be downloaded from the Internet or found

on the cover discs supplied with Mac magazines. This way you get to try out the game, and if you like it, you can pay the shareware fee to get an activation code that converts the demo into the full version of the game. Freeverse is another purveyor of fine shareware games, as well as some legendary freeware "toys" that serve absolutely no purpose at all but are well worth downloading nonetheless.

GameHouse is a new kid on the block. Initially a developer of board, puzzle, and arcade games for the PC, GameHouse was acquired by RealNetworks in 2004 and has quickly expanded its product range to include a huge number of Macintosh games as well.

But even putting aside the relative abundance of commercial and shareware Mac games, the Mac gamer has two other sources of computer games. First, there's the option of running Windows versions via Boot Camp or virtualization technology such as Parallels Desktop or VMware Fusion. On the plus side, this approach lets you play new games straight away without having to wait the months or even years it takes for PC game to be ported to the Mac (if it happens at all). The downside though is you'll need to install Windows onto your Mac (with all the usability and security issues that involves). So besides the game itself, you'll need to factor in the cost of a copy of Microsoft Windows as well. Plus, new copies of Boot Camp are available only for people running Mac OS X 10.5 Leopard (though existing copies continue to work in Tiger). If you go the virtualization route, then you'll need to pony up for a copy of Parallels Desktop or VMware Fusion. So while playing Windows versions of Mac games can be worthwhile, it's an expensive approach and not without a significant hassle factor.

The second source of computer games is that collection of developers and testers collectively known as the Open Source Movement. While the value of open-source software for productivity programs and even operating systems is well known, most Mac users don't think of open source when looking for games. That's an oversight, since the open source community has developed a wide variety of games for the Mac.

Updating the Classics — Open source works particularly well with older games that have been placed in the public domain by their original developers. Among the companies that have done this are id Software and Bungie. In 1999, id Software released the Quake engine source code under the terms of the GNU General Public License. The Quake II engine source code was released two years later. It's important to note that id Software didn't give the full games away, just the engines. All the data files, including the maps and monsters, remain the property of id Software.

In practice this means that while you can download a number of Mac OS X versions of Quake and Quake II from sites like MacGLQuake and Fruitz of Dojo, you will still need to obtain the original game CDs to actually play the games.

Gamers with PowerPC-based Macs can use either the Macintosh or DOS/Windows Quake and Quake 2 CD-ROMs. If you have a Mac game disk, the supplied installer will put all the files where you need them. Because the Installer is a Classic application, Mac users with Intel-based machines will have to use the DOS/Windows disks instead. This isn't difficult: all you need to do is create a Quake or Quake 2 application folder, copy across the relevant folders from the CD, and then install the open-source Quake or Quake 2 applications as instructed. For Quake, copy the folder that's called ID1 and lurks inside the Data folder on the CD; for Quake 2 the folders you need are in a similar location but are called baseq2, ctf, rogue, and xatrix.

Like id Software, Bungie initially released only the **Marathon** engine source code in 2000. An open-source version of the game called Aleph One followed shortly afterwards and remains in active development. In 2005 Bungie put the data files for all three versions of Marathon online for free distribution, so that unlike the situation with Quake, gamers can play the Marathon trilogy without having to buy any of the original CDs.

Sincerest Form of Flattery — The open source community has also actively created clones of many popular games. To no small degree this was driven by the fact that Linux users didn't have access to the best-selling commercial games of the time. The results, though variable in terms of fidelity and quality, did at least plug some gaps.

Lincity started out as a Linux equivalent of SimCity, a strategy game that has the player developing a city by constructing buildings and adjusting finances. The original version of Lincity had a simple two-dimensional, top-down interface but in its latest incarnation, LinCity-NG, the game is pseudo-three-dimensional. It also has improved graphics and sounds, and the overall look and feel is similar to SimCity 2000. Betraying its Linux origins somewhat, the Mac version runs in X11.

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Freeciv is an open-source alternative to Civilization, a turn-based strategy game of exploration, resource management, and world domination. As with Lincity, there's a bit of a retro feel to Freeciv because it looks and works a lot like Civilization II. That said, Freeciv is much more modifiable, so that the rules can be adjusted to create a much different game. Again, Freeciv has its heart in the Linux world, but thanks to Apple X11 it runs nicely on the Macintosh.

Simutrans Transport Simulator is another strategy game. It's not so much based on one particular game as an entire gaming genre, that of the "transportation tycoon" where the player builds networks of roads, rails and other modes of transport to make money and achieve certain goals. Yet again, the graphics are relatively old fashioned compared with modern games, but attractive nonetheless. A special version is required for Intel-based Macs.

Sauerbraten is a shoot 'em up rather like Quake III in terms of performance and gameplay. It's definitely a step up from the open source versions of Quake and Quake II, having much more realistic and dramatic visuals. But Sauerbraten definitely shines brightest when used for deathmatch play rather than single-player use. In single-player mode, the monsters don't form a particularly coherent or impressive assembly, and the artificial intelligence behind them is fairly basic, so that if they frag you it's most likely due to overwhelming numbers rather than cunning strategy. The single player maps also tend to be rather simple, lacking the atmosphere and story lines that made the original Quake games so compelling. Still, it's a good-looking game offering plenty of explosive fun.

Finally, there's **The Battle for Wesnoth**, a Myth-like game of strategy where the player gradually builds up an army through a succession of battles until some particular goal is achieved. The game is set in a fantasy-type realm with elves, archers, knights, orcs, and so on, meaning that there's a nice range of melee and magical attacks available for use. The graphics are relatively cartoonish but beautifully drawn, and combined with a nicely balanced tutorial, it's an extremely pleasant game to explore.

Come Fly with Me — Although Microsoft Flight Simulator 4.0 was the last version produced for the Macintosh, the Mac has been reasonably well served with flight sims over the years, most recently by the excellent cross-platform simulator X-Plane. There's also an interesting open source flight simulator as well, called **Flight Gear**. Compared with X-Plane, Flight Gear has more moderate demands in terms of hardware and while it might lack some of the bells and whistles, it's still pretty realistic and a lot of fun to play. At first glance, you'll be impressed by the quality of the

aircraft models but likely a little underwhelmed by the scenery. In Microsoft terms, the look and feel is somewhere between Flight Simulator 98 and Flight Simulator 2002. To download, visit the page of pre-built Mac binaries.

An entirely different sort of simulator is **Beyond the Red Line**, a game that puts you in the world of the re-imagined Battlestar Galactica. Beyond the Red Line is a combat simulator, with the accent more on having fun blowing things up than real flight simulation. Like the Quake and Marathon games mentioned earlier, Beyond the Red Line has been built upon a commercial game engine that was placed in the public domain, in this instance, the FreeSpace engine developed by Volition. It's an impressive game, not just in terms of the spaceships and action, but also in the general look and feel.

Bottom line: Do you get what you pay for? It's likely that the Open Source Movement will become an increasingly important source of gaming software for many Mac users. The diversity of games already out there is considerable, and in many cases the games are polished, sophisticated, very playable, and lots of fun.

Let's review the pros and cons. On the plus side of the equation there's obviously price. It's hard to fault a game like Flight Gear that delivers most of what you'd get with a commercial Macintosh flight simulator but at zero cost. Then there's the steady improvement in open-source software. The projects behind each game steadily work through the bugs, releasing new versions of the game at frequent intervals. Compare this with commercial games that can be left in a bug-infested state if the developer decides to focus on the successor game instead.

But on the downside, many of these games feel "old" relative to the latest commercial games in the same genre. Some games also lack polish. Games like Quake sold well not just because the game mechanics were good, but because the story lines and atmosphere were solid and engaging. This isn't always the case with open-source games, though in some cases it is (most notably the rich in-universe feel of Beyond the Red Line).

Open-source games aren't really a threat to the commercial Mac game developers. No one considering Sim City 4 is going to switch to Lincity simply because it's free; the difference in quality is just too great. But open source games do improve the variety of games available, and that can't be a bad thing.

[Neale Monks is a writer, journalist, and educator who has been using Macs since 1990. He is a regular feature writer for the two major Macintosh magazines in the UK, Macworld UK and MacFormat, as well as a number of Mac-oriented Web sites including MyMac, AppleLust, and Informit. Among his book credits are "Astronomy with a Home Computer" and an ebook all about used and vintage Macs, "Buying Used Macs." Neale lives in a quaint little market town in Hertfordshire, England.]

Apple Updates

OS X 10.5.1 Update
11/15/2007

System Requirements
- OS X 10.5

The 10.5.1 Update is recommended for all users running OS X Leopard and includes general operating system fixes that enhance the stability, compatibility and security of your Mac.

iMac Graphics Firmware Update 1.0
11/15/2007

System Requirements
- OS X 10.4.10 or later with iMac Software Update 1.2.1
- OS X 10.5 with iMac Software Update 1.3
- OS X 10.5.1
- iMac (Mid 2007)

This update is for 20-inch and 24-inch aluminum iMac computers with the ATI Radeon HD 2600 PRO graphics processor, running OS X 10.4.10 or later with iMac Software Update 1.2.1 for Tiger, or OS X 10.5 with iMac Software Update 1.3 for Leopard.

Note: If you are running OS X 10.5.1, iMac Software Update 1.3 is included.

It updates the graphics firmware on the ATI Radeon HD 2600 PRO card to address issues that may have caused the computer to freeze.

Security Update 2007-008 (10.3.9 Client)
11/14/2007

System Requirements
- OS X 10.3.9

Security Update 2007-008 is recommended for all users and improves security.

Soundtrack Pro 2.0.2
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5
- Soundtrack Pro 2.0

Soundtrack Pro 2.0.2 addresses specific customer issues and general performance issues and improves overall stability.

This update is recommended for all Soundtrack Pro 2 users.

Final Cut Pro 6.0.2
11/14/2007

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System Requirements
- OS X 10.4.11
- OS X 10.5
- Final Cut Pro 6

Final Cut Pro 6.0.2 addresses specific customer issues and general performance issues, improves overall stability, and supports compatibility for additional video devices.

This update is recommended for all Final Cut Pro 6 users.

DVD Studio Pro 4.2.1
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5
- DVD Studio Pro 4.2 or later

DVD Studio Pro 4.2.1 addresses specific customer issues, compatibility issues, and general performance issues and improves overall stability.

This update is recommended for all DVD Studio Pro 4.2 users.

Motion 3.0.2
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5
- Motion 3

This Motion 3.0.2 software update addresses specific customer issues and general performance issues, and improves overall stability.

This update is recommended for all Motion 3 users.

Color 1.0.2
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5
- Color 1.0

Color 1.0.2 addresses specific customer issues and general performance issues and improves overall stability.

This update is recommended for all Color 1.0 and 1.0.1 users.

Cinema Tools 4.0.1
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5
- Cinema Tools 4.0

Cinema Tools 4.0.1 addresses specific customer issues, general performance issues and improves overall stability.

This update is recommended for all users of Cinema Tools 4.0 or later.

Compressor 3.0.2
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5

Compressor 3.0.2 and Apple Qmaster 3.0.2 address specific customer issues and compatibility issues.

This update is recommended for all users of Compressor and Apple Qmaster versions 3.0 or later.

Pro Applications Update 2007-02
11/14/2007

System Requirements
- OS X 10.4.11
- OS X 10.5

Pro Application Update 2007-02 includes fixes to underlying frameworks and shared components for the updated Final Cut Studio 2 applications.

iPhoto 7.1.1
11/14/2007

System Requirements
- OS X 10.4.9 or later
- iPhoto 7.1
- iLife Support 8.1.1

This update supports compatibility with OS X 10.5, improves overall stability, and addresses a number of other minor issues.

OS X 10.4.11 Combo Update (PPC)
11/14/2007

System Requirements
- OS X 10.4 or later
- PowerPC-based Macintosh

The 10.4.11 Update is recommended for all users running OS X Tiger and includes general operating system fixes that enhance the stability, compatibility and security of your Mac. This update also includes Safari 3, the latest version of Apple's web browser.

OS X 10.4.11 Update (Intel)
11/14/2007

System Requirements
- OS X 10.4.10
- Intel-based Macintosh

OS X 10.4.11 Combo Update (Intel)
11/14/2007

System Requirements
- OS X 10.4.4 or later

– Intel-based Macintosh

OS X 10.4.11 Update (PPC)
11/14/2007

System Requirements
– OS X 10.4.10
– PowerPC-based Macintosh

Hard Drive Update 1.0
11/07/2007

System Requirements
– OS X 10.4.7 or later
– iMac Core 2 Duo
– Mac Pro

The Hard Drive Update 1.0 includes bug fixes and important updates for the following systems:
• iMac Core 2 Duo (OS X 10.4.7 or later)
• Mac Pro (OS X 10.4.7 or later)

To complete the firmware update process, please follow the instructions in the updater application (/Applications/Utilities/Hard Drive Update 1.0.app). The updater will launch automatically when the Installer closes.

Important:
It is strongly recommended that you back up the data on your hard drive(s) to an external drive or removable media before running this update. Do not reset, shut down, or turn off power to your computer while updating the firmware. If an error occurs during the update process, your hard drive(s) may become unusable. In that case, all data on the drive(s) may be lost.

iMac Software Update 1.2.1 (Tiger)
11/06/2007

System Requirements
– OS X 10.4.10
– iMac (Mid 2007)

This update is for 20-inch and 24-inch aluminum iMac computers with 2.0, 2.4, or 2.8 GHz processors running OS X Tiger.

It improves the performance and reliability of graphics-intensive games and applications and fixes an issue that some customers encountered when installing OS X Leopard after applying iMac Software Update 1.2.

QuickTime 7.3 for Leopard
11/05/2007

System Requirements
– OS X 10.5 or later

QuickTime 7.3 for Tiger
11/05/2007

System Requirements
– OS X 10.4.9 or later

QuickTime 7.3 addresses critical security issues and delivers:
• Support for iTunes 7.5
• Updated support for creating iPhone-compatible web content
• Updated JavaScript support in the QuickTime Web Plug-in
• Numerous bug fixes

QuickTime 7.3 for Panther
11/05/2007

System Requirements
– OS X 10.3.9

QuickTime 7.3 addresses critical security issues and delivers:
• Support for iTunes 7.5
• Updated support for creating iPhone-compatible web content
• Updated JavaScript support in the QuickTime Web Plug-in
• Numerous bug fixes
This release is recommended for all QuickTime 7 users.

iTunes 7.5 for Mac
11/05/2007

System Requirements
– OS X 10.3.9
– OS X 10.4.7 or later
– OS X 10.5

iTunes 7.5 features the ability to activate iPhone wherever service is offered and support for Phase, a new interactive music game designed exclusively for iPod nano (third generation), iPod classic, and iPod (fifth generation). This release also includes bug fixes to improve stability and performance.

MacBook Pro Software Update 1.2
11/01/2007

System Requirements
– OS X 10.4.9 or 10.4.10
– MacBook Pro (2.4/2.2 GHz)

This update improves graphics stability and is recommended for all 2.2/2.4GHz MacBook Pro Models.

iMac Software Update 1.3 (Leopard)
11/01/2007

System Requirements
– OS X 10.5
– iMac (Mid 2007)

This update provides important bug fixes and is recommended for 20-inch and 24-inch iMac models with 2.0, 2.4, or 2.8GHz processors.

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Keystone MacCentral meetings are held at 6:30 p.m. on the 3rd Tuesday of the month at Gannett Fleming, 209 Senate Avenue, Camp Hill.