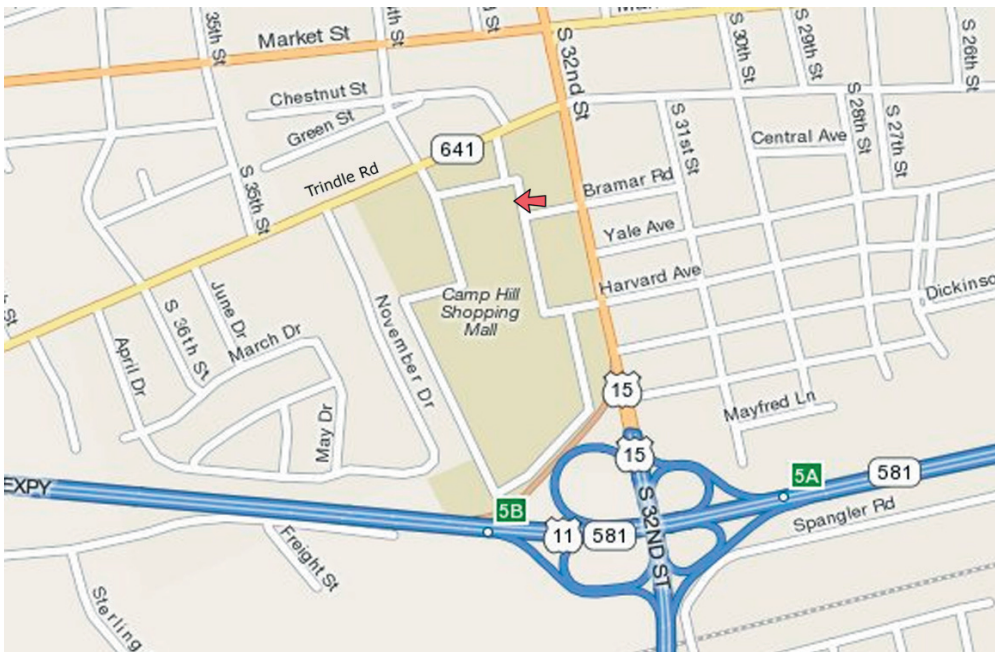


# printout

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

The February meeting of Keystone MacCentral will feature part one of a two part presentation by Jim Carey on beginning photography. If you are new to photography or in need of a refresher course, Jim's presentation should help you to use the correct settings on your camera to produce good photos. If you have seen examples of Jim's photography at past meetings, you know he can handle a camera. Jim has prepared a Keynote presentation on photography that we will view at the February and March meetings.



Beginning in February, KeyMac will meet in the community room upstairs in the Giant Food Store at the Camp Hill Shopping Center, located at 32nd Street and Trindle Road in Camp Hill. The stairs and elevator are located near the side entrance to the store

If you want to bring food or drinks to the meeting, those items must be purchased at the Giant Store. We are not permitted to bring in items not purchased there. The Giant Store also has a restaurant where you can eat dinner if you arrive early. 🍴

Meet us at

## Giant Food

Corner of Trindle Road & 32nd St (Route 15)  
3301 East Trindle Road, Camp Hill, PA 17011

**Tuesday, February 16, 2010, 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 © 2010, Keystone MacCentral, 305 Somerset Drive, Shiresmanstown, PA 17011.

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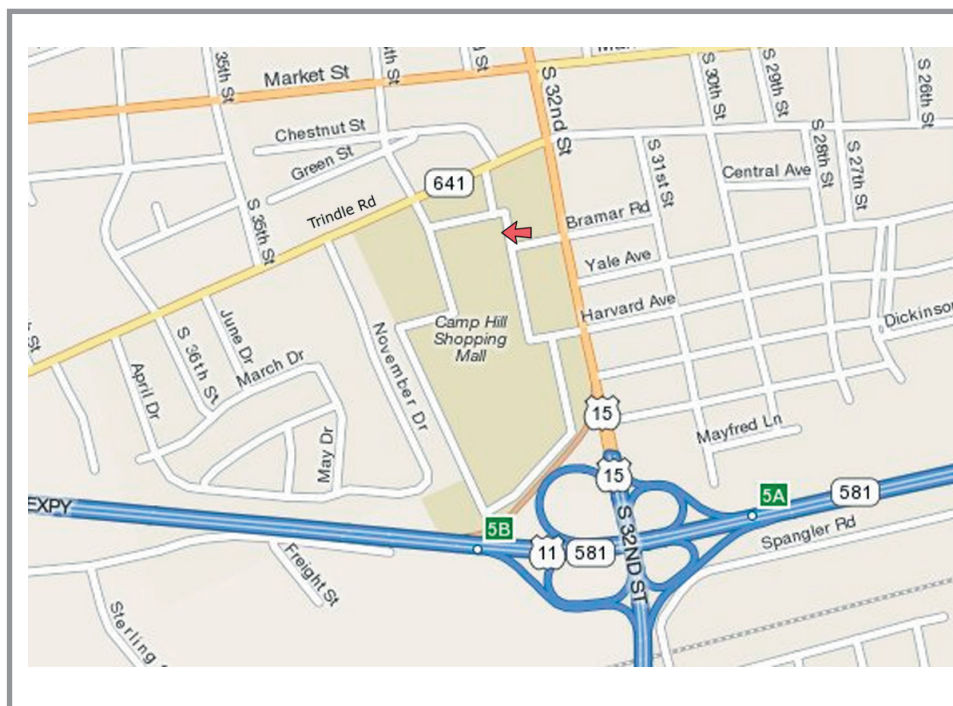
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## Keystone MacCentral Essentials

### Meeting Place

Giant Food (upstairs)  
Corner of Trindle Road & 32nd St  
(Route 15)  
Camp Hill

### Web Site

<http://www.keystonemac.com>

### Mailing Address

305 Somerset Drive  
Shiresmanstown, PA 17011

## President's Corner

As I write this, I have just spent the weekend moving snow after our big snowstorm that dumped almost two feet of snow on the Mechanicsburg area. Those of you with homes and driveways know how I feel about now. Those of you who live in apartments can feel smug since someone else had to dig out the parking lot. I really hope that this was our last big snow of the season so life can return to normal. Speaking of normal, please remember that KeyMac now has a "new normal" and that our meetings will be held in the Community Room upstairs in the Giant at the Camp Hill Shopping Center, locally known as the "Boscov Mall" for the popular anchor store. Giant is the other anchor store and is at the opposite end from Boscov's. When you enter the store, the stairs and elevator to the Community Room will be to your left, by the Food Court. Please remember that Giant does not allow outside food or beverages to be brought to the Community Room, but you are welcome to purchase food or drink from Giant and bring that upstairs with you. Personally, I plan to buy a soft drink and maybe even some food so I can relax and enjoy the meeting while having dinner or at least a snack. I hope you will join us for what should be a very informative meeting as Jim Carey presents the first of two classes on digital photography. The class is geared for beginners, but by the time it is over, you won't be a beginner anymore and will know how to choose and use a digital camera to achieve notable results.

As you may have noticed at our December meeting, I am now the proud owner of an iPhone along with the other two members of my calling circle. Since I have entered the 21st century, I now have a plethora of previously unavailable options at my fingertips. Jumping from a digital phone that would make and receive calls but do nothing else to a 3G iPhone is quite a leap. Thus, I decided to learn more about my iPhone and chose *The iPhone Pocket Guide 4th edition* by Chris Breen to do so. We often show "Breen's Bungalow" clips at our meetings, and Chris always has good tips, so I figured his book would be good too. I was right. In an entertaining, light-hearted manner, Chris expertly takes iPhone users from first setting up the phone and syncing it to the computer to downloading and using many applications (Apps). Chris also explains the differences between tapping, touching, and dragging, using one, two, or three fingers, stretch and pinch, two and three finger flicks, etc. Different chapters cover the major areas of the iPhone such as Phone, Mail, Safari, and iPod while Chapter 9 delves into the other applications such as Calendar, Voice Memos, Weather, Notes, Clock, Maps, and Stocks. Each of these apps is useful and knowing more about them makes them even more useful. Chapter 10 covers Troubleshooting and Tips. One of the handiest tips

is Chris's reminder that typing on the iPhone is not the same as typing on your computer because going back to correct mis-typed words is not only frustrating but also largely unnecessary. Instead, be extra careful typing the first two letters since they greatly influence the iPhone's predictive powers and then just continue typing even if you make an error. Many times the iPhone's predictive powers will fix the mistake for you if you give it a chance. Tapping the spacebar on the virtual display will accept the iPhone's word choice. If that suggestion is not the word you want, you can go back when finished typing and press and hold the display to bring up the magnifying glass icon so you can fix the errors.

I highly recommend *The iPhone Pocket Guide 4th edition* by Chris Breen and remind you that the publisher Peachpit Press offers discounts on its books to user group members. If you would like to take advantage of this discount, please ask for the details at our meeting on February 16. We do not post that information online as the discount is intended only for user group members. See, another benefit of KeyMac membership!

I hope to see you and any friends who would like to learn about digital photography in the Community Room at the Camp Hill Giant at 6:30 on Tuesday, February 16! 📷

**Now that winter and, at times, hazardous driving conditions are here, it may become necessary to cancel our meeting.**

**If schools, either day or evening, are cancelled, we will also cancel our meeting.**



# Keystone MacCentral

## Minutes

### December 15, 2009

#### Business Meeting

President Linda Cober informed us that based on her initial talks with Giant, they would not allow us to hold an auction in their community room. She will talk to a higher-up to confirm that policy. In the meantime, we discussed options for meeting rooms. The ITT Technical Institute building at TecPort near the Harrisburg Mall might be one.

As it stands at the time of this writing, we will not have a January meeting because we could not get the community room for the third Tuesday in January. We are scheduled to meet there on the third Tuesday in February and March. Those programs are slated to be a two part presentation on photography by Jim Carey.

#### Q&A & Comments

Gary Brandt asked if AppleWorks 6 would work with Snow Leopard and he was told that it would. We discussed some issues that users have had with Snow Leopard. Printing from Aperture was a problem for many. Look for an update from Apple for that.

Tucker Hill had brought some bulbs to the meeting for Linda Smith. He spoke about several types of flowers he has grown. Tucker warned us not to eat Jack-In-The-Pulpit raw plant material unless you really want to experience the burning sensation involved. The bulbs he brought in were Voodoo Lilies which can grow enormous flowers. They do have a pungent odor similar to rotting flesh. This smell attracts pollinators to the flowers. Tucker had sample bulbs which he gave to anyone interested.

#### Program Notes

We watched two Macworld vodcasts offering tips on Snow Leopard. Vodcast #125 demonstrated the improved dragging of pages out of Preview. Dragging pages to the Desktop will result in the creation of new PDF files. Rob Griffiths showed the changes made to editing in iCal. An Inspector window can remain open when you are editing

multiple events. Rob also demonstrated using the Command and arrow keys in Spaces. The Snow Leopard menubar can display additional information for certain icons by holding down the Option key when accessing those menus. In Snow Leopard, clippings can now be edited and QuickLook works on them. Rob noted that hidden files can be seen in Open/Save dialog boxes if you press the Shift-Command-Period keys.

Vodcast #128 had additional Snow Leopard tips. Rob showed the QuickLook XRay mode, which he noted also works in Leopard. Expose windows can be opened with the keyboard by typing in the first characters of a window name and pressing the Return key. Spotlight calculations have changed. The application menu options available from the Dock can be hidden by using the Command key if you prefer to see just system-wide options.

The Dictionary has changed in Snow Leopard. Looking up words with Dictionary will result in a new window for each word. This can be changed with a Terminal command that will open each word in the same window. Forward and backward buttons are available to navigate between each word. Rob demonstrated a tip on viewing videos with the new QuickTime Player. Holding the Option key down when clicking the fast forward or rewind buttons allows you to increase play speed in one-tenth increments. In his experience, he found that watching videos at 1.3x speed did not disrupt audio or video while reducing the time spent watching.

Jim Carey mentioned that he had just purchased an Apple TV. He can now watch anything in his iTunes account on his television. Jim also told of someone who had their PC hacked. The opinion expressed was that the hacking might have been prevented if using a Mac.

Ron Rankin related a similar experience with Verizon e-mail. He had created a secondary account which was quickly hacked. Someone had changed the password so he was no longer able to access that account. After countless hours with Verizon, he finally got the issue resolved. Jim Carey mentioned 1Password, a program for the Mac that can generate strong passwords. He knows several people who recommend it. 1Password works with Snow Leopard.

We resumed our screening of the MacHEADS movie where we had left off in November. Many devoted Mac users were featured. Several lamented the the slow demise of

Mac users groups. The movie showed Steve Jobs introducing the iPhone at Macworld 2007 and the opening of the Apple Store to sell the first ones. Customers waiting in line for the opening were interviewed. We watched two of the extra features on the DVD, the Church of Mac video and the “I Love My Mac” music video.

Tom Owad announced that he would be opening a retail store at 1803 Walnut Bottom Road in Newville. Tom is

starting out with a large selection of cables and hard drives. He will sell used Macs. You can go to [schnitz.com](http://schnitz.com) for details.

During all of the activities above, our members treated themselves to the many tasty treats that were brought in for our annual holiday party. KeyMac thanks all who contributed. We should also thank Gannett-Fleming for hosting our meetings these past few years. ☺

by Tim Sullivan

## Rumors and Reality

### Around Apple

- Transferring data between devices: Transferring data between my desktop and laptop (or several iPods) requires connecting wires, setting one computer as the ‘target,’ or firing up my home network (which I was finally able to setup after a several years long hiatus.)

Apple hears my pain. They have applied for a patent that may comply with the [TransferJet](#) protocol developed by Sony. This protocol allows data to be transferred between two devices that are in close proximity. Transfer could be initiated by a simplified data transfer application or by tapping the devices together.

- Apple has been granted a permanent injunction against the clone-maker, Psystar, from U.S. District Court Judge William Alsup, who’s been presiding over the case in the Northern District of California. Apple and Psystar have been feuding for a very long time. Psystar has been aggressively distributing non-Apple computers loaded with OS X.

- In order to view a 3D object from various angles on your screen at present, you are required to use the mouse or keyboard to manipulate the object. This might simply involve clicking and dragging to pan or rotate an object. While functional, Apple considers this to be unintuitive and potentially frustrating to new users.

Apple has visualized a system whereby the computer would detect the user’s position (perhaps via video camera) and rotate objects on the screen as the user’s head moves. The system could be used on any device with a screen, including iPods, iPhones, and iPads.

**Internet legislation:** Congress has been discussing “net neutrality,” the idea that high-speed Internet providers give equal treatment to all data flowing over their networks. Some of the providers have inhibited high bandwidth data, such as video or audio streaming. For instance, in 2005, a small telecom company in North Carolina blocked subscribers from accessing Vonage Holding Corp.’s Internet phone service.

Seems like a good idea, and like all good ideas there are yea-sayers and nay-sayers. Not surprisingly the broadband providers argue that after pouring billions of dollars into their networks, they should be able to operate those networks as they see fit. That includes offering premium services over their lines to differentiate themselves from competitors and earn a healthy return on their investments.

The Federal Communications Commission’s chairman, Julius Genachowski is promoting six broadband principles that have guided the FCC’s enforcement of communications laws on a case-by-case basis. Those principles state that network operators must allow subscribers to access all online content, applications, services and devices as long as they are legal; that broadband providers couldn’t discriminate against particular content or applications, either by blocking them completely or by letting other traffic jump ahead in the queue; and that providers would be required to disclose network management practices.

The FCC may be fighting an uphill battle. Comcast has argued that based on the FCC’s deregulation of Internet service in 2002 — a move the Supreme Court upheld three years later — the agency doesn’t have authority to mandate nondiscrimination rules.

**Notes on the iPad:** It’s a good name — it’s certainly a popular name. Among the companies using ‘iPad’ is Fujitsu which has been using the iPad trademark since 2002. And it was challenged by Mag-Tech, California information-technology security company, that had an even earlier trademark application. It will be interesting to follow this chain of events.

Arguably one of the biggest bits of news was the A4 chip which includes an integrated CPU and graphics core on a single system on a chip (SoC) and was designed by Apple. Manufacturing the chip gives Apple more control over the cost/speed/power consumption balance of the chip. The A4 processor costs about \$15 to make. That would make it the most expensive semiconductor component in the iPad, behind memory chips. The total cost of the iPad’s parts is \$188.50 for the cheapest model, which will retail for \$499. ☺

# Clicking the Right Button

I would like to share with you a tiny personal frustration in the hope that by doing so, I can eventually eliminate it. The frustration is that in nearly every Mac-related book and article I write, the Powers That Be require me to add cumbersome extra words — over and over again — to explain how to click one of the buttons on your mouse (or trackball or trackpad).

What I want to be able to say is, “right-click” (followed by whatever it is you should right-click on, and what you should do afterwards), but what my editors invariably make me say is “Control-click (or right-click)” — that is, hold down the Control key while clicking, or alternatively click the right-hand mouse button. Presumably they do this because of a belief that a large percentage of Mac users don’t know what a right click is, don’t have an input device that can perform a right click, or have deliberately chosen not to enable this feature on their input device — meaning the only guaranteed way to get the desired end result is to Control-click. After all, for many years Macs had only one-button mice, and to this day don’t require two-button mice, so to tell someone to right-click — so the thinking goes — is to tell them to do something that may be incomprehensible or even impossible.

Except I don’t buy that. It was true a decade ago, of course, but it is far from true today. I am convinced that the vast majority of people who read what I write about the Mac are sufficiently attuned to modern ways to know exactly what I mean by right-clicking and that no further explanation is necessary, even if they physically lack a second mouse button. But for those few of you who are still scratching your heads over the notion of a right click, I want to not only clear things up once and for all but also persuade you that a second mouse button (or its trackpad equivalent) is a true friend that will, once you get properly acquainted, fill you with joy for the rest of your days. I also have some other things to say about that extra button that may be of interest to everyone, however comfortable you may already be with a multi-button mouse.

**Hot Button Issue** — By way of disclosure and background, you should know that I spent five years (1997-2002) managing the development of Kensington’s MouseWorks software for both Mac and Windows, which, among other things, enables users to define the functions of all the buttons on certain Kensington input devices. During my tenure at the company, we released a trackball with 11 buttons and a touchpad device called WebRacer with no fewer than 22 buttons! The software has apparently languished in recent years — I don’t know anything about that, so don’t ask! — but I’m just saying that my professional

involvement with multi-button input devices goes way back, and undoubtedly gives me a certain bias.

I should also mention another bias here at the outset: I’m right-handed. As my wife, who’s left-handed, would be quick to point out, the whole notion of a “right click” is a bit discriminatory, as left-handed people tend to use their left index finger to click their primary mouse button (on the right side of the mouse) and their middle finger to click the secondary button (on the left side of the mouse). So the neutral term — and the one Apple uses — is “secondary click,” but the nature of English is such that that expression works well as a noun but less well as a verb. I can tell you to “right-click” something, but it sounds awkward to “secondary-click” something. So, with apologies to the lefties out there, I follow the convention (long established in the Windows world) of using “right-click” to mean “click the secondary button,” which is to say the logical right button, even if it happens to be physically located on the left (or top or bottom or elsewhere) on your input device of choice.

**A Scroll Down Memory Lane** — Let’s zip back in time to 1984. The Mac is brand new, and one of its nifty innovations (although not in fact invented by Apple) is a little box called a mouse. The mouse made the Mac’s unique graphical interface possible, and introduced an entirely new way for people to interact with computers. Instead of having to memorize commands that you must type on a keyboard, you could point at words and pictures on the screen, and by clicking that big button on top of the mouse, tell it to take some action. At the time, some people saw the mouse as superfluous and confusing — everybody already understands keyboards, and they work just fine, don’t they? — but it caught on quickly enough and soon became a normal way to operate a computer.

The original Mac mouse had only one button, because the operating system was designed to need just one. Apple wanted to make the operation of the computer as simple and obvious as possible, and one of their design principles was to make the user interface “discoverable” — that is, it should be as easy as possible to figure out what everything does and how to perform any operation, with minimal dependence on documentation, labels, and other external cues. As history has shown, that approach worked remarkably well, and the single-button mouse was an important contributing factor to the success of the Mac in particular, and of graphical interfaces generally.

Of course, the Mac’s interface didn’t remain unique for long. Microsoft Windows 1.0, released in 1985, supported (but didn’t require) a mouse, as did graphical shells developed for various versions of Unix, as well as a long list of other



operating systems that are no longer with us. What was different about the Windows approach, however, was the assumption that your mouse would have (at least) two buttons. (In much of the Unix world, three-button mice were the norm, but I'm going to ignore that in this article.)

So, why the extra button? Microsoft wanted to give users and developers more flexibility. The left mouse button selected or activated what you clicked on (just as on a Mac), whereas the right button was available for developers to use as they saw fit, and in the early years of Windows, the behavior of that button varied quite a bit. Starting with Windows 95 (released in 1995), standard behavior for the right mouse button in Windows was to display a pop-up menu at the pointer location with a list of commands relevant to whatever it was you clicked on. And that's what most people have come to assume that "right click" means, at least on a PC.

By late 1997, Apple had clearly seen the value of those contextual pop-up menus, which could simplify activities such as copying, pasting, or modifying whatever text, icon, or other object happened to be under the mouse pointer. With the release of Mac OS 8, Mac users finally got the capability that had been standard on Windows for a couple of years, but because Mac mice still had only one button, the way to access this capability was to hold down the Control key while clicking that one button. That was the genesis of the Control-click.

**Giving the Finger to the Right Button** — Mac users immediately noticed and complained about the fact that it required two hands to do this common activity that Windows users could perform with one finger. But Apple's position was that Mice Have One Button — period. The company steadfastly refused to complicate the elegant Mac design by adding an extra, potentially confusing button. After all, what is there about that second button to hint at its use? How will people know what it's for? What if they click the wrong button by mistake and get unexpected results? No, those things aren't consistent with the smooth, uncluttered design of the Mac. Apple wasn't merely saying Mac mice shouldn't have multiple buttons, but implying that Mac users were wrong to want them. It wasn't the Macintosh way.

Of course, Apple wasn't the only company building mice and other pointing devices that could work on a Mac, and other developers — including Kensington, Logitech, and even Microsoft — were only too happy to meet users' demands by selling multi-button Mac mice. These invariably required custom driver software to connect the extra button(s) to some activity, and in order to make the right mouse button produce a contextual menu the same way the right button does in Windows, the software simply emulated a Control-click. Mice with more than two buttons let you assign other activities (such as double-clicking, emulating menu commands, or typing text) to the additional buttons.

It wasn't until the release of OS X in 2001 that Apple built support for multi-button mice directly into the operating system. You could plug any old 2-button USB mouse into a Mac running OS X 10.0, and that right button would magically pop up a contextual menu — no extra software or Control-click emulation required! And if your mouse had more than two buttons, OS X understood them and passed them along to the active application for processing in whatever way it deemed fit.

That development was a boon to users and a convenience to companies making multi-button mice, but Apple persisted in its practice — which by this point appeared rather bloody-minded — of selling only single-button mice.

But surely, you might be thinking, Apple had a valid point — two buttons are indeed more complicated than one, right? To understand why having two buttons can reduce complexity rather than increase it, you have only to think of a digital clock. Have you ever tried to set the time on a clock with just one button? You have to hold it down until the right time cycles around — and if you don't release it at the right time, you must wait for another cycle, a real pain. With two buttons you can go at multiple speeds, or forward/backward, depending on the clock's design. With three, maybe you can toggle AM/PM with a single press rather than having to cycle through 24 hours. And if the clock has a full keypad, it's simpler still — just type in the exact time and you're done. So, multiple buttons may look more complicated, but in fact they sometimes make the user interface simpler because they reduce the complexity of the action you must perform to accomplish some task. Multi-button mice are the same way.

(On the other hand, despite the fact that Windows had right-clicking long before the Mac did, Microsoft made what I regard as a poor design choice: they made some actions available only via a right click, which makes them harder to find. Apple's Human Interface Guidelines, by contrast, *stipulate*: "Always ensure that contextual menu items are also available as menu commands. A contextual menu is hidden by default and a user might not know it exists, so it should never be the only way to access a command. In particular, you should not use a contextual menu as the only way to access an advanced or power-user feature." Alas, Apple occasionally ignores their own policy, as in the case of iPhoto's Detect Missing Faces and Rescan for Location commands, but at least the principle is sound. One other note: for better or worse, unlike Windows, OS X has never had a concept of right-click-and-drag, as you might do to create a shortcut, for example.)

**Apple Gets It Right, Sort Of** — Hell finally froze over in August 2005 when Apple introduced the Mighty Mouse (now called the Apple Mouse due to a legal complication over the name). This new rodent had physical sensors on both left and right sides of the top, a switch that activated when you squeezed the mouse, and a sensor that detected when the tiny trackball (for scrolling) was pressed down.

*Continued on page 8*

## Clicking the Right Button

This made for a total of four logical buttons, even though the case had no visible physical buttons (you press the entire top of the case to click, and the left or right “button” registers depending on which part of the case your finger is in contact with). Finally, using a genuine Apple mouse, users could right-click properly — and then some!

Interestingly, though, the fact that the Mighty Mouse had the equivalent of four buttons didn’t seem to change Apple’s official stance. For one thing, the mouse’s physical design meant Apple could maintain the illusion that it still wasn’t selling a multi-button mouse (or in fact a mouse with any buttons at all). For another, the default behavior of OS X was to treat both the left and right sensors on top of the mouse the same — as a standard click. That is, out of the box, the Mighty Mouse was still a one-button mouse! Users were now obligated to change a setting in System Preferences explicitly to make the right “button” perform a right click.

Apple’s recent release of the Magic Mouse has continued this trend. Now not only have the buttons disappeared but so has the scrolling mechanism, replaced by a more-capable, but invisible, multi-touch sensor. Unfortunately, the Magic Mouse has only two logical buttons rather than four, which is a giant step backward in functionality.

**Tap Into the Power** — The story regarding right-clicking on laptops is a bit more complicated. No Apple laptop has ever had more than one physical trackpad button, and current models have no visible buttons at all — the entire trackpad is a button, and how it behaves depends on the number, position, and motion of fingers touching the pad.

For a long time, the only way users of Mac laptops could display a contextual menu was to hold down the Control key while clicking the single trackpad button (or use an external pointing device). Trackpads on Mac laptops introduced since January 2005 have the option — if you enable it — of producing a right-click response when you hold two fingertips on the trackpad and click the button (on some models) or tap with two fingers at the same time (on others). Even before that, one could use Raging Menace’s \$15 [Sidetrack](#) software to “right-click” by tapping on the trackpad. And beginning with the MacBook Air introduced in February 2008, Mac laptops began using multi-touch trackpads that optionally produce a right click response when you tap in a designated (lower left or lower right) corner of the trackpad. With that configuration, it can literally be a right click, but in any case, laptop users have no longer needed both hands to get at contextual menus for several years.

**Getting Right to the Point** — As far as I can tell, Apple no longer sells single-button mice at all. Your current

choices are the Apple Mouse (four logical buttons, wired) or Magic Mouse (two logical buttons, wireless). Every desktop Mac model introduced in October 2005 or later that included a mouse came with a multi-button mouse, and every laptop Mac model introduced in January 2005 or later has a trackpad that can produce a secondary click with one hand. So everyone whose Mac is four years old or newer has the capability to right-click, whether or not it’s enabled in System Preferences. Anyone running any version of OS X with a third-party multi-button mouse, trackball, or trackpad can also right-click. And even users of Macs running System 7 can — with a third-party input device and its accompanying software — perform a right click.

In short, Mac users who lack the hardware capability to right-click are increasingly few and far between, and the vast majority of those could remedy that situation, if they choose to do so, with nothing more than a \$5, two-button mouse.

If you are one of those people without an input device that can right-click — or if you have the capability but haven’t enabled it — I urge you to join the ranks of multiple clickers at your earliest opportunity! To reiterate, the key advantage is that you’ll be able to display a contextual menu with one finger, rather than two hands. Even if you normally keep both hands on the keyboard, you’ll probably find, with a day or two of practice, that right-clicking requires less effort and coordination than Control-clicking — and that it quickly becomes second nature.

And if you don’t yet use contextual menus at all, well, you don’t know what you’re missing. Because that pop-up menu is right at your pointer location, you needn’t move the pointer across a (possibly large) screen to access common menu commands such as Paste, Duplicate, Label, and many others — depending, of course, on context. Even if you prefer keyboard shortcuts to menu commands (as I do most of the time), there are often cases in which you must select something (with the mouse) before performing a command. When you can select and perform the command with one click, rather than selecting first, returning your hand(s) to the keyboard, and then pressing some keys, you save all sorts of effort.

If I’ve persuaded you to give right-clicking a try and you have a pointing device that supports it (which, I believe, should be pretty much everyone reading this), you can turn on the feature somewhere in System Preferences. The exact method depends on which version of OS X you’re using, whether you have a wired or Bluetooth pointing device, a trackpad, or some combination of these, and whether or not your device is made by Apple. But in general, do one of the following:

- For older Apple mice and third-party pointing devices without their own software, open the Mouse pane of System Preferences. Choose Secondary Button from the



pop-up menu pointing to the button you want to use for right-clicking.

- For the Apple Magic Mouse, open the Mouse pane of System Preferences. Make sure Secondary Click is checked, and choose either Left or Right from the pop-up menu to determine which side you should press for a secondary click.

- For Mac laptops, open the Trackpad pane of System Preferences and check either Tap Trackpad Using Two Fingers for Secondary Click or Place Two Fingers on Trackpad and Click Button for Secondary Click.

- For third-party pointing devices with their own software, follow the documentation included to assign a right (or secondary) click to the button of your choice.

And that's it. Point at something, click your secondary button (typically with your middle finger), and notice what happens. Try it again with other things — text selections in various programs, icons in the Finder, graphics in a drawing application, and so on — and take note of how the commands change. Once you've gotten into the habit of performing common actions this way, you'll never want to go back to a single-button mouse. And you'll know exactly what I mean when I tell you to right-click! 🗑

by Tim Sullivan

# February Software Review

## Bricksmith 2.3.1

<http://bricksmith.sourceforge.net/>

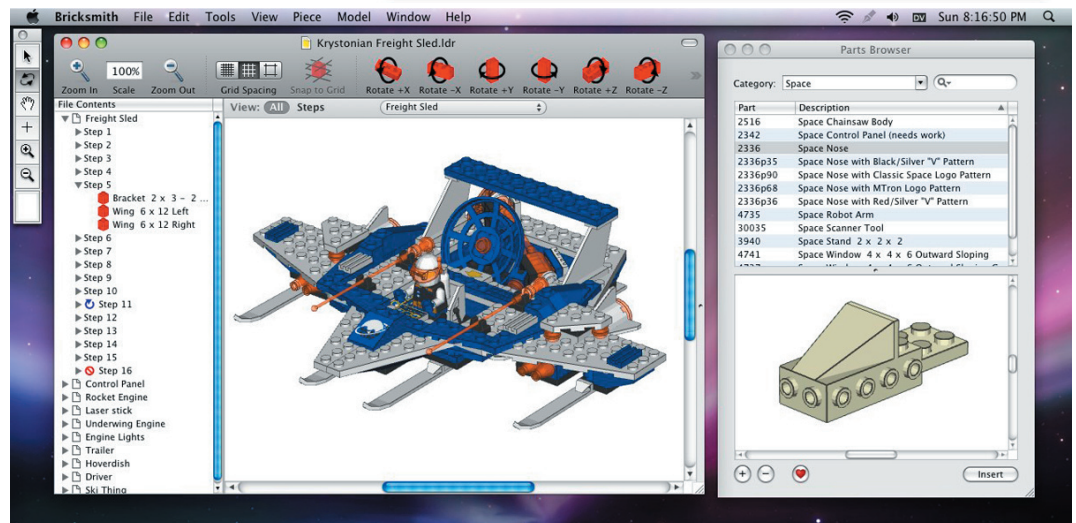
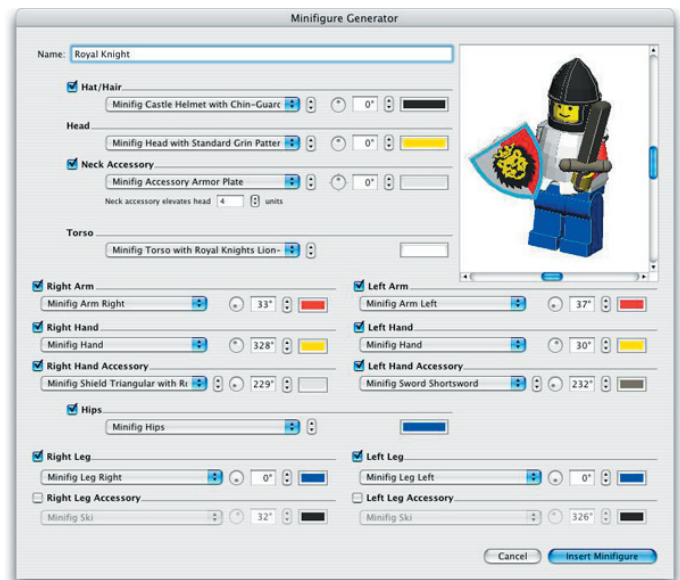
Requires OS 10.5 or greater. Donationware. Universal Binary.

I suppose almost everyone has heard of Legos — the little interlocking blocks that can be used to assemble all sorts of really interesting, and intricate, models. Bricksmith offers a virtual alternative for those of us who lost most of the pieces, or never had enough for our imagination, or just never had any in the first place.

With Bricksmith you can have

- drag-and-drop building
- thousands of parts at your fingertips, with no limitations on which ones you can use
- a full Lego color palette
- support for steps and submodels, to document exactly how to build your creation
- undo, cut, copy, and paste
- multiple viewpoints
- a Minifigure Generator

There are some spectacular pictures of models created with Bricksmith. But the key is to start simple, and let experience be your guide. The tutorial at the web site is short. Experiment and have fun.



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## February Software Review



### Apple Updates

#### Aluminum Keyboard Firmware Update 1.1

January 25, 2010

##### System Requirements

- OS X 10.5.8
- OS X 10.6.2

This firmware update improves battery performance of the 2007 aluminum Apple Wireless Keyboard when used in combination with other bluetooth devices (eg. Magic Mouse, some bluetooth headsets) and addresses an issue with the 2007 aluminum Apple Keyboard and the 2007 aluminum Apple Wireless Keyboard where a key may repeat unexpectedly while typing.

#### Security Update 2010-001 Client (Leopard)

January 19, 2010

##### System Requirements

- OS X 10.5.8

Security Update 2010-001 is recommended for all users and improves the security of OS X.

#### Security Update 2010-001 (Snow Leopard)

January 19, 2010

##### System Requirements

- OS X 10.6.2

Security Update 2010-001 is recommended for all users and improves the security of OS X

#### Boot Camp Software Update 3.1 for Windows 64 bit

#### Boot Camp Software Update 3.1 for Windows 32 bit

January 19, 2010

##### System Requirements

- Windows XP
- Windows Vista SP2
- Boot Camp 3.0

This update adds support for Microsoft Windows 7 (Home Premium, Professional, and Ultimate), addresses issues with the Apple trackpad, turns off the red digital audio port LED on laptop computers when it is not being used, and supports the Apple wireless keyboard and Apple Magic mouse.

#### Boot Camp Utility for Windows 7 Upgrade

January 19, 2010

##### System Requirements

- Vista 32
- Vista 64

Use the Boot Camp Utility for Windows 7 Upgrade Installation Utility before upgrading from Vista to Windows 7. This utility safely unmounts the read-only Macintosh volume on Microsoft Vista.

#### Graphics Firmware Update 1.0 (iMac and Mac Pro) compatibility with Windows 7

January 19, 2010

##### System Requirements

- OS X 10.5.8
- OS X 10.6 or later

Download and install the Graphics Firmware Update 1.0 if you run Windows 7 using Boot Camp on your iMac (with NVIDIA GeForce 7300 or 7600 GT) or Mac Pro (with NVIDIA GeForce 7300 GT or Quadro FX 4500) computer.

#### iMac Late 2009 Windows 7 Drivers

January 19, 2010

##### System Requirements

- Vista 32
- Vista 64

This download contains the necessary drivers to implement Windows 7 on the iMac (21.5-inch, Late 2009) and iMac (27-inch, Late 2009) computers

#### Unitor Family Driver 2.5

January 18, 2010

##### System Requirements

- OS X 10.5.7

This update addresses isolated reliability issues, especially when using multiple Unitors.

The Unitor driver supports the following MIDI interfaces:

- Unitor8
- AMT8
- MT4

### **Firmware Restoration CD 1.8**

**January 18, 2010**

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 unsuccessful 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 either a PowerPC- or Intel-based Mac, but only works with Intel-based Macs.

Download the correct Firmware Restoration CD image. Different computers use different versions of the Restoration CD.

### **Mac Pro EFI Firmware Update 1.4**

**January 18, 2010**

System Requirements

- OS X 10.5.8
- OS X 10.6.2

This update addresses the following issues for Mac Pro (Early 2009) computers:

- Improves compatibility with virtualization products utilizing VT-d
- Improves storage performance under Windows XP for Boot Camp users
- Improves system reliability during the boot process

### **Main Stage 2.1**

**January 12, 2010**

System Requirements

- 32-bit mode requires OS X 10.5.7 or later
- 64-bit mode requires OS X 10.6.2 or later

This update delivers improved compatibility and numerous fixes.

Issues addressed include:

- Support for 64-bit native mode
- Compatibility with 64-bit Audio Unit plug-ins
- Improved compatibility with MainStage 1.x documents
- Multiple Playback plug-ins in the same group now sync reliably
- Improved recording when using the Loopback plug-in

Updated System Requirements

- 32-bit mode requires OS X 10.5.7 or later

- 64-bit mode requires OS X 10.6.2 or later

The update is recommended for all users of MainStage 2.

### **Logic Pro 9.1**

**January 12, 2010**

System Requirements

- 32-bit mode requires OS X 10.5.7 or later
- 64-bit mode requires OS X 10.6.2 or later

This update delivers improved compatibility and numerous fixes.

Issues addressed include:

- Support for 64-bit native mode
- Compatibility with 64-bit Audio Unit plug-ins
- File names with over 32 characters are now supported
- Samples are now mapped correctly when using the "Contiguous Zones" option in the EXS editor

Updated System Requirements

- 32-bit mode requires OS X 10.5.7 or later
- 64-bit mode requires OS X 10.6.2 or later

The update is recommended for all users of Logic Pro 9.

### **Apple Remote Desktop 3.3.2 Admin**

### **Apple Remote Desktop 3.3.2 Client**

**January 11, 2010**

System Requirements

- OS X 10.4.11
- OS X 10.5.7 and later

The 3.3.2 update is recommended for all Apple Remote Desktop users and addresses several issues related to overall reliability, usability and compatibility.

### **27-inch iMac Graphics Firmware Update 1.0**

**December 21, 2009**

System Requirements

- OS X 10.6.2

Updates the graphics firmware on ATI Radeon HD 4670 and 4850 graphics cards to address issues that may cause image corruption or display flickering.

The iMac Graphics Firmware Update will update the graphics firmware on your iMac.

### **Epson Printer Drivers v2.2 for OS X v10.6.1**

**December 15, 2009**

System Requirements

- OS X 10.6.1 or later

This download includes the latest Epson printing and scanning software for Snow Leopard.

### **Lexmark Printer Drivers v2.2 for OS X v10.6**

**December 15, 2009**

System Requirements

*Continued on page 12*



## February Software Review

- OS X 10.6 or later

The Lexmark Printer Driver Update includes the latest drivers for printers you have used on your system.

### **AirPort Client Update 2009-002 December 08, 2009**

- System Requirements
- OS X 10.6.2

This update is recommended for all Macintosh computers running OS X Snow Leopard 10.6.2 and includes fixes for the following:

- Inability to turn AirPort on or off in some cases after upgrading from OS X Leopard
- An occasional loss of network connection when using Wake on Demand
- Inability to create a computer-to-computer network, or share the Internet connection on some MacBook, MacBook Pro, and Mac mini computers

### **MacBook Pro EFI Firmware Update 1.8 December 08, 2009**

- System Requirements
- OS X 10.5.7 or later

This update eliminates the noise made by the optical disk drive during wake from sleep on MacBook Pro computers. When installation is complete, please run Software Update again, and install SuperDrive Firmware Update 3.0

### **SuperDrive Firmware Update 3.0 December 08, 2009**

- System Requirements
- OS X 10.5.7 or later

This update will eliminate the noise made by the optical disk drive during wake from sleep on your Mac. This update works with the following EFI updates:

- iMac EFI Firmware Update 1.4
- Mac mini EFI Firmware Update 1.2
- MacBook EFI Firmware Update 1.4
- MacBook Pro EFI Firmware Update 1.8

### **Java for OS X 10.6 Update 1 December 03, 2009**

- System Requirements
- OS X 10.6.2

Java for OS X 10.6 Update 1 delivers improved reliability, security, and compatibility for Java SE 6. Java for OS X 10.6 Update 1 supersedes the previous Java for OS X 10.6.

This release updates Java SE 6 to version 1.6.0\_17. This release is only for OS X 10.6.2 or later versions of OS X 10.6. This release of Java SE 6 is available on Intel-based Macs only.

### **Java for OS X 10.5 Update 6 December 03, 2009**

- System Requirements
- OS X 10.5.8

Java for OS X 10.5 Update 6 delivers improved reliability, security, and compatibility for J2SE 5.0 and Java SE 6. Java for OS X 10.5 Update 6 supersedes all previous updates of Java for OS X 10.5.

This release updates J2SE 5.0 to 1.5.0\_22, and updates Java SE 6 to 1.6.0\_17. J2SE 1.4.2 is no longer being updated to fix bugs or security issues and is therefore disabled by default in this update. This release is only for OS X 10.5.8 or later versions of OS X 10.5. This release of J2SE 5.0 supports all Intel and PowerPC-based Macs. Java SE 6 is available on 64-bit Intel-based Macs only. ☑

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Shiresmanstown, PA 17011**

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.

# Mac 911

## *Cures for a crusty keyboard*

Reader Marcie Phipps seeks to clean up her act. She writes:

*I have an old keyboard that I love, but its keys are sticking due to built up dust and gunk. Is there a way to clean it?*

This is a common question and with it come solutions both tried-and-true and controversial. Starting with the tried-and-true:

The first step in cleaning a keyboard is to unplug it, grab a can of compressed air (found at any electronic supply store), and blast air around the base of the keys in the hope of dislodging whatever's gumming up the works. Do this holding the can of compressed air upright. Flip the can upside down and there's some danger that you'll squirt propellant into the keyboard.

Turn the keyboard over and give it a good shake in the hope of removing the gunk you've loosened. While in this position, blast it a few more times with the compressed air. If a key remains unresponsive after this treatment, gently pry it up with a small flathead screwdriver and clean its post with a slightly damp cloth.

Now, the controversial:

If the keyboard is so filthy that it appears to be a lost cause — as it might after a major coffee, soda, or Mai Tai spill — put it in the dishwasher. Place it in the top rack, dial the dishwasher to a rinse only setting, don't put soap in the thing, and run it through. Remove the keyboard and let it drain, with keys down, until it's completely dry — this could take a couple of days.

This is controversial because some keyboard manufacturers suggest that you not do this as they won't guarantee that the keyboard will survive the ordeal — particularly if you hit the keyboard with really hot water, detergent, and flying cutlery.

Speaking from personal experience, I've done this with a beloved Matias TactilePro keyboard that I'd given up for dead (this is the perfect condition under which to conduct this experiment). I'm happy to report that not only did it survive, it works perfectly (and is a whole lot nicer to look at than it once was).

## *E-mail and the advantages of deception*

Reader Gary Campbell expresses a concern about his privacy along these lines:

*When I visit some Web sites I'm asked to provide an e-mail address. I'm concerned that this will lead to more spam. Any suggestions?*

A couple, yes.

Despite what you learned in Sunday school, your first best option is to lie. When asked for an e-mail address for no apparent good reason, feel free to enter `joeblow@example.net` and smack the Return key. With luck, the Web site will take this as the goods and let you get on with your business.

Regrettably, this technique doesn't work as well as it once did. Increasingly, you're asked to submit an e-mail address and then the asking body sends you a link to whatever you've requested via e-mail. If the address you submit is no good, you don't receive the message, and you can't get the thing you were after.


That doesn't mean, however, that you must offer your primary e-mail address. I've created a couple of free Google and Yahoo addresses for exactly this purpose. When asked for an e-mail address that I know will result in an activation message, I plunk in one of these addresses. I then check that account for the activation e-mail and then ignore the account until I next need it. (Meaning I don't include it in a schedule that automatically checks my e-mail.)

If you want to get very fine with this, you can create a new account for each place you visit. For example, if you must submit your e-mail address to Company X, create a new Google account for `joeblowcompanyx125@gmail.com`. Should you receive spam at this address, you have a reasonable idea of who's responsible. At that point you can complain or swear off that company in the future.

If you have a MobileMe account you can create up to five alias addresses. Messages sent to these aliases are forwarded to your primary MobileMe address. So, for example, when dealing with the famed Company X, create an alias for `joeblowcompanyx125@me.com`. After you've received Company X's activation e-mail, delete the alias. Any future messages sent to this account won't go through as it's now a dead address.

*[Macworld Senior Editor Christopher Breen is the author of "Secrets of the iPod and iTunes (6th edition)," and "The iPod and iTunes Pocket Guide (4th edition)" both from Peachpit Press*

*and*

*"OS X 10.5 Leopard Essential Training (video)" from lynda.com 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> *