

# printout

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



## Halloween Hodgepodge

A concoction of this and that  
guaranteed to spice up  
your Halloween holidays  
— presented by  
Wendy and Tom and Eric.  
Join us and be surprised!

Meet us at

### **Giant Food**

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

**Tuesday, October 19, 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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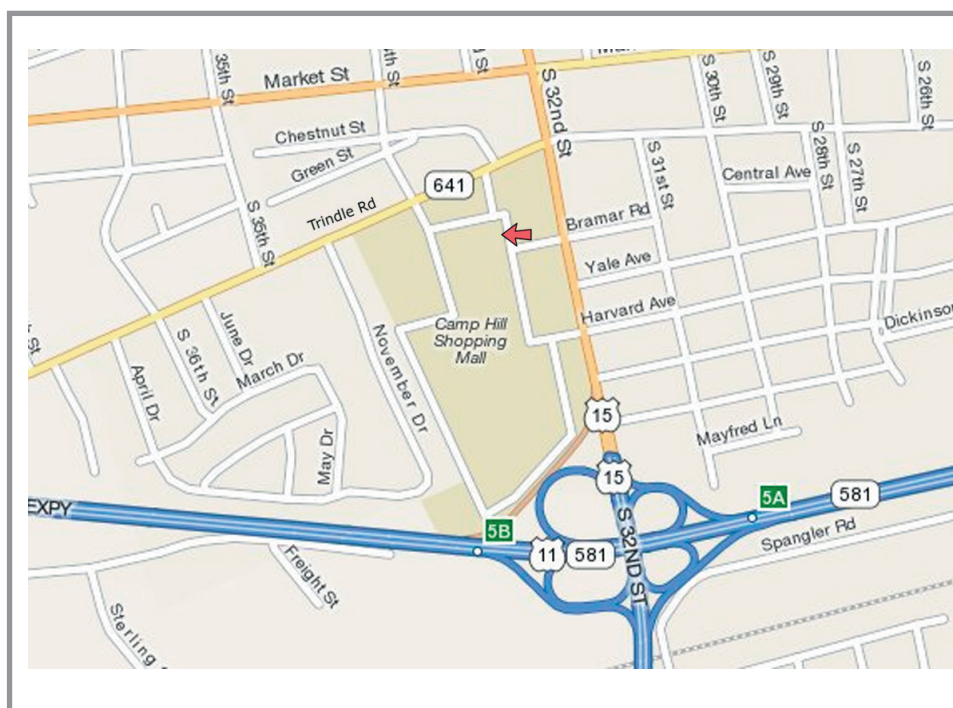
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## Keystone MacCentral Essentials

### 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

by Gary Brandt, Recorder

# Keystone MacCentral

## Minutes

### September 21, 2010

#### Business Meeting

President Linda Cober began the meeting with the announcement of Sandy Cober's illness. We wish Sandy a speedy recovery. Tim Sullivan mentioned that a member had contacted him for the password for access to the Mug Store. We supply that password to our members when we have it but we have not received the recent update. Tim and Linda will try to get the new password so we can pass it along to our members.

Treasurer Ron Rankin reported that we had opened a new checking account at Wachovia/Wells Fargo. We are keeping our Metro Bank account open for now. Both are free accounts with no service charges. Ron will work with Eric Adams to pass along the information for memberships.

Jim Carey made a motion to make a donation of \$50 to the Aline and Daniel Miracle Fund c/o M & T Bank. Tim Sullivan seconded the motion which was passed by a voice vote. The donation will be made to honor the memory of Aline Levakis who died tragically during a severe storm in New York. Aline was often our hostess at the West Shore Plaza Family Restaurant, where the KeyMac board holds its meetings.

#### Q&A & Comments

The first question was about a missing iPod Touch. The owner wanted to know if there was any way to track it but he was told that the iPod Touch did not have that capability.

Tucker Hill asked about captchas and whether or not they are case-sensitive. This varies with the particular web site on which they are used. Several people commented on the difficulty reading captchas. You are usually given the option to reload, which will bring up another one that may be easier to read.

#### Program Notes

We had touched on Skype at our May meeting and Eric Adams presented the September program that went into

greater detail. The Adams family uses Skype quite a lot to maintain contact with some of their overseas friends made through exchange student programs. They also use it to make free Skype-to-Skype long distance calls to other Skype users in the US. Calls and video chats made to other Skype users are free. You can also make calls to cell phones and land lines with pay as you go pricing starting at 2.3 cents a minute or a monthly plan starting at 1.2¢/m. The first time you call someone with Skype, they have to accept the call, so you will show up in their contact list for future calls.

You get started by downloading the software and installing it on your Mac. The software also works on other computer platforms. You then create an account and you can search for other Skype users. All new Macs come with built-in microphones and cameras which should work well for Skype. The Skype.com web site lists Skype-approved accessories if you need them for an older computer. The Skype software also has IM features. Skype users can send small files to other Skype users and conference calls can be set up.

Eric said the connection sometimes gets choppy if a Skype call is made when someone on his home network is accessing the internet on another computer. Eric called his friend Tristan in France for a video chat. The picture we saw through the projection system was not great but the picture quality on the Mac's screen was pretty good. Audio quality was clear and there did not seem to be much lag time in the conversation.

Eric demonstrated the Skype test call that is used when an account is first set up. The contact list in Skype displayed all of the other Skype users the Adams family talks to, showing which ones were currently active. Eric tried to contact the Familia Cattani in Argentina but they did not pick up at first. Eric called his brother-in-law Jeff in York to demonstrate a free local chat. Jeff was using a Dell computer with an external camera and microphone. During this conversation, Eric's video froze. Turning the video off and back on in Skype corrected the problem. Jeff noted the listing of over 13 million users currently using Skype while he and Eric were talking.

Skype is also available for the iPhone, with the software available from the App Store. Eric demonstrated this by calling our laptop from his iPhone. Then Juli Cattani called back with Skype. In Argentina, it was the first day of spring and students had the day off from school so a big party had been held the previous evening. Her father Marcelo joined the conversation and Tom Bank had a chance to talk to him about Tom's past experiences in Argentina.

Another option for phone calls over the internet is Google Voice. Eric went to Google's site so we could watch a video describing its features. Your Google Voice number can be set up to ring on all of your phones. Eric gave us a good demonstration of Skype and I'm sure many of us will become Skype users in the future. ☺

# iTunes 10.0.1 Integrates Ping

Apple has quietly released **iTunes 10.0.1**, a minor update that fixes a few bugs and better integrates the Ping music social networking service. On the bug front, iTunes 10.0.1 fixes video picture quality problems that could crop up depending on whether on-screen controls were visible, fixes a crash that could occur when interacting with album artwork in a separate window, improves performance of some third-party visualizers, solves a bug that could cause the iTunes library and playlists to appear empty, and resolves an incompatibility with some third-party shared libraries.

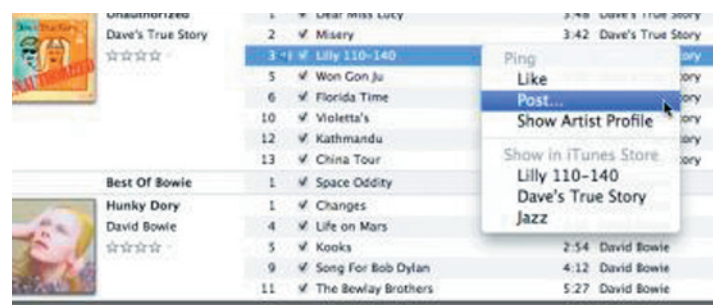
More interesting are the changes surrounding Ping. Most notably, Ping replaces the Genius sidebar that you could display by choosing View > Show Genius Sidebar or clicking a little button at the bottom right corner of the iTunes window. The Genius sidebar showed general recommendations for you if nothing was selected, and if you selected a track, the sidebar recommended related songs and albums. Now, if nothing is selected, the new Ping sidebar shows activity from your Ping friends. If you select a track, buttons in the Ping sidebar let you “like” the current track and post a comment about it. Underneath those buttons, you can follow the artist, if the artist of the selected track has a Ping profile, and see Ping comments related to the artist. And under that, your friends’ activity appears.



Whereas the Genius sidebar changed to reflect recommendations about the current track, the Ping sidebar responds only to the selected track, even if that’s not the track that’s playing. Plus, all the Genius recommendations are now gone; presumably Apple thinks users will respond better to recommendations from friends than from the Genius algorithm. Personally, I think they’re wrong; I would trust an algorithm that knows what I like to listen to more than I’d trust a random friend or stranger whose musical taste I barely know. Trading Genius recommendations for Ping recommendations seems like a step backward, or at least

off to the side. Apple could easily have switched back and forth between recent activity from friends and the Genius recommendations as appropriate.

Where the Ping-related changes are a big win is that they make it possible to “like” tracks and post comments about them from within iTunes itself, while the track is playing, either from the button in the Ping sidebar, or from a menu that appears when you click a new Ping button that appears next to the name of the selected or playing track. Before this, Ping required users to go into the iTunes Store to comment on a track, which was utterly ridiculous. I might think to make a comment on a track while it’s playing, but the more hoops I have to jump through to comment on it, the less likely I am to do so. Now it’s just a matter of typing into a normal Mac window.



You can also Control-click any track and choose Like, Post, or Show Artist Profile from the contextual menu that appears, so you can use Ping even if you don’t like the Ping button in the list. This is also the trick that’s necessary to

“like” or comment on an album; if you’re in Grid view, Control-clicking an album icon operates on the album as a whole. In List, Album List, and Cover View modes, Control-clicking works only on the selected track.

Although there’s no way to get the Genius sidebar back, as far as I know, if you find Ping pointless, you can easily hide the Ping sidebar by choosing View > Hide Ping Sidebar. Alas, there’s no way to remove Ping from the left-hand iTunes sidebar under Store. Removing the Ping buttons is possible, though more difficult than hiding the Ping sidebar. To do so, execute this command in Terminal.

```
defaults write com.apple.itunes hide-ping-dropdown -bool YES
```

The other problem with the Ping buttons is that they replace the store link arrows that appeared next to a track, artist, or album. Although Ping replaces that functionality, what’s missing is the capability to Option-click the button to view just that category of item in your library — for example, quickly showing only an entire album or all songs by a

single artist. To restore these via the Terminal, execute the following.

```
defaults write com.apple.iTunes show-store-link-arrows 1
```

If you’re not comfortable using Terminal, you can instead use the [Toggle Ping Buttons](#) AppleScript by Doug Adams. Turning off the Ping buttons with this script also re-enables the link buttons.

I must confess that while I haven’t turned Ping off, I can’t see any real reason to use it. It just doesn’t seem very friendly to “share” my favorite music via 30-second previews that require my friends to ante up just to hear the full track. And when it comes to learning about new music, it seems that there’s no necessary overlap between my online friends and our musical tastes. But perhaps the changes in iTunes 10.0.1 will make Ping sufficiently more used that interesting patterns will start to emerge from all the data Apple is collecting from us. ☞

by Kirk McElhearn

## Is iTunes Bloated?

There’s a collocation that’s becoming increasingly common: the proximity of the words “iTunes” and “bloated.” Google those words and you’ll get about 220,000 results. As an author who specializes in explaining iTunes, I hear this often, yet many of the complaints I hear don’t go further than hurling that invective at the program. Few people actually explain why they feel the program is bloated, and those who do have reasons that I tend to disagree with. So I thought I’d take a look at this question, and the common answers, in an attempt to determine once and for all whether iTunes deserves to be called bloated.

First of all, how do you define “bloated?” Wikipedia offers the following in the introduction to [its article](#) about software bloat:

Software bloat is a term used to describe the tendency of newer computer programs to have a larger installation footprint, or have many unnecessary features that are not used by end users, or just generally use more system resources than necessary, while offering little or no benefit to its users.

With this in mind, I asked the question “Do you think iTunes is bloated?” on [my Web site](#) in June 2010, and I have also asked the same question on several forums I frequent. I’ve taken into account many of the answers I’ve seen, and the following is an attempt to address this question.

**How Big Is iTunes?** While the Wikipedia definition of software bloat is partially valid, I think the first part of it to discount is that of a “larger installation footprint.” The

iTunes 10.0 application on OS X takes up 146.6 MB. In these days of terabyte hard disks — or disks offering several hundred gigabytes on older Macs — this is hardly a large application. Without looking at large-scale application suites such as Microsoft Office or Adobe Creative Suite, I have several applications on my Mac that are larger than iTunes. Adobe Reader takes up 219 MB; Bento is 188 MB; and two of the iWork programs — Pages and Keynote — each exceed 290 MB.

Some people say that larger applications take more time to load, yet this is not necessarily the case. When you look under the hood of iTunes, you find some interesting numbers. The actual executable of the program and its libraries make up about 33 MB, which is by no means huge. The majority of the iTunes application is, in fact, made up of language resources. These are files containing texts for menus, alerts and even help, in the different languages the program supports. If you’re an English speaker and remove all the language resources you don’t need, the program becomes a mere 65 MB.

(You can use the free utility [iCleanLanguage](#) to remove language files from iTunes and your other applications. Doing so could save you as much as a couple of gigabytes, depending on how many applications you have installed.)

Now I’m discussing the Mac version of iTunes here; on Windows, things are probably similar, but I haven’t looked at the actual file sizes on Windows. Journalist Ed Bott seems to have made a career out of railing against iTunes

Continued on page 6

## Is iTunes Bloated?

in that world, and he updates his [“Unofficial guide to installing iTunes without bloatware”](#) for every new version.

While Bott’s approach is a bit obsessive, it is true that Windows users do have to download some software elements that Mac users don’t. Things such as QuickTime, Bonjour, and Software Update are an integral part of OS X, but need to be installed by the Windows version of iTunes for basic iTunes functionality to work. But worrying about a few dozen megabytes of software installed on a capacious, modern hard disk seems like overkill. The only reason I could see to go to the trouble of following his advice is if you want to run iTunes on a netbook with limited disk space, and want to save as much space as possible.

RAM usage is a more complex issue. On OS X, applications often ask for a lot of RAM, even if they don’t use it. And the amount of RAM they request depends on how much memory the Mac has. If you have, say, 8 GB of RAM, any program will ask for more RAM than on a Mac with 2 GB. On my 4 GB Mac mini, the Finder is currently using 140 MB RAM; on my 2 GB MacBook Air, only 84 MB. iTunes, on my Mac mini, regularly asks for 200 MB or more, which, out of 4 GB, seems acceptable; when I launch the program on my MacBook Air, with a much smaller library, it asks for only 63 MB. So what you see is not always what you get: you may see iTunes claiming it’s using a lot of RAM, but once other applications need that RAM, iTunes will give some back.

**How Fast Is iTunes?** The second factor to consider is speed. This can be seen in two ways: the time it takes to launch a program, and the time it takes to perform common operations. On my Mac mini, with a library of nearly 60,000 items, iTunes launches in 7 seconds; on my MacBook Air, with a much smaller library, it takes only 4 seconds. In my opinion, neither of these is problematic. I remember when I was using a certain word processor back in the late 1990s, and it took some 45 seconds for the program to open. People who cannot wait 7 seconds for a program to open may need to rethink their priorities.

The speed of certain operations is a more important issue. With today’s multi-core processors and copious RAM, software should be able to do things quickly — not all tasks, of course, because some are very complex. But basic tasks should never take too long, though the definition of “too long” is subjective.

I’ve seen people complaining about the speed of ripping CDs with iTunes, or about the time it takes to sync an iPod or iPhone. Alas, neither of these tasks depend entirely on iTunes itself. While iTunes performance when ripping CDs is perplexing — sometimes it goes very slowly, other times more quickly, for no apparent reason — the two main factors affecting CD ripping are the speed of your optical drive and the speed of your processors. Back when I

owned a Mac Pro, I bought a CD-only drive that read discs at up to 52x because I buy and rip a lot of CDs. This led to rips that were almost twice as fast as with the Mac Pro’s internal 24x CD/DVD drive. With my current Mac, a Mac mini, I bought an external CD drive for the same reason.

Syncing iOS devices depends, in part, on how long it takes iTunes to scan your library (bigger libraries naturally take longer), but file transfer is limited to the throughput offered by USB 2.0. The only way to make syncing more rapid would be for Apple to move to the soon-to-be-available USB 3.0 or a similar data transfer standard.

Some people will find that iTunes lags a bit with large libraries. This was a notable problem back with iTunes 7, and [one that I wrote about on my blog](#). But when iTunes 8 came out, [Apple changed the way the iTunes Library file is written](#), reducing it in size by about 75 percent, and changing the way iTunes works with the library file. Operations that lagged back in 2007 and 2008 are snappier now (and I’m working with a slower Mac), though there are still some slowdowns with large libraries.

There may be some operations that take longer than a user wants, but does one now expect everything to happen immediately? I find that changing tags for a lot of files takes some time, but that’s because the files are being written to disk. Saving downloaded files produces a slight delay of a few seconds, but this is likely related to the size of my library and the speed of my Mac mini’s hard disk.

**But iTunes Certainly Seems Bloated to Me** — One comment I have seen often is that iTunes is bloated because it does so much: that Apple should separate it into different applications. I would call this a subjective feeling of bloat, because all those features you don’t use don’t affect performance; the program runs only the code you need when you need it.

However, this is a valid complaint. From being initially just a music player, iTunes has added the capability to manage and play videos (movies and TV shows) and podcasts. More recently, iTunes has also added apps and ebooks to its library. Many people suggest that the name itself should be changed: that iTunes has gone far beyond tunes. Alas, that will never happen. iTunes is a brand, not just a program. Apple has developed the iTunes brand over nearly ten years, extending it even to the iTunes Store. At least Apple shortened that name from the original “iTunes Music Store” after adding videos and avoided the iTunes name when creating the App Store and the iBookstore. (For more on Apple’s success in the branding arena, see the 2002 series [“Branding Apple.”](#))

But what about all these content types and features? And the iTunes Store itself? Surely the presence of the iTunes Store is part of the program’s bloat, right? Actually, isn’t. The iTunes Store is simply a Web browser in iTunes: pages from the iTunes Store — and the new Ping — are merely HTML pages that are rendered in iTunes using the same WebKit framework in OS X that also renders HTML in

Safari, Mail, and many other applications. While iTunes Store pages may be slow to load at times, this is more because they are graphically complex and require a certain amount of time to be downloaded and rendered, just like any other Web page.

The thing is, many people want a program to do only what they need it to do. If you don't listen to podcasts or buy movies, you may think iTunes should handle only music. If the presence of these different libraries in the iTunes sidebar bothers you, you can hide them. Choose iTunes > Preferences, and in the Show section of the General preference pane, deselect the libraries you don't want to see. Want to get rid of the iTunes Store? In the Parental preference pane, select Disable iTunes Store. You'll have a minimal iTunes interface. Does the program now seem more svelte?

**That Syncing Feeling** — Another common criticism of iTunes is that it syncs many different types of content to iOS devices. While it makes sense that iTunes would sync the music, videos, apps, and ebooks in its library, the program also manages photos, contacts, e-mail accounts, and more. Some people suggest that the syncing part of iTunes should be a separate application, such as the existing iSync. Others say that to sync even music, one should be able to mount the devices and just drag and drop files to them.

To the former argument, I wonder why people would want to have to use two applications to sync an iPod or iPhone? Even if the syncing application handled the transfer of media files, there would still be one program for managing those files, and another to sync them. Surely one integrated program is better than two that would frequently need to be used in quick succession?

The drag-and-drop argument is commonly mentioned by those used to doing that type of synchronization with MP3 players back in the day. I've always found this a confusing idea: every time you change tags in a file, or add new music to your library, you need to remember which files you've changed or added to be able to sync them. Isn't that what we have computers for?

I think one of the reasons the iPod was so successful early on is because iTunes handles all this for users. When you buy music, rip CDs, or add other content to your media library, you don't need to manipulate the actual files. You don't need to know where they're stored, and you don't have to worry about moving them: iTunes takes care of all this for you. The file system becomes an abstraction, and, in fact, disappears behind the iTunes database.

**Creeping Featuritis** — It's certainly true that iTunes is a complex program. I've been using iTunes since the very first version, and I've been writing about the program for many years, notably for Macworld, where I've written dozens of articles about how to get the most out of iTunes. (To be fair, you could accuse me of having a vested interest in the complexity of iTunes.)

The program has a lot of features, and this feature list is often criticized. iTunes does a lot; it offers you unequalled

features for organizing and managing media. Yet many people feel that it doesn't do enough, hence the success of the [Doug's AppleScripts for iTunes](#) Web site, with its oodles of script to enhance the program's functionality.

iTunes is one of those programs that offers a wide range of features according to how a user wants to interact with his or her content. For basic users, it may be enough to dump media files into their libraries and sync their iPods. Their libraries may be smaller than the capacity of their iOS devices, so they don't even have to worry about choosing what to sync.

For others, though, the small but growing percentage of users with large libraries (I count myself in this group), the capability to create complex smart playlists based on tags gives great power in organizing content.


**The Verdict Is?** I think it's fair to say that this whole question is a bit moot; it's a geek debate. For most users, iTunes is simply a program they use to manage an average-sized media library and some apps. Those who are confronted with the more-complex features have much larger libraries, and have different ways of working with media files.

I can understand that many people have a subjective feeling of bloat when looking at iTunes because of the many types of media it manages, but it seems no more bloated to me than, say, a word processor that contains finicky page layout features. There have been ups and downs over the years, as I mentioned earlier, but Apple has resolved most of those issues.

And if you still have that nagging feeling of unnecessary features staring you in the face, I've explained above how to change the iTunes interface so you don't have to see the types of media you don't use; this alone can make the program seem more simple.

Don't get me wrong. Although I think Apple has done an excellent job over the years of grafting new types of media and new features onto the program, it is by no means perfect. Valid criticisms can be leveled at specific features and interface elements — iOS app file sharing, I'm looking at you, along with the way iTunes 10 removed all color from the sidebar in favor of a drab, uniform gray.

But in the end, I suspect that people accuse iTunes of being bloated because it has evolved from a simple music player into a complex media and device management program designed to meet the needs of hundreds of millions of users. To become more comfortable with iTunes, therefore, may require learning a bit more about how it works in order to master those features you use every day and turn off those you don't.

*[Kirk McElhearn is a Senior Contributor to Macworld, an occasional contributor to TidBITS, and writes about more than just Macs on his blog [Kirkville](#). Follow him on Twitter at [@mcelhearn](#). Kirk's latest book is "Take Control of iTunes 10: The FAQ."]* 

# Feeds into Reads: Transforming RSS into Beauty

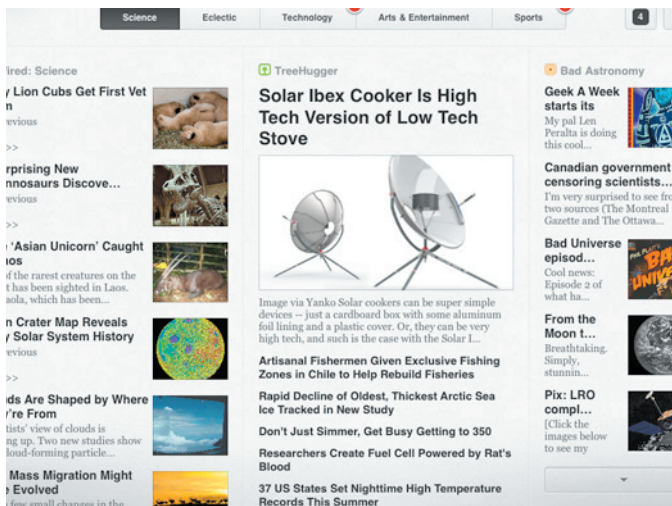
**Newsreader** software takes RSS feeds and presents the latest news articles, blog posts, and other items in a newest-first list layout. But many people I know either have never cared for the e-mail-like organization scheme of RSS readers, or never got into RSS at all because they prefer to see a Web page. (And then there's Adam Engst, our fearless leader, who finds the vastness of innumerable headlines that he feels he should read overwhelming and thus avoids newsreaders entirely.)

Newsreader naysayers take heart, however. The iPad is bringing a new approach to feed reading that may transform our relationship with the myriad updates we get. It could win some converts.

Two programs in particular are promising, and I expect if they perform well in the App Store marketplace, we'll see many more alternatives for the iPad and its smaller brethren, as well as osmosis from the iOS side back into OS X.

**Times for iPad** and **Flipboard** take streams of updates and create newspaper and magazine layouts automatically. This approach works better than it may sound at first. Automatic layout seems like an iffy proposition, but both programs produce interesting results.

**All the RSS That's Fit to Print** — The \$7.99 Times for iPad from Acrylic Software comes populated with science, technology, arts and entertainment, and sports tabs. Each tab reveals a view of multi-column news briefs. You can set the display of each column, make it wider or narrower, and add your own RSS feeds. (There doesn't appear to be a way to rearrange feeds from top to bottom in the current version, unfortunately; you have to delete and re-enter them in the order you want.)



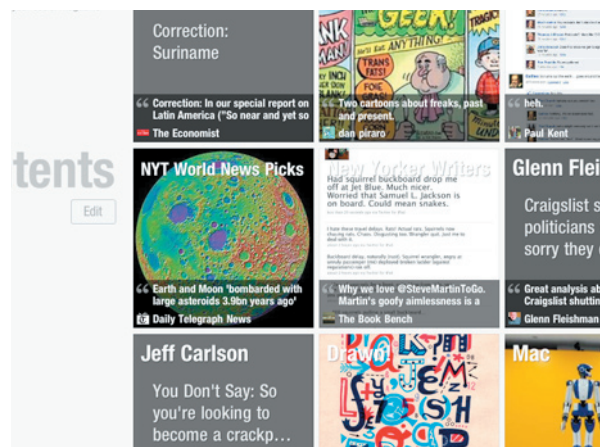
You can also set how many articles are displayed. Each view's pages can extend further to the right, too, to add more columns.

Tap an item, and it opens the RSS preview, with any associated images or media. In landscape view — but not portrait view, oddly — buttons appear to open the item in Safari, add the item to a global shelf of articles in the app (a kind of news clipping area), and share the item via e-mail, Twitter, and Facebook.



The makers of Times for iPad already plan a OS X version.

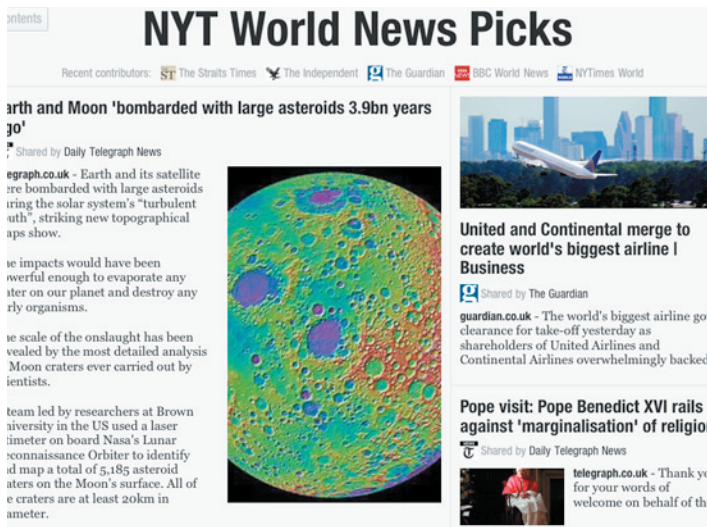
**Flip-Flying Away** — The free Flipboard is far more limited in what you can add, but it's also more beautiful and varied in its presentation — it's more magazine than newspaper. It comes preset with several feeds. You can have up to 9 source feeds, shown in a grid of squares, on the first page and 12 on subsequent pages.





When you launch the program, it shows an image at full-screen size like a cover. Swipe from the right edge to the left, and the contents page opens up with the nine squares. Any source can be changed, but at the moment, you can choose only among feeds provided by Flipboard Inc., or you can add Twitter lists or individuals.

When you tap a source's square, Flipboard opens a page that includes teaser text of linked items, along with images. For Twitter, that's rather remarkable, because any item someone links in a 140-character-or-less tweet is turned into the full item itself.



Tap the item, and it opens up into its own page, and shows any other references to the destination or tweet in a sidebar as commentary. You can also tap a Read on Web button to

by Tim Sullivan

## Rumors and Reality

### Around Apple

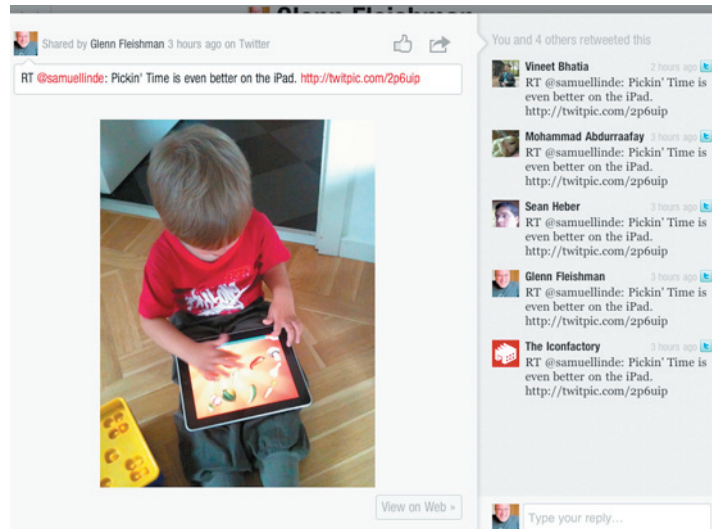
- Apple has created a very easy to use resource, [Express Lane](#), for users. If you have any sort of issue with an Apple product, check it out. It's sort of Knowledge Base made easy. (I'm tempted to say Knowledge Base For Idiots, but I won't.)

Select the My Products tab to get an overview of your registered products and a streamlined way to access article related to your products.

- A touchscreen iMac? Apple seems to be experimenting with touchscreen iMacs. The new machines are rumored to have a good viewing in both vertical and tilted configurations.

It is expected that transitioning from a vertical orientation to a tilted one would automatically cause the computer to switch from OS X to iOS, the operating system for screen touch.

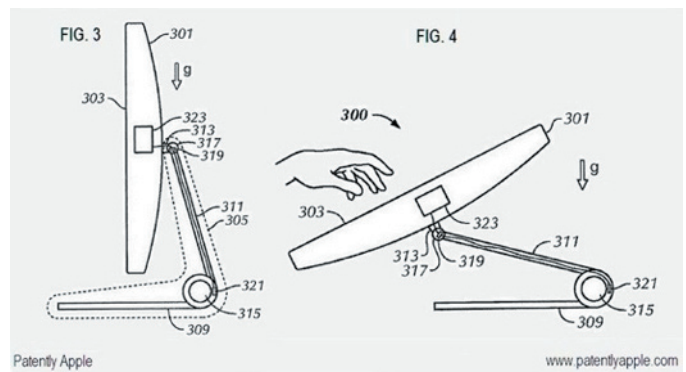
view the full article in its original Web context (that's how Flipboard avoids displeasing news sources).



Articles and items can be shared via e-mail and Twitter, and you can mark a tweet as a favorite within the item view.

Both apps have opened my eyes about the way in which streams of information can be dealt with graphically. Although I follow hundreds of feeds in my RSS reader, I find myself using it less and less, because the sheer volume, even when I scan and mark as read, is overwhelming. (I can hear Adam chortling even as I type this.)

By giving me a varied look and showing me items in some context, rather than in isolation, I find reading RSS feeds in these apps much easier on both my eyes and my brain. In the end, I'm reading again, instead of scanning. ☺



- Took your iPhone into the shower did you? Doesn't work any more, you say? Apple placed little indicators, Liquid Immersion Indicators, in the innards their small, portable devices. Supposedly 100% accurate, if they changed color to indicate Immersion, you were pretty much out of luck and out of the device.

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## Rumors and Reality

Customer relations people took a lot of flak with all kinds of excuses wherein the device was not immersed but the indicator tripped. In response Apple has renamed the indicators Liquid Contact Indicator. Maybe Apple will give you a break with your sweaty palms or steamy room story now.

**Moore's Law** posits that every two years the number of transistors that can be placed on an integrated circuit will double. Or roughly rephrased, integrated circuits will shrink by half every two years.

In recent years, Moore's Law has been in jeopardy as the limits of physics and the cost of miniaturization have made it increasingly difficult to stuff more transistors on an integrated circuit.

Two recent developments could keep Moore's Law going. In the first case developers have succeeded in building reliable small digital switches – an essential part of computer memory – that could shrink to a significantly smaller scale than is possible using conventional methods.

Using the switches, PrivaTran, a Texas startup company, has made experimental chips using the technique that can store and retrieve information. In preliminary configurations, the chips store only 1,000 bits of data, but if the new technology fulfills the promise its inventors see, single chips that store as much as today's highest capacity disk drives could be possible in five years. The new method involves filaments as thin as five nanometers in width – thinner than what the industry hopes to achieve by the end of the decade using standard techniques.

In the meantime, H.P. is to announced that it will enter into a commercial partnership with a major semiconductor company to produce a related technology that also has the potential of pushing computer data storage to astronomical densities in the next decade.

"There are a lot of new technologies pawing for attention," said Richard Doherty, president of the Envisioneering Group, a consumer electronics market research company in Seaford, N.Y. "When you get down to these scales, you're talking about the ability to store hundreds of movies on a single chip."

**For music collectors:** [Amazon.com](http://Amazon.com) sells music albums at very attractive prices. Select albums and tracks are available at no cost

**Flip books:** It's possible to create your own animations by taking an empty booklet and drawing cartoons on consecutive pages. By rapidly flipping through the pages, one can see a primitive animated cartoon.

A company in London has done a similar thing with a moving iPad. It's much easier to watch the video than to explain what they're doing.

**There are apps for that:** Some people have difficulty in communicating, but not necessarily in thinking. Think

autism, Down syndrome, cerebral palsy and Lou Gehrig's Disease.

Different apps address different needs. Costing from \$10 to several hundred dollars, they allow users to communicate with friends, classmates, parents, and even family pets. There are several very realistic voices that are male, female and children's voices and the child can then touch pictures or icons to communicate.

The iPad, the iPhone the iPod all give them a way of communicating that can be personalized. It sets them free. It gives them a voice.

The app for autistic children is designed to let them tell others what they're thinking. They touch the picture of what they want on the screen and the app says it out loud... Things like "I want to watch TV", "Hello. My name is Kristen" or "I'm hungry."

**Got a Mac Pro** and want to add USB 3.0 capability? Check out the CalDigit website. They offer a PCI Express Card – one of those things that slide into an empty slot inside of your Mac Pro.

Why USB 3.0? Simply put, USB 3.0 is fast! With speeds of up to 5 Gbps, it's faster than eSATA and FireWire. USB 3.0 is also backwards compatible with USB 2.0, so you can continue to use all your existing devices. Unlike eSATA, USB 3.0 provides power so devices can be bus powered. USB 3.0 supports video and audio playback much better than USB 2.0. 📺



*I wanted to share our family's experience with Skype.*

*Last year we all used Skype (via MAC and PC) to communicate with my son who was in Iraq on a second tour. His son was 7 months old when he left. Through Skype, he was able to interact with the baby almost on a daily basis for a year. He saw his son's first steps, heard his first words, and the baby knew his dad immediately upon return. In fact, the baby ran to him. There was absolutely no shyness or strangeness. Just happy smiles (and tears).*

*Skype is an absolute godsend for military families and loved ones in distant places.*

LINDA ROGERS <lindro@ptd.net>

# October Software Review

## ThePrintliminator

<http://css-tricks.com/examples/ThePrintliminator/>

If you find yourself occasionally printing out web pages and you would like to print just the information you are interested in, I found a bookmarklet that might help you do just that. I check the Mac OS X Hints website (<http://hints.macworld.com/>) occasionally and I found a post that led to this tip.

You can go to the ThePrintliminator web site to view a four minute video demonstrating how to use Printliminator to get rid of web page elements you do not want to print. It is a Java script that brings up a small window with several options to clean up a web page. If you think it will help you, simply drag the bookmarklet from the web page to the Bookmarks Bar of your browser (as shown in the video). I have tested it using Safari 5.0.1 and it works as advertised.

Gary Brandt

## Apple Updates

### iTunes 10.0.1

**September 24, 2010 – 84 MB**

System Requirements

Software:

- OS X 10.5 or later
- QuickTime 7.6 or later; Support for HE-AAC requires QuickTime 7.6.4 or later
- Safari 4.0.3 or later

Hardware:

- 1.0GHz PowerPC G4 or faster processor is required to play Standard Definition video from the iTunes Store
- 2.0GHz Intel Core 2 Duo or faster processor is required to play HD video, an iTunes LP, or iTunes Extras from the iTunes Store
- 512MB of RAM; 1GB is required to play HD video, an iTunes LP, or iTunes Extras
- Screen resolution of 1024x768 or greater; 1280x800 or greater is required to play an iTunes LP or iTunes Extras

iTunes makes it easy to enjoy your favorite music, movies, TV shows and more on your Mac, iPhone, iPad, or iPod. iTunes includes the iTunes Store, a place you can download everything you need to be entertained, day or night. And,

introducing Ping — an effortless way to follow your favorite artists and friends — and discover the music they're talking about, listening to, and downloading.

### What's new in iTunes 10

- Introducing Ping. Use Ping to follow your favorite artists and friends or connect with the world's most passionate music fans. Discover the music everyone is talking about, listening to, and downloading.
- Rent HD TV episodes for just 99¢ each. Watch them on your Mac or PC, on-the-go with iPhone or iPod touch, or in your living room with the all new Apple TV.
- Play your favorites on the all new iPod touch, iPod nano, iPod shuffle, and Apple TV.
- Play music wirelessly with AirPlay on AirPlay-enabled speakers, home theater receivers, and iPod accessories.
- Enjoy performance improvements which make iTunes faster and more responsive.
- Additional voice support with VoiceOver Kit for iPod.

### LED Cinema Display Software Update 1.0

**September 22, 2010 – 75.79 MB**

System Requirements

- OS X 10.6.4

This software update provides support for the 27-inch LED Cinema Display.

### Security Update 2010-006 (Snow Leopard)

**September 20, 2010 – 1.93 MB**

System Requirements

- OS X 10.6.4

Security Update 2010-006 is recommended for all users and improves the security of OS X.

### Pro Applications Update 2010-02

**September 15, 2010 – 321.1 MB**

System Requirements

- OS 10.5.8 or later
- QT 7.6.2 or later

Pro Application Update 2010-02 adds compatibility for new camera formats, improves overall stability and addresses a number of other minor issues. This update is recommend for all users of Final Cut Studio, Final Cut Server, and Logic Studio.

Application included in the update:

*Continued on page 12*

## October Software Review

- Final Cut Pro 7.0.3
- Motion 4.0.3
- Color 1.5.3
- Compressor 3.5.3
- Apple Qmaster 3.5.3

### **Brother 2.4 Printer Drivers for OS X 10.6** **September 09, 2010 – 104.70 MB**

System Requirements  
– OS X 10.6.1 or later

This update installs the latest software for your Brother printer or scanner.

### **Infotec-7 Printer Drivers for OS X 10.6** **September 09, 2010 – 20.05 MB**

System Requirements  
– OS X 10.6 or later

This update installs the latest software for your Infotec printer or scanner

### **Gestetner-7 Printer Drivers for OS X 10.6** **September 09, 2010 – 20.31 MB**

System Requirements  
– OS X 10.6

This update installs the latest software for your Gestetner printer or scanner.

### **Ricoh-7 Printer Drivers for OS X 10.6** **September 09, 2010 – 21.78 MB**

System Requirements  
– OS X 10.6 or later

This update installs the latest software for your Ricoh printer or scanner.

### **NRG-7 Printer Drivers for OS X 10.6** **September 09, 2010 – 19.7MB**

System Requirements  
– OS X 10.6 or later

This update installs the latest software for your NRG printer or scanner.

### **Savin-7 Printer Drivers for OS X 10.6** **September 09, 2010 – 20.32 MB**

System Requirements  
– OS X 10.6 or later

This update installs the latest software for your Savin printer or scanner

### **Lanier-7 Printer Drivers for OS X 10.6**

### **September 09, 2010 – 20.52 MB**

System Requirements  
– OS X 10.6 or later

This update installs the latest software for your Lanier printer or scanner.

### **iPhone Configuration Utility 3.1 for OS X** **September 08, 2010 – 9.94 MB**

System Requirements  
– OS X 10.6

iPhone Configuration Utility (IPCU) lets you easily create, maintain, encrypt, and install configuration profiles, track and install provisioning profiles and authorized applications, and capture device information including console logs. Recommended for those managing devices running iOS 4.0 or later.

Configuration profiles are XML files that contain device security policies, VPN configuration information, Wi-Fi settings, APN settings, Exchange account settings, mail settings, and certificates that permit iPhone and iPod touch to work with your enterprise systems.

iPCU version 3.1 adds support for new Mobile Device Management (MDM) features introduced in iOS 4 and enables wireless delivery of configuration profiles. It also includes support for Cisco AnyConnect and Juniper Networks SSL VPN clients, CardDAV, multiple Exchange accounts and SAN support using Simple Certificate Enrollment Protocol (SCEP).

### **iOS 4.1 Software Update** **September 08, 2010**

System Requirements  
– Mac or PC computer with USB 2.0 port  
– iTunes 9.2 or later

Products compatible with this software update:

- iPhone 4
- iPhone 3GS
- iPhone 3G
- iPod touch 2nd generation, or later

Game Center requires iPhone 4, iPhone 3GS, iPod touch 2nd generation or later.

This update contains improvements, including the following:

- Game Center
  - Send and receive friend requests
  - Invite friends to multi-player games over the Internet
  - Play multi-player games by auto-matching with other players
  - View Leaderboards and Achievements
  - Discover new games from friends
- High dynamic range (HDR) photos on iPhone 4
- Support for TV show rentals on iTunes
- Ability to upload HD videos to YouTube and MobileMe over Wi-Fi on iPhone 4

- Additional support for AVRCP-supported accessories, including next & previous track control
- FaceTime calling directly from Favorites
- Bug fixes, including:
  - iPhone 4 proximity sensor performance
  - iPhone 3G performance
  - Nike+iPod fixes
  - Bluetooth improvements

Game Center requires iPhone 4, iPhone 3GS, iPod touch 2nd generation or later.

**Safari 4.1.2 for Tiger**  
**September 07, 2010 – 29.46 MB**

System Requirements  
 – OS X 10.4.11

This update contains improvements to compatibility and security, including the following:

Fixes an issue that could prevent users from submitting web forms

**Safari 5.0.2**  
**September 07, 2010 – 37.56 MB (Snow Leopard) 49.59 MB (QuickTime) 46.71 MB (Leopard)**

System Requirements  
 – OS X 10.5.8 or later

This update contains improvements to compatibility and security, including the following:

- Fixes an issue that could prevent users from submitting web forms
- Fixes an issue that could cause web content to display incorrectly when viewing a Google Image result with Flash 10.1 installed

- Establishes an encrypted, authenticated connection to the Safari Extensions Gallery

**iWeb 3.0.2**  
**September 07, 2010 – 177.14 MB**


System Requirements  
 – OS X 10.5.6 or later

This update refines comment and search support for blogs and podcasts published to MobileMe. It also resolves some issues related to publishing sites to MobileMe.

**TechTool Deluxe**  
**September 05, 2010**

TechTool Deluxe from Micromat is a powerful diagnostic utility that allows you to test your computer’s critical system components, such as the processor, RAM (random-access memory), VRAM (video random-access memory), the hard disk, and more. TechTool Deluxe can also repair your computer’s disk structure and rebuild its directories as necessary.

TechTool Deluxe is only available with an AppleCare Protection Plan. If your Mac is currently covered under the Apple One-Year Limited warranty and you would like to extend your world-class telephone technical support and hardware repair coverage to three years from your computer’s date of purchase and get TechTool Deluxe, purchase an AppleCare Protection Plan today.

If you purchased AppleCare Protection Plan for your Mac and need to download the latest version of TechTool Deluxe, please enter your serial number below so that we can validate your coverage. 

by Christopher Breen

# Mac 911

## Balancing headphone volume

Reader Dan G. finds listening to his MP3 player an unsatisfying experience due to variable hearing loss. He writes:

*You’ve told a reader who’s deaf in one ear how to rip his tunes in mono, but I’ve never been able to find a solution to my partial — and variable — loss of hearing in one ear. I don’t want to rip my music off-balance. Is there some kind of an inline balance control I can plug into my earbuds cable? I’ve never found an MP3 player with a balance control so I’m stuck listening to my laptop. You ever try jogging with a laptop?*

Doing so would require that I jog at all, and I try to leave that kind of dangerous (and ungeekish) activity to Adam Engst, so let’s just amble along at a reasonable pace, shall we?

First, I’d like to update the “rip as mono” advice. If you’re using an iPhone 3GS, a third-generation iPod touch, or an iPad, you can ask these devices to play all audio in mono. To do so, plug one of these devices into your Mac, fire up iTunes, select the device in iTunes’ Source list, and in the resulting Summary pane click the Configure Universal Access button. In the Universal Access window that appears, enable the Use Mono Audio option and click OK.

This advice doesn’t apply to you because you hope to change the balance of the audio so one side of the stereo signal is louder than the other. An inline balance control will do that for you. Sennheiser makes just such a thing with its \$40 (around \$27 at Amazon) HZR 62 Universal Inline Volume Control.

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## Mac 911

This is a passive control (meaning it won't boost the volume beyond the volume of the device it's plugged into). It also has a very long cable — 3.5 meters — so you'll want to be sure to bundle up the extra cable with a rubber band to help ensure you don't trip over it while you and Adam sprint into the distance.

### Transfer Time Machine backups

Reader Charles Franks needs a little more elbow-room for his Time Machine backup. He writes:

*I've been using Time Machine to back up to a 500GB external hard drive but it's full. I'd like to get a 1TB drive and use that for my backup. Is there a way to transfer the current backup on the old 500GB drive to the new hard drive?*

There is. Rolfje.com has a tutorial that shows you how to do this without changing your Time Machine history. I'll sum up the steps here.

1. After attaching, formatting (Mac Journaled), and naming the new drive, launch Time Machine and switch it off.
2. Unmount the current Time Machine drive by dragging it to the Trash. Remount it by either turning it off and then on again, or mounting it with Disk Utility. You do this so it loses its Time Machine icon and appears with the typical orange external drive icon.
3. Launch Disk Utility, select the old drive, and click on the Restore tab.
4. Drag the Time Machine partition from the old drive to the Source field in the Restore tab. Drag the new drive's partition (assuming there's just the one partition) to the Destination field.
5. Enable the Erase Destination option and click the Restore button.
6. Wait while Disk Utility does its job (this can take several hours).

7. When the job is done you'll see two identical volumes on the Desktop. Unmount and disconnect the one that shows a capacity of 500GB (the old drive).

8. With the new drive mounted, open Time Machine and switch it on. Click on Select Disk and direct Time Machine to the new drive that contains your copied Time Machines backup.

Time Machine should do the right thing and use that drive for its backups. Should you need to restore you'll find that all your old backed up data is on this new drive.

### Copy iPhone 4's iMovies to iPad


*In response to my iMovie for iPhone review, one Mr. Lizard posed this question:*

*Is it possible to offload completed projects onto an iPad using the iPad Camera Connection Kit to free up space on the iPhone?*

Indeed it is. As far as the iPad is concerned, the iPhone 4 (and earlier iPhones, for that matter) is just another camera. String the iPhone's USB cable between the iPhone's dock connector port and the USB camera connector attached to your iPad. The iPad's Photos then launches with the Camera tab selected. Any movies you've created with iMovie and then exported to the iPhone's Photos app will be available to copy to your iPad. Just tap the movies you want to copy to the iPad and tap the Import button in the upper-right corner of the iPad's screen.

This is tremendous way to view your iMovies on a big(ger) screen in a hurry and makes the iPad Camera Connection Kit all that much more valuable.

*[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> *



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