KEYSTONE
MacCentral

printout

Pages

Our November meeting, scheduled for Tuesday, November 30, will feature training on Apple's Pages program. In addition to word processing functions, Pages can be used for page layout. Pages is part of the iWork suite of programs, along with Numbers and Keynote. Documents created in Microsoft Word, Excel, or PowerPoint can be opened with one of the iWork programs.

Pages comes with word processing templates for letters and envelopes, résumés, and various other items and page layout templates for newsletters, brochures, cards, certificates, and other items.

We hope to see you there and remember that the meeting is on the fifth Tuesday this month.

Our December holiday meeting will be a little different this year. We are not allowed to bring in outside food and drinks to the meeting room at Giant. We will instead have a catered spread purchased from Giant. We plan to demonstrate some utilities that you may find helpful in your Mac life, as well as give you time to socialize with your KeyMac friends.

Meet us at

Giant Food

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

Tuesday, November 30, 2010, 6:30 p.m.

Attendance is free and open to all interested persons.

Contents

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

Happy Thanksgiving!

by Gary Brandt, Recorder

Keystone MacCentral
Minutes
October 19, 2010

Business Meeting

President Linda Cober announced the future schedule of meetings for 2010 and 2011. We can not always reserve the meeting room at Giant on the third Tuesday, so some of our meetings will be held on other days. We plan to keep meeting on Tuesday nights. The first change will be our November 2010 meeting that is scheduled for the fifth Tuesday, November 30. Some of our 2011 meetings will be held on the fourth Tuesday instead of the regular schedule of the third Tuesday.

Linda asked members if we should look for another meeting site. We have already tried the local libraries but they are fully booked. Several members expressed hesitation about meeting elsewhere as the Giant Store seems to be a central location for our membership. We might be able to meet at the ITT Tech school in Harrisburg. Eric Adams will check with HACC about rooms. Members were asked for any ideas for future meetings and several topics were noted by Program Director Gary Brandt.

With winter weather approaching, the board will make cancellations by noon of meeting day. Tom Bank II will update our web site with that information and we hope to have the information available on WHP TV.

Q&A & Comments

Praise was offered for Apple's $99 One to One service plan. The plan covers one year of meetings with the personnel at the Apple Store in Lancaster. You are not limited to the number of meetings but they are only planned one at a time. Tucker Hill suggested inviting someone from the Apple Store to present a program at one of our meetings but as Tom Owad explained, they don't do that.

Tom Bank asked about editing movies downloaded from the internet in iMovie. Programs exist to download and convert downloaded movies to formats that iMovie can handle. Jim Carey mentioned that the latest version of QuickTime Player can be used to trim movies.

Jim uses an older printer with a USB to Parallel cable so don't throw out that old printer just yet. You may be able to use it with the correct cable. Someone mentioned a problem

their Mac had waking from sleep. From the comments we heard, it seems that some programs do not behave particularly well if they are running when a Mac is put to sleep. Both Jim Carey and Tim Suliivan recommended turning Macs off whenever they will not be in use for a while.

Tom Bank said he puts aliases of the Documents folders of his external hard drives into the Dock on his Mac so he has easier access to them. Linda Cober reported trouble replying to email from a recipient whose name appeared with quotes around it. Removing the quotes in Address Book might clear up that problem.

Program Notes

Our Halloween Hodgepodge program in October began with Wendy Adams showing us some of her favorite places on the internet. She began with Flickr, a site to store and share photos. You can set up contacts and get notifications when those contacts post new photos. Photostreams can be viewed in Flickr. Wendy has joined a number of Flickr groups. One of those led to her participation in a Scott Kelly photowalk in Harrisburg. We looked at some of the resulting photos.

Another of Wendy's favorites is the thepioneerwoman.com site, where cooking, photography, home and garden issues, and home schooling are discussed. This site also runs frequent photography contests. Wendy next went to Photojojo.com, a site that gives tips about photo equipment, including lenses that can attach to iPhones and other smart phones. Fisheye and macro lenses are available.

Postcrossing.com is an interesting site where you send and receive postcards from random people all over the world. You must set up an account to participate. The Hazelmail.com site turns your photos into postcards. They print, stamp, and mail them for you from the site. Wendy uploaded a file to show us the process. You can add a frame to the photo and write your message. It works with the iPhone. At the Poladroid.net site, you can convert any photo into a Polaroid. You need to download the Poladroid software to do this.

Jim Carey suggested we take a look at the scanningphotos.com site. They will scan your old photos for you. They supply a prepaid shipping box in which you can put about

a thousand of your photos. The cost for shipping and scanning is $150 per box. You will receive high resolution JPEG files. The site also can handle negative and slide scanning which would cost more than photo scanning. They also offer video conversions.

Eric Adams demonstrated LogMeIn, which allows you to log in to your Mac from anywhere in the world. Free accounts can be set up for basic use. Eric's account is set up to allow him to remotely log in and control three different computers. Eric logged in to one of them and showed us how he was able to open programs on the remote computer, manipulate files, and do anything else he needed to do. A window does pop up on the remote computer to inform anyone on that end that the computer is being remotely controlled. LogMeIn Ignition lets you connect from your iPhone or iPad.

Tom Owad brought in an iPad for an up close demonstration. Tom said the iPad keyboard worked relatively well for typing. One drawback he noted was the lack of an apostrophe on the main keyboard that does slow down his typing. Someone suggested that enabling auto-correct for typing might place the apostrophes in the correct locations but Tom finds auto-correct to be more trouble than it is worth. Tom found learning the iPad interface to be intuitive and he really likes the high resolution screen.

The iPad can handle ebooks from the Apple Store as well as ebooks for the Kindle and other readers. Newer HP printers are said to be able to communicate with iPhones and iPads.

What would Halloween be without the Adams family? Thanks go out to Wendy and Eric and to Jim Carey and Tom Owad for their contributions to an entertaining and informative meeting. We hope to see you at our next meeting. Remember that the November meeting is scheduled for Tuesday, **November 30** at the meeting room at Giant. ♻

by Adam C. Engst

Apple Offers a Glimpse of OS X Lion

Keeping entirely with the advertised "Back to the Mac" invitation that showed a lion peeking out from behind a brushed aluminum apple, Apple CEO Steve Jobs last week presented a preview of features we can expect to see in the next big cat–OS X Lion. (Apple never used a version number, but we presume it will be 10.7.) Slated for "Summer 2011" (in the Northern Hemisphere), OS X Lion takes its inspiration from the aspects of iOS that Apple has found both particularly successful and applicable to a desktop or laptop computer, including the App Store, multi-touch gestures, app home screens, full-screen apps, and more.

Mac App Store — With 7 billion downloads so far, the App Store has been a huge success. And now, as we joked in our April Fools article "Apple Plans App Store Shakeup with Franchises, Mac Applications" (1 April 2010), Apple will be creating an App Store exclusively for Mac applications. Although the Mac App Store will be integrated into OS X Lion, we won't have to wait until the middle of 2011 to see it–Jobs said Apple would be opening the Mac App Store within 90 days, and developers will be able to start submitting their apps next month. The Mac App Store will complement, not replace, the ability to install programs by hand, whether free or commercial.

If you've seen the App Store app on the iPad, you've essentially seen the App Store application–Apple isn't shoehorning it into iTunes. Buttons at the top include Featured, Top Charts, Categories, and Updates, and there's a search field as well. Click a purchase button and you've bought the app; it jumps out of the App Store and onto your Dock, with the familiar iOS icon fill bar showing as it downloads. Installation is completely automatic, as are updates.

Free and paid apps will be available. While average prices will undoubtedly be higher than in the iOS App Store, the revenue split will be the same, with developers receiving 70 percent and Apple retaining 30 percent. Jobs said apps will be licensed for use on all your personal Macs; what that really means and how it will be enforced remains to be seen. Many Mac programs today are sold with explicit licensing terms to allow use by a single individual on multiple computers, or under a family or household license that allows software to be used on all the computers owned by people who cohabitate. Others, notably Microsoft's and Adobe's suites, use serial numbers with a central server check and local network limitations to restrict usage. iOS apps can be installed on multiple devices registered to the same iTunes Store account, but apps are also allowed to use accounts and serial numbers to restrict usage; many GPS navigation programs, which can cost $30 to $80, lock down usage in that way.

Other questions abound. For instance, what about demo versions? The buzz on Twitter as Jobs announced the Mac App Store was immediately focused on the current inability of the iOS App Store to offer limited demo versions of paid apps for potential buyers to try out. This is a real concern for Mac programs, which can cost hundreds of dollars, and many of which currently offer trial modes or 30-day test periods. Apple could allow the Mac App Store to provide demo versions, of course, or developers could offer trial versions from their own Web sites, but that defeats the marketing potential of the Mac App Store.

Apple Offers a Glimpse of OS X Lion

Likewise, iOS app developers have been increasingly vocal about their inability to sell paid upgrades of apps. Some developers have worked around this by releasing subsequent versions as new apps, and requiring a new purchase for owners of previous releases. Apple will need to address both these issues.

To a lesser extent, developers are concerned about the revenue split. Mac software developers are used to paying 5 to 15 percent for payment processing, and may not immediately see (nor obtain) the value of the marketing channel that the Mac App Store provides. In the iOS App Store, marketing is essentially impossible. If your app is anointed as a staff pick, sales can go up. But iOS developers have no other channel to sell to device owners. Mac developers have existing channels and will need to evaluate the Mac App Store as a new method of reaching customers in exchange for the 30-percent transaction fee.

Multi-Touch Gestures — Interestingly, Jobs made a point of talking about a feature that Macintosh hardware won't be gaining – touch-sensitive displays. He said that Apple had done extensive user testing and while vertical touch screens demo well, in real usage, they're just too tiring to use for any amount of time. So while OS X Lion will make increased use of gestures for basic functionality, the hardware for them will remain horizontal, in the form of MacBook trackpads, the Magic Mouse, and the Magic Trackpad. If you aren't using one of those devices now, Lion may give you incentive to buy one.

App Home Screen — Although I'm not sure I agree with Jobs that the iOS home screen has been a huge win in iOS (I'm never quite happy with any organization I set up), Apple will be bringing the home screen concept to OS X Lion via a feature called Launchpad. Invoked via a multi-touch gesture, Launchpad hides everything showing on your Desktop and displays a grid of apps.

Multiple pages are available, you can rearrange icons on each page, and you can drag icons on top of one another to create folders, just like in iOS 4. And, of course, you can click any icon to launch the associated app. (I believe it's a single click, but we won't know for certain until it ships.) Oh, and if you swipe to the right while showing the leftmost home screen page, Launchpad displays your Dashboard widgets. Does anyone use Dashboard widgets?

Full-Screen Apps — On the small-screen iOS devices, every app takes over the entire screen, and while Jobs admitted that doesn't make sense for every app on the Mac, it is true that some programs are more usable when viewed at full screen. That's especially true of Apple's iLife apps–iPhoto, iMovie, and GarageBand – which need to present a lot of data and controls at once. Some current Mac applications can operate in a full-screen mode, but it's unusual, since there's no standardized way in OS X to return to the normal view.

With OS X Lion, full-screen mode is now a standard feature. For apps that support it, the green zoom button in windows will cause an app not to zoom to the largest window size, but to fill the entire screen. In Apple's demo, even the menu bar disappeared, and if that's required by full-screen mode, developers will have to ensure that in-window controls are sufficient.

To switch to another app while using one in full-screen mode, you use another multi-touch gesture (or so it appeared in the demo). When you switch, the full-screen app remains running in what is essentially its own space (as in a Spaces space). Other gestures let you switch back to the full-screen app and move among other full-screen apps. The demo didn't make clear how you make a particular app in full-screen mode switch back to windowed mode.

Mission Control — Now, you might be thinking that full-screen apps are encroaching a bit on Spaces' territory, and you'd be right. But in fact, Apple has a number of technologies–Exposé, Dashboard, Spaces, and now full-screen apps–that all manage the screen in some way. Dealing with them all is becoming a bit confusing, so Apple will be introducing an umbrella technology called Mission Control to bring them all together.

Invoked by, you guessed it, another multi-touch gesture, Mission Control shows spaces and full-screen apps in an area at the top of the screen, a collection of Exposé windows that are collected together by app in the middle of the window, and the Dock at the bottom. In short, it shows you everything on your Mac at a glance.

I still feel that most of the problems Apple is trying to solve with these interface approaches disappear entirely if you have two displays, which is easy on all modern Macs. I find Spaces thoroughly confusing because it requires me to maintain an internal mental model of where different applications live, and I never use Exposé to find windows because I can either see them or access them with a single press of a function key (mapped in Keyboard Maestro); other TidBITS editors have never even touched Spaces. And I have never found a single use for Dashboard. But, if you're running within the constrained space of a laptop screen all the time, perhaps Mission Control will be just what you need.

Auto Save and App Resuming — The final two features of iOS that Jobs said Apple would be bringing to OS X Lion were auto-saving and apps resuming where they left off when relaunched. Presumably there's additional underlying code in iOS that makes it easy for apps to auto-save and save their state, and that will be coming forward into Lion, since there's certainly no reason at all that a Mac program couldn't do auto-save now. Some applications, like Firefox and BBEdit, already resume exactly where they left off after a quit or crash.

The Cat's Meow? — As Steve Jobs's vaunted Reality Distortion Field fades away, it's unclear how much of a difference these new features in OS X Lion would make in my computing life. Certainly, the Mac App Store will have huge ramifications for developers and users alike, but it will be released for OS X 10.6 Snow Leopard in the next 90 days.

While I do some of my work on an aluminum unibody MacBook with a trackpad, most of what I do now is on a Mac Pro with a pair of 24-inch displays, where I use a RollerMouse Pro from Contour Designs for mousing around. Rejiggering my workspace to accommodate a Magic Trackpad would require some doing, and without multi-touch support, I'm uncertain how some of these new features will work. (Glenn Fleishman found the Magic Trackpad painful to use with his minor hand and wrist problems.) And even if I were to add a trackpad to my workspace, I prefer launching apps via Keyboard Maestro's hotkeys and LaunchBar's abbreviations, and apart from sliding windows out of the way of my Desktop, I never use Exposé or Spaces. It's not that I don't like them; I simply have no use for them.

Like many TidBITS readers who have equally ingrained and efficient methods of working, I am not Apple's target audience for OS X Lion. Let me go out on a limb here and suggest in the nicest possible way that Apple doesn't really care about us. We're loyal customers and we'll kit our Macs out with all sorts of clever software from independent developers. Instead, Apple is aiming these changes in Lion at a special sort of switcher–the iOS user who isn't currently connecting her device to a Mac. Such a person has Windows, but probably doesn't know much about it, and is buying a Mac because she prefers iOS. Given how many millions of iOS devices Apple has sold to date, that has to be a sizable market, and these people are already predisposed to like Apple.

Back to the Mac isn't just about focusing on Mac technologies, it's about bringing iOS users into the Mac fold for the first time. Jobs said that the Mac accounts for 33 percent of Apple's revenue now and is a $22 billion business. Fears that Apple might be losing interest in the Mac in favor of iOS and its associated devices still seem unfounded. However, it's entirely possible that Apple's renewed focus on the Mac may be taking it in a direction that doesn't do a lot for professional users (recall that, during the quarterly financial conference call just two days prior, Jobs said, "the consumer is at the forefront"–see "Apple Reports $4.31 Billion Profit for Q4 2010," 18 October 2010).

Ponder that for a moment, and if you aren't entirely happy about it, think about what features Apple could add in OS X Lion that would make your day and add them to the comments on this article. After all, Apple won't be loosing this Lion on the public for another nine or ten months. ⬥

by Adam C. Engst

Clone Wars,
or How My Backups Ate My Photos

An occasional public admission of stupidity can be good for the soul, a bit of psychic self-flagellation. I'm sure you all know by now how obsessive I am about backups, so I'm sure you'll enjoy a bit of schadenfreude related to this story of how I've been losing data for two months without even noticing, thanks to my backups. That's right, my backups ate my data.

Down the Rabbit Hole of Data Loss — It all started when I received e-mail from a PR person asking if I'd had a chance to check out Boinx Software's You Gotta See This iOS app, which makes it easy to create a panorama with an iPhone or camera-equipped iPod touch. The app worked fine, but because of the extremely wide aspect ratio of the panoramas, the results didn't ring my bells. In an effort to explain this to the PR person, I launched iPhoto to snag a recent panorama I'd made, along with a single image of roughly the same scene that I wanted to show her for comparison. But when iPhoto launched, the photos I wanted weren't there. And when I looked more closely, the last event showing was from two months ago. Uh oh.

Data loss always gives me that horrible sinking feeling in my stomach when I know I've done something stupid and There Will Be Consequences. I realized quickly that the problem was that I had somehow been using an iPhoto Library package on a backup disk. In my panic, I initially blamed Time Machine because, well, I don't trust it. But after my pulse settled down, I realized that Time Machine was not at fault, and that the blame instead lay with my backup strategy, aided and abetted by iPhoto and another nemesis, Spotlight.

My backup strategy, which I've previously been quite proud of, is threefold. First, I use Time Machine, sending archival backups across my local network to a large disk connected to a Power Mac G5 file server. Second, to provide offsite backups and as a secondary archival backup, I use CrashPlan to back up my entire home folder to a hard drive attached to a friend's Mac over the Internet. Third, for quick recoveries and in case my main hard drive (named

Clone Wars,
or How My Backups Ate My Photos

Zeus) dies a sudden death, Carbon Copy Cloner clones my startup drive to another drive (named DoppleZeus) in my Mac Pro that's dedicated to the purpose. That clone runs every night before my Mac goes to sleep.

Normally having DoppleZeus mounted isn't a problem; the way applications generally default either to previous locations or default locations (like ~/Documents) ensures that there's no confusion between my main drive (Zeus) and the clone (DoppleZeus) when opening or saving files. Since I got the Mac Pro in early 2008, this approach has worked fine.

But I hadn't counted on iPhoto. When you Option-launch iPhoto '09 to switch between iPhoto libraries, iPhoto doesn't give you a standard Open dialog like iTunes does. Instead, it displays a custom dialog that lists all the iPhoto Library packages it can find via Spotlight. Since DoppleZeus is an exact clone of Zeus, iPhoto displays the same libraries on both, differentiating only by a path that's displayed at the bottom of the dialog. Apparently, at some point in August, I had switched iPhoto libraries to test something, and when I switched back, I accidentally chose the backup version on DoppleZeus.

I'm sure you can imagine what this means. Every time I imported photos, they were imported into the iPhoto Library on my DoppleZeus backup disk, and the following evening Carbon Copy Cloner deleted them as it followed my commands to keep DoppleZeus looking exactly like Zeus.

I haven't been doing much with iPhoto recently, so it took me two months to notice, meaning that I'd lost every imported photo since mid-August. And they were totally gone, with no chance of recovery. Since both Time Machine and CrashPlan back up Zeus and not DoppleZeus, there was no backup of those photos–they never existed on a drive that was itself backed up.

Before I explain how to avoid this problem, there is a happy ending. I take photos with two cameras: my iPhone 4 and a Canon PowerShot SD870. I use the iPhone when I haven't anticipated a photo opportunity and failed to pocket the PowerShot SD870. Any time I think of it, I use the PowerShot, since it takes better photos. But since I've been busy this summer, it turns out that the only photos I've imported into iPhoto were those taken with the iPhone. All my "good" photos are still sitting on the PowerShot's SD card. I feel a bit like my parents back in the 1980s, who would often forget to get rolls of film developed for months. So, while I'm not happy that I lost all my iPhone photos since mid-August, it's not that big of a deal.

This problem is pretty specific, and I doubt most people switch iPhoto libraries as often as I do for testing, but be warned if you do use iPhoto's Option-launch approach to switching. Or use Fat Cat Software's iPhoto Library Manager, which requires that you specify the iPhoto libraries you want to switch among manually, rather than relying on Spotlight to find every last one.

An Ounce of Prevention — So how could I prevent this from happening again in the future, and, what's the solution for those who also use Carbon Copy Cloner or SuperDuper to clone to another hard disk? My buddy Andrew Laurence gave me the hint I needed when he commented on Twitter that backups should be out of sight, out of mind, read-only, and far away.

Looking at my three-pronged backup strategy, CrashPlan's backups meet all four criteria. My network-based Time Machine backups are out of sight except when a backup is happening, and they're essentially read-only because Time Machine manages the permissions on the folder containing the backups to prevent you from writing to it. (Time Machine fails the out-of-mind test because it's disconcerting when it's running, and it isn't designed to meet the far-away test by allowing backups over the Internet.) My Carbon Copy Cloner setup is out of mind, since it runs only at night when I'm not at the Mac, but there's no easy way to make it read-only (since Carbon Copy Cloner has to write to the disk), and I don't want it to be far away.

The trick is in the remaining goal–putting the Carbon Copy Cloner backup destination out of sight while I'm using my Mac. To achieve that, I can mount the DoppleZeus disk right before Carbon Copy Cloner's backup runs, and unmount it afterward. A nice side-effect of this approach is that it's probably better for the drive not to be spun up so much, and it might save a tiny bit of power.

In fact, Carbon Copy Cloner's documentation gives a script for unmounting a volume after backup with a post-flight script, but it notes that a pre-flight script can't mount a volume because Carbon Copy Cloner performs sanity checks for the existence of the destination volume. Instead, the documentation suggests mounting the drive in some other way and having Carbon Copy Cloner start the backup when it sees the drive appear.

There are undoubtedly a bazillion ways of mounting a disk at a particular time, but I chose to have Keyboard Maestro execute a short shell script at the appropriate time. The script is simply `diskutil mount disk0s2` (you can find the disk identifier – the `disk0s2` bit – with the command `disktool -l`).
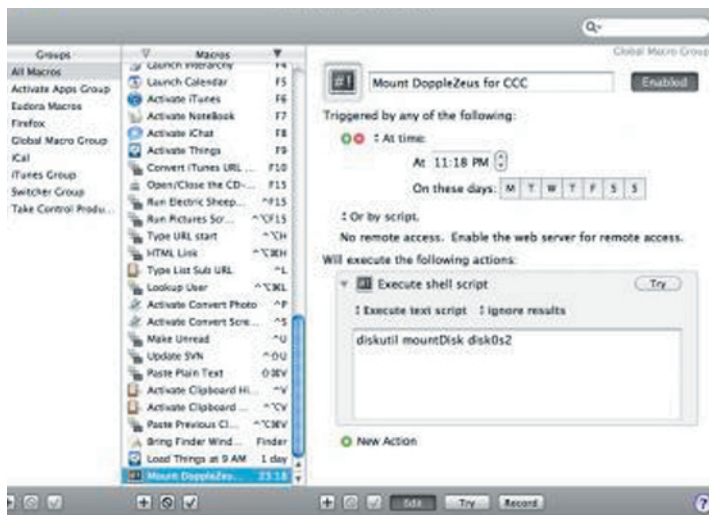

For the unmount script, I simply copied the script from the Carbon Copy Cloner documentation to a text file, saved it as UnmountDoppleZeus-CCC.sh in ~/Library/Scripts, specified it in Carbon Copy Cloner's Advanced Settings dialog, and then saved the task, setting Carbon Copy Cloner to execute the entire task whenever the disk appears.
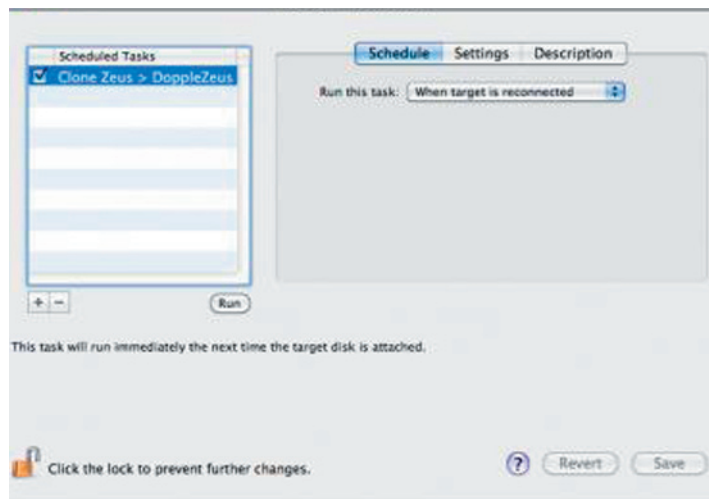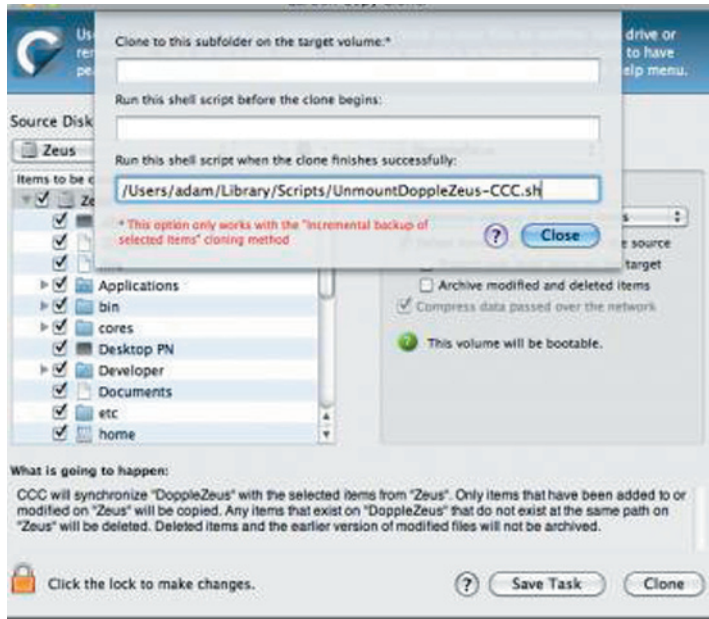
It works perfectly, with Keyboard Maestro mounting the disk, Carbon Copy Cloner noticing and performing the clone action, and the post-flight script unmounting the disk.

Actually, there is one additional problem to solve. Whenever I reboot, DoppleZeus mounts automatically. Luckily, this is solved easily with another Keyboard Maestro macro that executes at login; it simply unmounts DoppleZeus right away. (If you were doing this, you'd want to replace "DoppleZeus" with the name of your disk.)
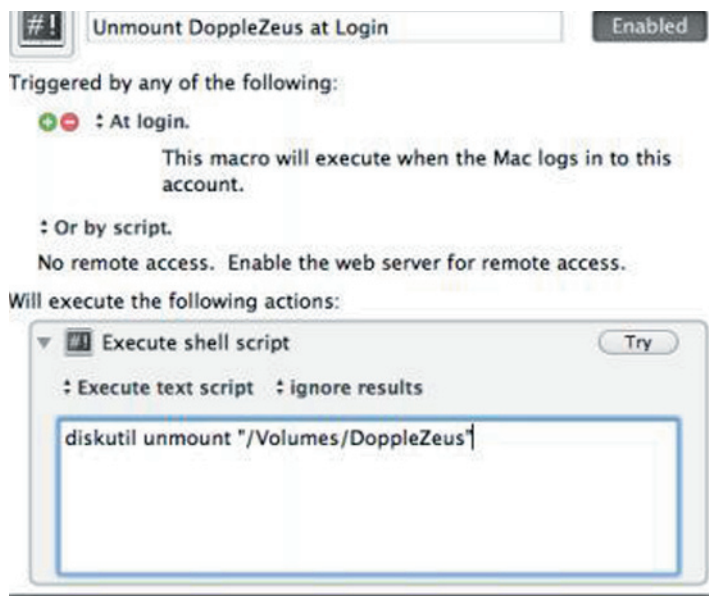
Although I don't currently use SuperDuper in my backup strategy, it's an extremely popular, useful program for making duplicates as well. But it requires a slightly different approach. Nothing needs to be done to mount the disk before backup, because SuperDuper does that automatically as needed. And if you're using an external hard disk or a removable disk, you can make it unmount after SuperDuper runs by choosing Eject from the On Successful Completion pop-up menu in the General view of

Clone Wars,
or How My Backups Ate My Photos

SuperDuper's options for the backup. So if you're not using an internal disk, you're done.

Registered to: Adam Engst
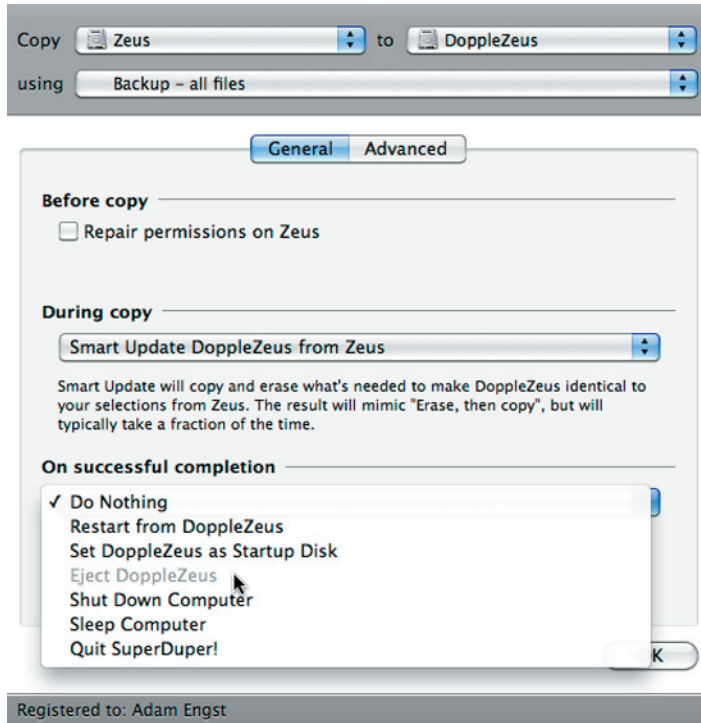
However, I am using an internal hard disk in my Mac Pro as the backup destination. Because the Finder doesn't give an internal disk an Eject button in the sidebar, the current version of SuperDuper doesn't see it as ejectable. The next minor revision will do this, according to SuperDuper author Dave Nanian (I suspect he named the program SuperDuper, so it would sound like an adjective when used in front of his name–clearly I need to write a book called "BestSelling").

In the meantime, Dave gave me a script that does what's necessary, forking off an independent process that unmounts the disk that was just backed up to.

```
#!/bin/sh

nohup /bin/bash -c "sleep 30; diskutil unmount \"$4\"" &
```

To use this script, I simply put the above two lines in a text file called UnmountDoppleZeus-SD.sh in ~/Library/Scripts and marked it as executable with the Terminal command below.

```
chmod u+x /Users/adam/Library/Scripts/Unmount-DoppleZeus-SD.sh
```

Then I specified it in SuperDuper's Advanced options, scheduled SuperDuper to execute at the appropriate time, and all was golden.

Registered to: Adam Engst

Out of Sight — So, regardless of whether you use Carbon Copy Cloner or SuperDuper to create a bootable duplicate of your hard disk, you can ensure that the clone is mounted only when necessary, and is properly unmounted and out of sight the rest of the time. And hopefully, that will prevent you from making the kind of mistake I made with my iPhoto Library. ♻

by Tim Sullivan

Rumors and Reality

Around Apple

• Acquitions:

– Polar Rose is a facial recognition program. It can be used to track faces in video or pull up information about a person from a variety of sources such as Facebook or MySpace.

– Rovi provides copy protection and program guides services for cable and online programming. The copy protection could make providing TV programming more palatable to TV and cable companies.

– Apple hired a near field communications expert. This would further expectations that Apple is working toward a digital wallet which would allow an iPhone to be used as a mobile payment services, house keys, and controller for TVs and other devices.

• Recently a 13 year old committed suicide over a sexting incident. With a new patent and responsible parents Apple may be able to help control this sort of behavior.

The technology would let a phone's administrator block an iPhone from sending or receiving texts with certain words. Apple's version would be able to filter content based on a child's grade level. The patent does not address the sending or receiving of explicit images.

As an additional benefit, the applications could be used as a language learning tool. If the child is learning Spanish for instance, texting privileges could be removed if the child doesn't send a required amount of Spanish language texts per month.

The texting interface also could prod kids toward better grammar, requiring them to identify and fix spelling, punctuation and grammar mistakes before sending a message.

Presumably there would be less "PRW" (Parents aRe Watching) and "LOL" (Laughing Out Loud).

• A rumor: Apple may unbundle iLife and iWork packages, allowing user to purchase individual programs.

Security alert: There is a Trojan virus that affects both Macs and PCs out and about. The virus is spread through social networking websites like Facebook and is disguised as a video.. When a user clicks the infected link, the trojan initially runs as a Java applet, which downloads other files to the computer, including an installer, which launches automatically. When run, the installer modifies system files to bypass the need for passwords, allowing outside access to all files on the system. Additionally, the trojan sets itself to run invisibly in the background at startup, and periodically checks in with command and control servers to report information on the infected system. While running, the trojan horse hijacks user accounts to spread itself further via spam messages. Users have reported the trojan is spreading through e-mail as well as social media sites.

Use security features in OS X. Turn on the built-in Firewall, and consider security software, especially when a computer is shared by multiple users.

If you believe your Mac is infected with this virus, you can download and run the free removal tool from Mac Scan on the Secure Mac website. You can also read more about this virus on that website.

Things to do with your iPhone: <http://www.pc-world.com/article/207734/15_fun_and_freaky_iphone_mods_for_ios_devices.html?>

The demise of LimeWire: Lime Group, whose LimeWire software has allowed people to share songs and other files over the Internet, received a federal injunction to disable key parts of its service.

The privately owned company and its founder, Mark Gorton, have been wrestling in court with the Recording Industry Association of America, the body representing the U.S. recording industry, for four years. The RIAA contends that LimeWire's software encourages illegal sharing of copyright-protected music. In May, Lime Group was found liable of copyright infringement; a trial to determine damages is expected in January.

Printers: I've found that my printers have a fairly short life span. The good thing is that decent printers are affordable. In case you are in the market for a printer, either now or soon, check out this CNNMoney article. <http://money.cnn.com/2010/10/05/technology/printing_for_less.moneymag/index.htm>

Tips from insurance companies: Don't use your iPhone in the restroom; falling into the toilet can ruin a perfectly good iPhone. And do check your pockets before throwing your clothes into the washing machine.

Speaking of falling, iPhones have been known to slip and fall down elevator shafts.

Partying can be detrimental to your iPhone. Left on a table or plugged into the stereo, it can eventually be too much temptation for the light-fingered people.

Startled cats when confronted with a vibrating phone have been known to attack and bat the thing across the room.

by Tim Sullivan

November
Software Review

ClamXav 2.0.7
http://www.clamxav.com/index.php?page=v2beta

Requires OS X 4 and higher. Universal binary. Donation-ware

For all practical purposes, Macs have not been targeted by hackers so far. The "so far" is important. However, they can and do act as a vehicle for viruses that affect Microsoft users.

ClamXav is a free virus checker for Mac OS X. It uses the tried, tested and very popular ClamAV open source antivirus engine as a back end.

Back in the days before OS X, the number of viruses which attacked Macintosh users totalled somewhere between about 60 and 80. Today, the number of viruses actively attacking OS X users is...NONE! However, this doesn't mean we should get complacent about checking incoming email attachments or web downloads, for two reasons. Firstly, there's no guarantee that we Mac users will continue to enjoy the status quo, but more importantly, the majority of the computing world use machines running MS Windows, for which an enormous quantity of viruses exist, so we must be vigilant in checking the files we pass on to our friends and colleagues etc. For example, if you're a wise person and you've turned MS Office's macro support off then you're not going to notice that virus which is hiding inside this month's edition of Extreme Ironing.doc which your friend sent you. If you then forward that document to a less wise person who has not turned off the macro support, then you have most likely just sent him a shiny new Pandora's Box with a sign saying "Open this end"!

Flippancy aside, I'm sure you get the idea: check the file before opening and/or sending it on to someone else. This gives you the opportunity to avoid the file altogether or at least copy and paste any vital information into a new document and send that instead.

Don't forget, if you run VirtualPC you can still become infected and lose valuable data on your Mac even though technically you're running Windows inside a sandbox. VPC will run any application you tell it to, virus or no virus, it doesn't know the difference. You can protect yourself slightly by not using VPC's "shared folders", but that's a useful feature which you shouldn't have to be without.

Apple Updates

ProKit 6.0.1 (SnowLeopard)
October 20, 2010 - 13.5 MB

System Requirements
– OS X 10.6 or later

This ProKit Update fixes issues with user interface software that is shared by Apple's professional applications. The issues addressed include:
• Improves reliability for browsing iPhoto libraries in Aperture.
• Addresses cosmetic issue with appearance of disclosure triangles in Aperture.
• Fixes a problem in Logic Pro and MainStage where numeric parameters display incorrect information.

Aperture 3.1
October 20, 2010 - 357.55 MB

System Requirements
– OS X 10.5.8
– OS X 10.6.2 or later

This update delivers
• Performance when opening large libraries
• Performance when exporting heavily-adjusted images
• Importing iPhoto Libraries
• Relinking to referenced images after importing an iPhoto Library
• Importing photos and videos from iPhone or iPad
• Upgrading libraries with images containing Spot & Patch adjustments
• Duplicate detection of audio and video files
• Face detection on RAW+JPEG pairs
• Rendering of thumbnails used in Faces view
• Rendering of images scaled to below 100% in Viewer
• Image quality on straightened images
• Applying Red Eye correction
• Rendering thumbnails when reprocessing masters
• Searching libraries containing a large number of keywords
• Applying photos to GPS track paths
• Export of GPS data when using Export Metadata command
• Handling of color profiles in Print dialog when using Loupe
• Applying and removing slideshow Photo Effects
• Slideshows containing video clips
• Tethered capture
• Library database reliability
• Library repair
• Updating vaults

Java for Mac OS X 10.6 Update 3
October 20, 2010 - 74.30 MB

System Requirements
– OS X 10.6.4

Java for Mac OS X 10.6 Update 3 delivers improved compatibility, security, and reliability by updating Java SE 6 to 1.6.0_22.

Java for Mac OS X 10.5 Update 8
October 20, 2010 - 119.07 MB

System Requirements
– OS X 10.5.8

Java for Mac OS X 10.5 Update 8 delivers improved compatibility, security, and reliability by updating J2SE 5.0 to 1.5.0_26, and updating Java SE 6 to 1.6.0_22 for 64-bit capable Intel-based Macs. J2SE 1.4.2 is no longer being updated to fix bugs or security issues and remains disabled by default in this update

MacBook Air (Late 2010) Software Update 1.0
October 20, 2010 - 368 KB

System Requirements
– OS X 10.6.4

This update fixes a few graphics issues including:
• Resolves an issue where the system becomes unresponsive while playing back a movie trailer in iMovie.
• Resolves an issue where the system becomes unresponsive after waking from sleep when an external display is connected.

Logic Express 9.1.2
October 14, 2010 - 139.67 MB

System Requirements
– OS X 10.5.8

This update delivers

• Improved compatibility with 6 and 12-core Mac Pro systems
• Support for iOS control surface apps that utilize the OSC protocol
• REX files now supported in 64-bit mode
• Improved compatibility with select Audio Unit plug-ins

Logic Pro 9.1.2
October 14, 2010 - 193.01 MB

System Requirements
– OS X 10.5.8

This update delivers
• Improved compatibility with 6 and 12-core Mac Pro systems
• Support for iOS control surface apps that utilize the OSC protocol
• REX files now supported in 64-bit mode
• Improved compatibility with select Audio Unit plug-ins

MacBook Pro SMC Firmware Update 1.4
October 07, 2010 - 882 KB

System Requirements
– OS X 10.5.8
– OS X 10.6.4 or later

This firmware update addresses an issue with certain MacBook and MacBook Pro models from 2007-2008 that prevents them from charging with new power adapters.

MacBook SMC Firmware Update 1.4
October 07, 2010 - 880 KB

System Requirements
– OS X 10.5.8
– OS X 10.6.4 or later

This firmware update addresses an issue with certain MacBook and MacBook Pro models from 2007-2008 that prevents them from charging with new power adapters. ♨

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