The Macintosh Professional Network Presents

macCompanion

Your Guide To All Things Macintosh

April 2004 Issue 4 Volume 2   **$1.00 USD**

Books

SPECIAL EDITION
USING
Mac OS X,
v10.3 Panther
THE ONLY MAC OS X BOOK YOU NEED
QUE

Mac OS X
Panther Edition
THE MISSING MANUAL
O'REILLY
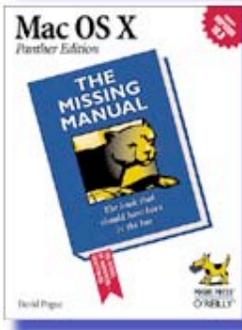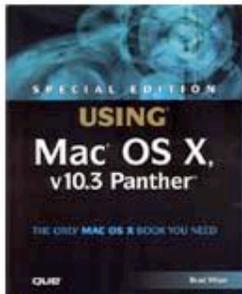
Hardware

Shareware

Features

starry night
pro plus
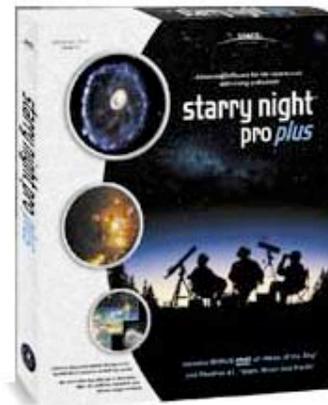
Star Bright...

Star Light...

Oh Starry Night!

Software

Adobe InDesign

EtherPeek for Mac OS X

Extensis PhotoFrame 25

Cover by Derek Caudill

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Letter from the CEO

Integrity is worth every cent

There is so much going on! I ask you to visit our *macC BLOG* at
http://www.maccompanion.com/maccblog.html to try and keep up on what we think is
important or of interest to the Macintosh Community. Don't forget our own macC Music
Contest that ends April 30th.

Where I work at my other job, more programmers are buying Mac portables so they can
do their work. It is gratifying to see their joy as they use a machine that "just works".
And that is the topic of the title above – Integrity.

When computers can be as reliable as a light switch, we will have entered into the true
"paperless office" environment. Right now, everything of value has to be printed out or it
could disappear forever. I recently looked in my letter book folder and the last time I
had a hand-written letter from my parents was 6 years ago. We went to Email, but I
didn't keep hard copy. (I figure the NSA is probably keeping a history folder for me, but I
don't have access to those precious moments in time.) I keep updating my equipment
and I didn't burn the Email correspondence to CDs or earlier, to Floppies. Maybe that is
why we don't see a whole lot of written documentation – unless it was done in stone or
metal plates – by previous civilizations that have come and gone during the history of
the earth. Perhaps they too used technology that turned their correspondence into
fleeting little electronic bits of 1s and 0s. Power off – poof. Gone forever.

And that brings me to my next topic for Integrity – Speech applications and how we will
use them. The W3C has finally ratified VoiceXML as a valid technology for doing
Telephony applications using the Internet. How do we keep track of phone
conversations – and should we? The US Federal Bureau of Investigations thinks so. I'd
prefer to not have every little conversation monitored and/or recorded in this life. (The
Angels are supposed to be doing that for *after* this life during our judgment time and we
report in on how well we did here.)

We now live in a world where we can change our appearance when photos are taken –
or we can go under the knife and have our god-given features altered so "deformities"
no longer bother us. What then becomes real and what is false? And by altering our
physical state, do we then alter the next generations with DNA sequencing? We can
morph ourselves so we can probably see what we might look like in the future by using
certain software applications. I bet there is a package out there that shows possible
progeny too.

Our oldest daughter finally got married, and her spouse discussed what kind of children
would come from their eternal union as husband and wife. Green eyes? Blond or black
hair? The list goes on. I remember a Sci-Fi movie where one very nice lady discussed
such notions and said, "Think of the perturbations". We can almost play god with how
our offspring will look now. And we have come this far because of the computer
revolution and the technologies that have spun off in all directions because of it.

How soon will we get "Borged"? We can now track animals and children as well as
vehicles and other equipment anywhere at any time on the planet. Will each child be
implanted with a tracking device, just as we do blood testing as soon as they are born?
We seem to be getting closer with earbuds, connecting technology to everyone who has
an iPod®. How soon will we be getting PeoplePods?

Back to integrity – The cynic in me says that everyone has a price and each of us has a threshold at where we can be bought. Some of us rather cheaply and others for much higher prices, right? I'd say, with the Macintosh, we get what we pay for. It has proved its worth and continues to do so. I hope that when the judgment day comes, I will be found to have shown my integrity and proved my worth as well. How much is your integrity worth?

See all this white space? It could be yours to reach out and touch our other readers. Advertise with us! Check it out at http://www.maccompanion.com/solicitation.html.

Editorial

Wow! What a crazy month March has been (must have been March Madness)! We have seen some really interesting activity going on, as Apple continues to innovate and release interesting technology. We have seen updates to Panther and iApps, as well as more Clustering technology. Check the macC BLOG for more.

Meanwhile, we see competitors either being slammed hard by governments with punitive monetary damages given in court, or by stalling tactics by those who wish to do harm to the Apple Computer Corporation through "false advertising" claims. And they should talk. (Glass houses anyone?)

In this world, if there isn't opposition to what you are doing, you are really doing nothing. Apple is making waves, and others are doing their level best to focus on ways to either halt or slow it down, instead of dedicating time and effort to innovating themselves and improve their own customer support. It would appear that when things get tough, the rule is, "sue". We don't practice that here.

What we have done is continue our practice of doing what we do best: Book and other Reviews associated with the Macintosh environment. And we will continue to do so because "our cup runneth over" when it comes to new and exciting products for our computers.

If you don't currently own an Apple computer, go get one now. Check out our Affiliate links because they have some great offers. If you want to get away from Internet nasties such as Trojans, Worms, Virii, etc., don't go buy anti-worm or other products that have to be updated on a daily basis. Buy a system that was designed to minimize those kinds of things. Then look at our reviews to see how you can "take it to a higher level".

I personally would like to invite you to see the book review on Ethereal and also the software review of EtherPeek® as I continue to explore ways to get to those who originate SPAM and other things that challenge our use of legitimate bandwidth.

And please take a peek at the other reviews that have been flooding in, as we continue to explore what can be done with the machine that "just works".

Now go and enjoy reading this issue of *macCompanion* and give us feedback on what you think. Like Jello™, there is always room for improvement.

Views from the Ivory Tower
By Ted Bade

I was reflecting on the state of Computers and the Internet recently. Although on many fronts we have seen some very significant advances we also have accumulated a lot of garbage. In addition to innovating new and interesting technologies, developers must also develop SPAM filters and antivirus programs. You cannot start a conversation about computers or the Internet today without the concept of "SPAM" or a PC virus coming up. Frankly, I would rather talk about interesting new technologies or entertaining web sites. Instead we are buffeted by the muck of people who are so craven that instead of using this technology we have to do new wonderful things, they waste it by doing annoying things. I wonder, are they so afraid of technology and what it could do to serve mankind, that they do whatever they can to damage it, hoping to destroy it? Sad, very sad.

Proving this point even more is the fact that all the SPAM we receive if for products few have an interest in. Companies that really sell things don't do it by annoying their customers. If real stores used SPAM tactics, we might expect to find people from Home Depot wandering around our basements loudly pointing out what needs to be fixed or how worn out our three-year-old electric drill is. Or perhaps we would find a representative of a local restaurant in our kitchens pointing out the inadequacies of our cooking techniques.

Truly, if a company wants you to buy their products, they don't tend to annoy you. Which leads me to believe that SPAM has little to do with actually selling anything and a lot to do with techno-anarchists simply trying to make life less satisfying and more difficult for others. I feel truly sorry for these people. Perhaps our governments can find a way to cubby-hole these people, (like we did with mentally challenged people years ago), by placing them in sanatoriums or giving them drugs to make them less likely to negatively affect technology, until the day an innovative psychologist can find a solution to their difficulty.

Think about it.

Now lets turn to our regularly scheduled look at how Apple related technology is changing our lives – minus the SPAM ;-)

Name game – Apple seems to have a knack for choosing names that other people already own for their products. Perhaps because it chooses names that resonate well with people, or perhaps something about the existing technology caught their attention. The latest name deal was with a company called Garageband http://www.garageband.com. As you probably heard, Apple recently released a new iApp called GarageBand.

Garageband.com itself offers a way for Independent musicians to reach individual listeners by offering audio tracks for people to listen to, review, and rate. Garageband.com then works with top rated musicians promoting them and their music. The Garageband.com web site looks like a great place to visit regularly to learn about and listen to new music. Definitely take the time to check it out.

In this particular case Apple Corporation and Garageband.com came to a satisfactory agreement to share the name GarageBand. Which is probably a good thing for Garageband.com, because they will probably get some additional PR from the deal. As a matter of fact, you are learning about it right now ;-)

Speaking of GarageBand, the application, there are some industry pundits that believe that it might have a positive effect on sales of Macs. It is a unique program that offers some really fabulous features for amateur and even professional musicians. I had a chance to play with it and know I would have loved something like this when I was young and fascinated with playing guitar. If you haven't had a chance to check out either of the two garage bands (the program or the web site), take the time to do so.

Apple Financial Info – I think most people and companies would love to achieve what Apple recently announced, that it was "debt free"! In February it paid off about $300M in debt making the company essentially debt free, cool. Other interesting financial information relates to the blowout sales of iPods. Sales of iPods are so strong that Apple is concerned that they might not be able to keep up with the demand!

Some interesting sales numbers from the January financial statements include:

> 733,000 iPods sold in the last quarter.
> PowerBook sales up by 11% and iBooks up by 47%
> 17 million songs downloaded from the iTunes Music store in the last quarter, bringing the total to 30 million since it opened.
> Apple branded stores are doing well and their income has increased 84% over last year.

New Xserves – the G5 Xserve was released toward the end of March. This new machine has some very impressive features. If you are interested in this super high-end machine, check out Apple's web area: http://www.apple.com/xserve/.

MacWorld Boston – In case you are considering going to MacWorld Expo in Boston this summer you might be interested in knowing that the original Macintosh design team will be there. The team includes Jef Raskin, Andy Hertzfeld, Bill Atkinson and Jerry Mannock, but Steve Jobs won't be there. Apparently even Apple won't be there. For myself, I didn't enjoy going the Macintosh show in NYC, but I always had a good time at the one in Boston. I am looking forward to going this year.

Pixar Moves to Macintosh – This was probably inevitable, considering that Mr. Steve Jobs is the CEO of both Apple and Pixar. As reported on the Mac News Network site [http://www.macnn.com] the Pixar people didn't just give up their Linux and Wintel boxes, they asked for a way to review HD quality video on a desktop machine with a reduced size but no loss in quality. Apparently the G5s had the power and software available to do just that. So they have decided to move to using G5 Macs.

Companies working with high-end video production often use Macs. Probably because the software is easy to use (not to mention the Macintosh ease of use factor), and because Macs have often been more efficient then their WinTel competitors when working with video. You might have heard that much of the "Blair Witch Project" movie was done using Macs. Also that Weta studies, the company that did most of the special effects for the "Lord of the Rings" trilogy of movies, relied heavily on the Macintosh. As a matter of fact, they mentioned this fact at the Oscar awards ceremony as they accepted their award. These are only a few examples of such companies.

Because of Pixar's attitude and their resistance to move to the Mac even though their

CEO was the head Apple guy, gives credence to the move. As in every move in technology, time and results will tell whether the move was a real benefit for Pixar. I can't wait to see the resulting movie!

Bad Microsoft, Bad Geeks – The world's richest and IMHO obnoxious company, Microsoft has been in the news a lot lately. It seems that more then just Macintosh users are becoming tired with their marketing tricks, virus problems, and crashes.

A recent article on CNET news http://news.com.com/ reported that Microsoft has been giving away copies of Microsoft Office to Department of Defense employees. This is part of a standard program Microsoft has of giving free copies to employees of its biggest customers. You might know that there are some serious laws concerning US government employees accepting gifts of value from vendors. As a matter of fact, US government employees are prohibited by law from taking anything valued at more then $20 USD from anyone. Valued at around $500, a copy of Microsoft Office sort of breaks this rule, big-time.

In response to this give away, government officials contacted Microsoft and told them to stop sending the free copies as well as sending out a notice to employees telling them to return the copies that they received. (yeah right ;-)

The CNET article points out that many governments are considering alternatives to Microsoft products such as Linux and Open Source products. It was bound to happen, leaders are eventually going to become tired of Microsoft's attitude and business model. However, we will have to wait and see if governments "considering" alternatives to Microsoft actually begin to use anything new. As much as one might dislike Microsoft products, they do perform and there are few competitors. (Of course the reason for the lack of competitors is due to Microsoft's way of doing business.)

You can review the entire article by visiting: http://news.com.com/2100-1012_3-5171976.html?tag=nefd_lede. The site posts updates and additional information as it becomes available.

As a Macintosh owner, you can do your part to help foster fair competition. Try alternative programs yourself. Open Office is a very good alternative to MS Office and don't forget to consider AppleWorks. There are also a number of very capable standalone word processors, mail applications, and even presentation packages. If you complain about Microsoft products, you really should make the effort to try something else. There are many great choices that perform well.

Microsoft Fined again – The European Union fined Microsoft with a €497.2 million ($613 million USD) fine because it feels that Microsoft business tactics are not fair and that Microsoft has abused their position of being almost the only vendor of certain products.

Besides fining Microsoft, the European Union also gave Microsoft only a few months to release a version of Windows that isn't tied to the Windows media player and to release code to third party vendors so that these companies can make products that work well with Windows. Apparently the belief is that Microsoft competes unfairly by making it very difficult for third party vendors to produce software that competes with any Microsoft product. They do this by making only portions of Window's code available, meaning that products made by other companies will never work as well with Windows as a Microsoft product.

What are these Europeans thinking? This isn't about making money, it's about innovation, creating products that make your computer life easier, and serving the customer. (If you believe that, I have a bridge I'd like to sell...;-)) The question is, will the European Union give in like the US Government did? Will they accept, as payment of the fine, fine Microsoft products that don't meet their terms? It is still amazing to think that the US Government, as powerful as it is, just gave into Microsoft. But then, US politics is not really about the people anymore, it's about wealth making and acquiring votes. I am interested to see if the European Union caves in as well. Time will tell.

Digital Music News – As usual, there is always news and controversy concerning digital music. Let me start off by pointing out a truly fascinating article that was recently printed Atlanta Journal Constitution. The article took up almost two pages (including the entire front page.) and included a number of great images. It is called: "Me, myself & iPod" and was written by Phil Kloer.

The article talks about the iPod craze. How people love their pods and how the number of users keeps growing. The article explains the fun and enjoyment people get being able to carry their music library with them. An excellent point made is that it is typical for Apple to keep their prices high, even when a competitor figures out an less expensive alternative and so could loose the market share. I hope Apple has learned its lessons on this, we shall see ;-).

In any case, the article was reprinted online and is definitely worth reading. You can find the full article by visiting: http://www.ajc.com/living/content/living/0304/26ipod.html.

The iPod Mini is selling well. Over 100,000 were pre-ordered before their release and Apple is now selling tons of them. Although the Mini is nice looking, being a rather frugal person I didn't expect it would sell that well because for only $50 USD more one could buy a considerably larger capacity iPod. I still think that Apple would sell even more Minis if the price was under $200 USD. Actually, I believe that if Apple offered a version of the Mini for $150, they might even permanently hold their digital music dominance!

But the Mini is selling well, so well in fact that Apple is having a hard time meeting the demand. The problem doesn't appear to be manufacturing capability, but the lack of hard drives that are used in the Mini. Apparently Apple is consuming almost every four gigabyte, 1-inch drive made by Hitachi Storage Technologies! Hitachi announced that it plans to boost production of these drives. This should help Apple meet market demands. In the mean time, Apple has announced they will delay the shipping of Minis to the World Wide Market.

Surround Sound MP3s? – The people who came up with the MP3 format for digital audio (The Fraunhofer Institute), recently announced that they have figured out how to include surround sound information in MP3 files. The new file format would only be slightly larger then a non-surround mp3 and will be fully compatible with current MP3 players. This is something I have been looking forward to.

Apparently the files containing the surround data will play fine on equipment that doesn't know what to do with the special information stored in the file. If the item playing the surround encoded MP3 knows what to do, the audio will be spatially enhanced. Expect to start hearing more about this format during the coming summer months.

There is a short article on this information which can be read by visiting http://news.bbc.co.uk/1/hi/technology/3550833.stm. If you can read Deutch you can visit the Fraunhofer Institute and read their information on this topic by visiting: http://www.iis.fraunhofer.de/pub_rel/events/cebit2004/index_d.html

In the next issue where there is space like this left unoccupied, why not fill it with your own ad?

Feature
Starry Night Pro Plus Version 4.5.2
Reviewed Dr. Eric Flescher

SPACE.com Canada, Inc.
284 Richmond Street East
Toronto Ontario,
CANADA, M5A 1P4
416–410–0259
Fax 416–410–0359
$200 USD
orders@starrynight.com
http://www.starrynight.com/
Requirements: Mac OS X 10.2.8 or later. Or Windows. QuickTime Player
6.3 or later.

Strengths: Starry Night works with Macintosh and PC versions and is a very versatile piece of software. This new Mac OS X Pro version I found to be a very flexible and relatively an easy to use program. The fact that Starry Night Pro can grow with you, depending upon your needs, desires and astronomical pursuits is one of the strong suites of the Starry Night software.

Weaknesses: A new version of QuickTime (6.3) is needed to allow Starry Night to begin working. The registration code cannot be secured until QuickTime 6.3 is downloaded. This version needs to be downloaded from the Apple site if this version is not on the Macintosh. It is not located with the Starry Night Pro CD. This takes time, but it is a hassle. Rejecting the Pro version of QuickTime and opting for the free QuickTime version can use the non–Pro version.

Even in ancient times, Man has enjoyed looking at the wonders of the sky. As the wonders of the Universe unfolded with the use of telescopes and precise measurements and understanding of the heavenly bodies, new knowledge came about. Technological innovations helped understand the universe at even greater levels. Computers became instant visual instruments that could help us view the heavens while using planetarium programs to learn more about astronomy in many ways. While there are many planetarium programs the question is if you want to use a planetarium type program which offers a user more flexibility and provide what you want? One software program packed with numerous possibilities for your different budget, needs and desires, are several versions of the astronomy software Starry Night. Starry Night Pro 4.5 Plus however takes these possibilities to new levels.

Users who might want to purchase Starry Night should consult the website to determine which Starry Night will meet their needs now and/or in the future. Starry Night Update function finds objects in more recent fashion and can be more useful for the more advanced or intermediate user. There are a variety of ways to customize "the look and feel" of the sky viewing. The additional CDs with this version can also be used to learn more about the heavens. Three different ways to find information about celestial objects. Users can choose the price and astronomical capabilities to meet their needs.

Upgrades are possible to add to lower priced versions. The sky observing window can be customized and saved allowing for better consultation about the sky objects by adding labeling, names and more features to know more about the planetarium–like view. The LiveSky tools help find present and future events. Black objects that appear on a white screen allow desirable printing options. Many flexible astronomical tools for use by novice, intermediate and advanced users are available within the controls of the program. The Red light screen option is a nice option to view your planetarium on your laptop or computer desktop outdoors as the red hue from the screen does not hinder your vision. Computerized telescopes option can rotate Starry Night into position for viewing and identification of objects by using the right plug–in options. Advanced users may not be interested in the other CDs and might want to try the less costly Pro version instead. The other CDs can be purchased later if desired and also work with the other versions of Starry Night, not only the Pro versions. This makes for even more flexibility beyond just being a "planetarium maker" and yields superior product for all astronomical pursuits for all levels of users. Starry Night users can use different versions to meet their needs by upgrading in the future to other versions which have more powerful features. The 168–page manual is informative, well illustrated and easy to use. Movies can be made of the sky viewing projects using QuickTime (Starry Night software is not needed to do this. All you need is the QuickTime free player – the Pro version is not needed). Additional images can be exported. Exporting sky data is also helpful for creating a text file, which contains data for all of the objects visible on the screen in Starry Night at that time. The regular Pro Plus has the added CDs (which some might like).

Once downloaded, the installer is started and the software can work. There are three ways to operate many of the functions (toolbar commands, side bar commands and key functions). While this offers much flexibility, the user has to select which of the three functions you want to use to meet the different controls. This may lead to a little bewilderment but once you decide which controls work best for you, the software is a joy to use.

The parts of the program and the 168–page nicely illustrated instructional guidebook introduced software with ten main chapters. These are: (1) Getting Started; (2) Basics; (3) Appearance of the Sky; (4) Sky Data; (5) Object databases; (5) Bending Space and Time; (6) Special Tools; (7) Working with files; (8) Adding Your Own Data; (9) Frequently Asking Questions. Getting started with the software was the first task.

Starry Night Pro Plus 4.5 works with Macintosh and Windows versions. However QuickTime version 6.3 or higher is needed to begin working with software, as the software will not start without this version. Since the package of several CDs do not have the QuickTime. In addition the latest version, which many people may not have yet, must be downloaded. This is a chore that must be completed to even start the software with your registration code. If you don't have high–speed dial up, this takes over an hour. However once I uploaded the software and the version of Java software, which took more time, I was ready to punch in my registration code and get started.

Starry Night Pro 4.5 Plus for Macintosh is native to Mac OS X so your computer needs to have version Mac OS X 10.2.8 or later. When the interface appeared, a multitude of possibilities were found, so much so, that to start is an overwhelming one of not "what can you do?" but "where do you start?"

The basics for understanding the software take a little while to learn, as there are so many options to consider and to meet your needs. There are ten features that are important when learning to use Starry Night Pro 4.5. These are (1) using the controls; (2) changing your viewing directions; (3) changing the date and time; (4) identifying objects

in the sky; (5) labeling objects; (6) displaying constellations figures; (7) finding objects; (8) zooming in on objects; (9) learning more about any object; (10) printing star charts).

The controls of this multifaceted can be found in three ways: using the tool bar at the top; using the side panes (small panel like vertically placed labels) and/or the button bars (only in Windows version). Each option to control your sky software can be operated in each of three ways. Operating the controls can be performed in either of the three ways or in combination. The advantage is that the once again extreme flexibility. The disadvantage is that you have to learn three ways of learning the different controls if you want to use the three types of controls depending upon your preferences. It is really a personal, visual and creative preference which way the features are managed.

The main parts of the interface show the constellation/sky viewing area, the toolbar and the side bar labels. The top toolbar includes information to display and change in terms of time, time mode, location and field of view. You have the option of hiding the toolbar in the View toolbar if you so desire. The time area shows the date and time to select your viewing. The time mode, which is a series of icons similar like those for movie controls, allows the user to stop or to put into action, the movement of the "heavens" over time during the day or night.

The sidebars (called panes), located on the left, display the following options: find, options, favorites, status, info, FOV, Telescope, Livesky and Movies. A nice idea about the excellent manual is that more information is found on page selections, to give more immediate knowledge. This text-based information can also be found by using the online web pages information.

Changing the initial features is relatively easy. The program opens with the current date and time. By clicking on the area, date and time can be changed to view what you want. A small sun icon in this date/time area means daylight savings time. In addition, to the extreme right of the time display, special time settings can be put into effect (sunset, sunrise etc) while the Now area shows the current time. The Calendar option shows moon phase display and once clicked will immediately display that date and time.

Clicking a pane launches a window that expands to the left. Each pane provides further information. Another nice characteristic is that each pane has a series of layers that show additional information. Clicking on the side arrow for Macintosh (plus sign for windows) expands another section that shows more information. Clicking the down arrow for Macintosh-(minus-sign for Windows), collapses the information area so that you don't have to view the layer.

Modifying the viewing direction helps learning about the orientation and viewing of the sky. or the viewing direction by default shows the view facing south, looking slightly over the horizon. By using the Preferences (Starry Night Pro menu with Macintosh and File menu for Windows) and then General from the dropdown box, the user can decide other options. The default cursor is a "hand" icon. Holding the mouse button down and dragging on the window drags the sky view in whichever direction desired. Looking high above the horizon, a red marker called the "zenith" can be seen or if looking straight down, the "nadir" (the point below your feet) can also be observed. These can be changed in the Preferences as well.

Knowing the date and time is important for the view of the sky to be consistent in real time, at a certain moment in the past, present or future. This is also important at certain times, to look for celestial sights in the morning (they sky can appear in a sunlit field or as if the sun were not present, so to speak, showing the stairs during the daytime) or evening. Changing your initial features is relatively easy. The program opens with the current date and time. By clicking on the area, date and time can be changed to view what you want. A small sun icon in this date/time area means daylight savings time. In addition, to the extreme right of the time display, special time settings can be put into effect (sunset, sunrise etc) while the Now area shows the current time. The Calendar option shows moon phase display and once clicked will immediately display that date and time.

One advantage of the program is identifying the amazing array of celestial objects in the sky at any time and date. Pointing at any object brings up the HUD (Heads Up Display). This HUD display can be customized by changing (in the Preferences); the types of information that will be displayed (magnitude, altitude etc). Different formats can be used in the Starry Night Pro 4.5 menu (Macintosh) or the preference (Windows). Normally the sky will appear dark with light stars but White Side mode can adjust this in inverse (which is preferable for types of printing). Night vision mode, dims the screen and adds a red tone which is good for viewing a nearby telescope or monitor. The brightness can also be adjusted and the night vision can also be turned off when needed. Full screen mode shows all the celestial objects and hides the screen controls.

Saving the initial settings are an option and it are possible to restore the settings to correct it. A great feature is the use of multiple settings that can be saved as "sets" after various options are configured. Clicking on the Presets menu (under Options) can turn on any of the presets later. Print settings and Global preferences can be customized.
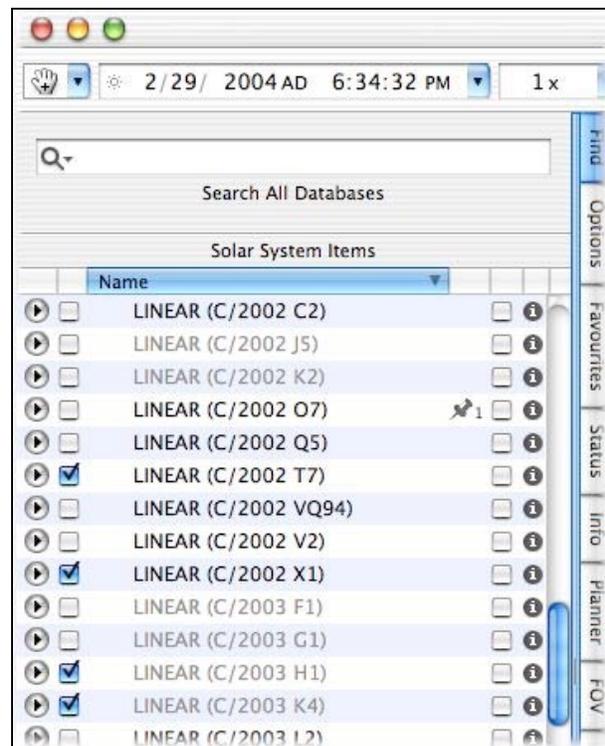
Appearance of the Sky is important for viewing what you want to see with the planetarium view. One advantage of the program is identifying the amazing array of celestial objects in the sky at any time and date. Pointing at any object brings up the HUD (Heads Up Display). This HUD display can be customized by changing the types of information that will be displayed (magnitude, altitude etc). Different formats can be used in the Starry Night Pro 4.5 menu (Macintosh) or with the preference (Windows version). Normally the sky appears on a dark background with light stars but the White

Side mode can adjust this in inverse (which is preferable for printing). Night vision mode, dims the screen and adds a red light hue which is good for viewing with a nearby telescope or monitor as the hue allows viewing both the instrument and starry night without a blinking glare. The brightness of the color can also be adjusted and the night vision can also be turned off when needed. Full screen mode shows all the celestial objects and hides the screen controls.

The Find Object pane (on the side panel) is one of the most useful features. Objects that same position in respect to the sky at all the times, (nebula, galaxies etc) can be found in the same respective places. However comets, asteroids and satellites that move across the field of stars change all the time and need to be "found." One of the most helpful features that I have used for years is the update function that helps to locate these "wondering celestial objects." Current positions are updated via the Internet connection (your Internet provider must be on before completing this operation). Once updated, the program acknowledges the setting are done. Restarting is needed to take effect however. Then the location of the wandering object can be found. This feature has helped me locate and photograph 17 comets since 2001.

Also if you control-click or right-click on the header row, you can choose which columns can be displayed. Grabbing a column title and clicking and moving these can reorder the columns the way you would like.

The Name, Kind, Semi-Major and Database columns can be widened by dragging the little vertical line to the right of each column in the header row. Furthermore, you can resize the entire side panel by dragging the blue line that runs vertically down the right hand side of
the panel.

The main parts of the planetarium interface show the constellation/sky viewing area, the toolbar and the side bar labels. The top toolbar includes information to display and change in terms of time, time mode, location and field of view. You have the option of hiding the toolbar in the View toolbar if you so desire. The time area shows the date and time to select your viewing. The time mode, which is a series of icons similar like those for movie controls, allows the user to stop or to put into action, the movement of the "heavens" over time during the day or night.

The sidebars (called panes) on the left, display the following options: find, options, favorites, status, info, FOV, Telescope, Livesky and Movies. A nice idea about the excellent manual is that more information is found on page selections, to give more immediate knowledge. This text-based information can also be found by using the online web pages information that is also available.

Orientation or the viewing direction by default, shows your view facing south, looking slightly over the horizon. By using the Preferences (Starry Night Pro menu with Macintosh and File menu for Windows) and then the General setting from the dropdown box, the user can decide other options. The default cursor is a "hand" icon. Holding the mouse button down and dragging on the window drags the sky view in whichever direction desired. Looking high above the horizon, a red marker called the "zenith" can be seen or if looking straight down, the "nadir" (the point below your feet) can also be observed. These can be changed in the Preferences as well.

The Sky Data part of the software adds to the multimedia possibilities of for your observing pleasure. Sky Data shows the astronomical events that can be displayed within the planetarium like screen. Some of the sky date that is required for certain type of celestial objects requires connecting to the Internet (called LiveSky events and information). Movies, Astronomy Events, LiveSky Pane images, can be played on the SNPro plus CDs (versions of Starry Night other then the SNPro Version plus these can be purchased separately). Upcoming Events in LiveSky can show events immediately (eclipses for example). The Status info pane shows general information, field of view, limited magnitude, time (universal time etc), location (longitude, latitude of location etc). The Hertzprung-Russell diagram can show a multitude of options that emphasizes the stars age versus the stars mass. Starry Night can show 19 million celestial objects but a host of images can be also used from a database know as the Digitized Sky Survey (DSS).

Online telescope imaging in the LiveSky control can image a part of the sky by using controlled remote telescope over the Internet.

Object Databases help find and identify the millions of possibilities in space. The Object database helps locate deep space (double stars, nebula, supernova and other objects). The Solar System Stars and Deep sky objects allows the identification and finding of millions of objects. The number of objects can also be increased or decreased (hidden from view). Typing a name (by selecting all) like M42 (the Orion Nebula), identified the nebula, set the sky into motion and zoomed in on this pretty nebula. What was nice also was a nice graphic of the nebula also showed. By clicking upon the magnifier icon, brought up a listing of different objects like quasars, constellations etc that could be used to narrow the search of the objects you are looking for. However I found this feature a little cumbersome as it could not correctly identify current comets easily with this function (I found that the FIND function worked fine, actually better for certain other needs like comets). Another problem was that when I tried to found an object, I could not exit the database and return to the FIND option. Finally in a little desperation, I blanked out the name next to the find icon and the listing of solar system items reappeared.

Reading the chapter and the options called Bending Space and Time allows the customization and the look and feel of your observations. This option is a little bit of a misnomer however as the real purpose is more modifying the settings then "bending" time so that the planetarium can show the setting under certain circumstances, by simulating sky views not normally possible. Locations, elevations, orbits were other options.

The most important setting in this section is changing your viewing location. It is important to see "how the sky looks" during your viewing a location or even using another location other then your own on Earth, from space or another part of the universe. For example, I devised a simulation that would allow me to see what the sky looked like while trying to view the "Star of Bethlehem" conjunctions with Venus and Jupiter 2 BC in Jerusalem. It was most interesting to see these objects so close 2000 years ago.

Special tools can synchronize with Starry Night and telescopes and other tools. While I don't have my own telescope currently with a telescope control, Starry Night offers the possibility of operating a telescope if you have the equipment to control one. If this is something you want to do with your Starry Night, It is best to see if your telescope is supported by Starry Night before you purchase a new telescope or want to use your current one. Macintosh computers use a telescope plug-in that has drivers that are packaged with the main Starry Night 4.5 installer. (The PC version uses an open source code called ASCOM. The drivers for this are on the CD but need to be installed after inserting the Starry Night Pro disc and choosing "Install telescope support" from the pop-up menu).

The telescope controls are in the Telescope side pane. There are instructions and information to configure your telescope, connecting to your telescope, disconnecting, setting up the telescope, telescope controls and then using a very nice feature called the Observation Planner.

This allows adding special features to your favorites and operating your telescope with Starry Night when you want. This planner allows for the operation of your telescopes and Starry Night for current date or from a different date (use of the Planner side panel pane). Clicking one of the listed objects, these can be added by clicking upon the Add Items window. The full name will be displayed or if part of the name is listed, several possibilities will show in the listing and there is the possibility to choose the one desired. Checking in the add window (left hand box) allows the adding of this object to the Observation Planner. Several windows called "filters" (Name, Database, Type, Constellation) can be used if one of these areas are entered. Finding one of these and clicking on the Add button adds to your listing. Clicking on the Name shows whether than object is visible (if it is not visible, then the object can be deleted from the list immediately as well as any other time). A planned listing is immediately saved and can be recalled by opening the pull-down menu at the top of the Planner and then choosing the required date. The Graph option is very interesting as this offers a visual way of examining object's quality as compared with: time: angular separation; altitude; magnitude; distance; elongation (plotting of the visual separation in the sky between an object in our solar system and its parent body); angular size; and/or time range.

The SETI Home plug-in lets the software use a popular option that is also available through separate Internet connections as well. The main goal is to continuously monitor signals that may be signals from extraterrestrial alien life. If selected, this screen saver appears on your screen and launches a continuous stream of data send from a radio telescope from Puerto Rico. Someday you might discover signals from a far away planet. While many have tried and used this optional tool, I preferred to use my time with the other programs and Starry Night pursuits and using my own screen savers. (The one I prefer is the one with OSX, by the way, that has a very nice astronomical screen saver option that shows many nice astronomical objects like the Moon, nebula, galaxies and more).

Working with Starry Night files, image files, movie files, and exporting text files give the user even further flexibility. You can also make movies of your favorite celestial events. For example, I simulated the eclipse of 2001, a viewed traversing the Earth from the Moon. Starry Night allows the capture of movies and then turning these into QuickTime movies. I used such a video simulation which I Integrated into my 2001 solar eclipse movie with other video effects, view and travel information. Exporting images, printing color images. Making movies and then saving them under QuickTime mode is very helpful. Using Starry Night to play back your movies is not needed as these movies can be played on a
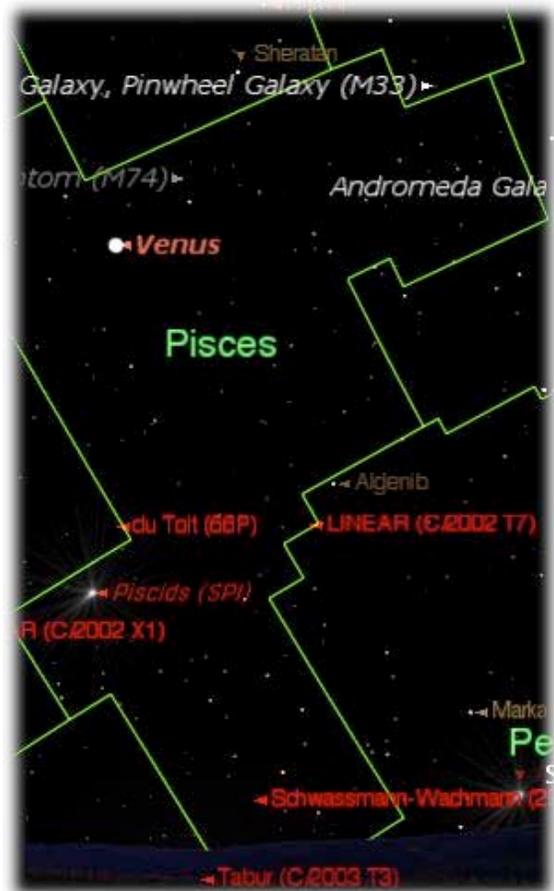
PC or Mac computers through the use of most versions of QuickTime software players (which is free).

Adding your own data lets records to be filed, tracked and recording events over time. This lets the planetarium interface to appear the way you want in more ways then normally possible. Working with files can be very important to your astronomical pursuits with versions of Starry Night software. Instead of having to recreate your favorite "look" of the sky, every time the software is launched, your favorite "planetarium look" can be customized, saved and then launched later to view whenever desired. My favorite file helps observe the comets, asteroids and other objects that I regularly want to find. While using my favorite the constellation, celestial object, the horizon legend colors so that the "view" looks the way I want it as it appears on my computer monitor. By adding the Favorites Menu option, customizing the favorites you want to appear on a regular basis, these can be saved to reveal many more of the skies celestial "gems" that appear with your starry night pro visual software. By launching the updater function from the Internet after launching the software and then relaunching, the "planetarium" is updated and ready for observing the way you want.

Savings the initial settings is an option. These can be restored if needed or multiple settings can be saved as "sets" by using the Option and then presets option. Clicking on the Presets menu under Options can turn on any of the presets later. Print settings and global preferences can be customized

The Sky Data section shows the astronomical events that can occur or the general sky information settings. Some of the date requires connectivity to the Internet (called LiveSky events and information). Movies, Astronomy Events, LiveSky Pane images, can be played on the SNPro pus CDs (other levels of SNPro these can be purchased separately). Upcoming Events in LiveSky can show events immediately (eclipses for example). The Status info pane shows general information, field of view, limited magnitude, time (universal time etc), location (longitude, latitude of location etc). The Hertzsprung–Russell diagram can show a multitude of options in a different way that emphasizes the stars age versus the stars mass. Starry Night can show 19 million celestial objects but a host of images can be also used from a database know as the Digitized Sky Survey (DSS). Online telescope can work with the imaging in the LiveSky control part of the program. For telescope users with a computerized mechanical drive, can a remote telescope over the Internet.

The Object database helps locate and identify celestial objects. Another useful feature is the array of information each object can provide. Objects can portray additional information like the distance, position (right ascension and declination), visual magnitude and much more are displayed. In formation like these notes, show up when various stars, comets and other objects are highlighted by passing the cursor over the little triangle next to the labeled listing of the object. In depth text description about each object and once clicked, moves the sky view to show the desired object (if desired centered).

The section Adding Your Own Data takes up a whole chapter. This allows the expansion for the libraries of date that are already built into many of the Starry Night versions but more so in the 4.5 version.

After learning about all these features, I set about configuring the "look and feel" of my planetarium interface so that when it launched each time, I could view the sky the way I wanted. I reconfigured the colors for the constellation borders, comets, satellites, planets and other objects so that the colors matched what I wanted and so that each object was a different color. I changed the constellation colors to show as light green, the constellation boundaries as darker green, the names of the comets showed in red, the stars showed as yellow and so on.

In the preferences, I increased the number of comets and asteroids that would be updated each time I launched Starry Night. This allowed me to view more of these objects in the Find pane. I made the updater launch when the software was installed. I made sure to have my Internet connection launched before the starry night was launched and for it to operate properly. Once the up-to-date coordinates finished and I closed the window down and started the program up again. This was to insure that the current coordinates would allow the planetarium to place itself into the proper coordinates. If the updater indeed needed to be updated– on some of the days, the updater window would open and the display that "no other corrections were needed." I made the listing of the Find pane alphabetizes the column area so I could better view the comets and other objects. I also placed check marks next to the comets that I wanted to view when I launched the software at another date.

I found this Starry Night Pro version easy to use. Once I learned the many control options and discovered which set I preferred to use, my planetarium looked friendlier. The planetarium objects screen moved into position at a good pace and centered (altered this in the preferences) on the comet that I wanted to view. As before, I liked the flexibility to control the colors of the various labels that signified how the names of objects would show. In particularly I liked the way all the information concerning each object displayed. Once clicked, like on a comet, a listing of all the necessary information (magnitude, declination, right ascension, etc) lined up in a column above the stars. Sometimes this listing actually got in the way of some of the screen information display so I had to move the listing a little to view it. When I clicked on an object in the Find pane, trying to locate am object in the sky, the planetarium would swivel to the appropriate area of the sky. If I found an object that was not be found at the latitude (for example), a window opened up and displayed the exact time that the object would appear. If the object was not able to be found, (example the object could not be seen at the latitude), information would let you know. This was an invaluable tool for trying to plan when objects could be observed or photographed.

Adjusting the boundaries of the constellations gave me a better visual feel of the constellations and the planetarium information. I liked the way that the planetarium zoomed over to the object desired and then zoomed into the object (which I set to center the object) at the close up setting that I desired. How you want the planetarium interface to look is basically a matter of personal preference and how one wants their "sky to look."

The astronomical CDs that came with this new version were well done and informative. Those who want to know more about astronomy may want to use this full version with all the CDs to learn about many more aspects of astronomy especially if you happen to be a novice or intermediate astronomical user. Novice and intermediate users may also find these CDs useful to give a wider understanding of the world of Astronomy by buying this version or just purchasing the Pro version and possibly purchase the other CDs (there are sold separately as well). Advanced users may want to use this version for the extreme flexibility, to control their telescopes and to do advanced sky observing.

There are many fine astronomical planetarium programs on the market. However, Starry Night will be the one that I will continue to use for its many options, user friendliness and the fact that is it offered me both Macintosh and PC versions. Try the different versions and see which version would meet your needs. If you are interested a Starry Night version of any kind, I suggest that the Starry Night website be reviewed to look at the options that each of the Starry Night versions possesses. I initially got one of the lesser versions of Starry Night a number of years ago. This served me well until I found out that there was no updater function and that new celestial objects like comets, satellites and asteroids had to be inserted manually to appear. Typing in the new objects into the database was tedious and time consuming. Purchasing an update, a few years ago, solved my problem. Using this Updater function from the Internet and gaining a hardier version of the software (other planetarium use Updater function) made finding new objects painless. For me, this was worth the extra expense of the higher price upgrade for Pro and literally was "worth it's weight in gold" for me. I could find the objects I needed and find them more accurately and with Pro, since 2001, I have photographed 17 comets and 8 asteroids and much more. Not all users might need this but if you do, I recommend one of the Pro versions (even though I have the CDs with the Pro Plus version, this version is rarely used, but I may in the future).

This new Mac OS X Pro version I found to be a very flexible and relatively an easy to use program. The fact that Starry Night Pro can grow with you, depending upon your needs, desires and astronomical pursuits is one of the strong suites of the Starry Night software. I enjoyed Starry Night Pro as a Mac OS 9 version as it accomplished what I wanted to do – find comets and asteroids and show me what was happening in the past, present and future. This Mac OS X Pro version, in many ways, like the older Mac OS 9 version let me continue to find and show the objects I wanted and gives me more reliable information to track down these objects. However this Mac OS X version provides more flexibility and launched more quickly as the Mac OS 9 did not have to run in the beginning. I will be able to use all the tools in the future when I can get an automated telescope. No matter which Starry Night version you choose, the software will allow you to grow with your astronomical endeavors now and the future. Give Starry Night a try. The "sky's the limit" (literally), for your celestial pursuits with Starry Night Pro.

Books

## How To Boss Your Fonts Around, 2nd edition
Subtitle: A primer on font technology and font management on the Macintosh
Reviewed by Harry Babad
Edited by Julie M. Willingham

© 1998 by Robin Williams
Peachpit Press, 2nd edition June 15, 1998
1249 Eighth Street
Berkeley, CA 94710
Phone: 510-524-2178
Fax: 510-524-2221
http://www.peachpit.com/
188 pages
$17 USD, $24 CN
ISBN: 0201696401
Experience Needed/Audience—This book is designed to help beginners as well as intermediate level creators of font-rich text-containing documents understand how to control their fonts for both on-screen viewing and printing on the Macintosh platform.
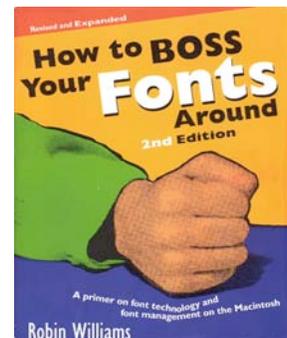
Strengths: This feature-rich and detailed book is written for all Macintosh users who produce documents with more than the core fonts installed by their operating system and word processing software. Although the book was written in 1998 when Macintosh OS 8 was king, much of the book's contents are applicable to users of Macintosh OS 9 and Jaguar as well. *Boss Your Fonts* is well written and easy to read and help you form an understanding of how to deal with ornery fonts. Leaning how to deal with hundreds of fonts, in accord with Robin's gospel, will make a believer out of you.

Weaknesses: Since the book was created before OS 9 existed, much of the specific guidance on dealing with system fonts and the third-party font management tools has been superceded. Now this is not all bad—many of these tools still exist in updated versions that can be used on the newer operating systems.

Book Overview
As noted by Peachpit Press *at the time* of its publication, "Fonts…They seem to have a life of their own. And they can cause no end of heartache to the harried desktop or web publisher. Perfectly lovely documents on screen can suddenly transmogrify into a perfect nightmare when printed. So how can you control these willful beasts? Get a copy of this book and end your power struggle with fonts forever. *How To Boss Your Fonts Around* had been completely revised and updated for the Second Edition. It's a must-have primer on font technology and font management for anyone who works on a Macintosh. It was updated for Mac OS 8, and included all new coverage of how to work with and manage fonts for the Web.

Despite it's age, you'll still learn to identify and work with all the different kinds of fonts available, from PostScript to TrueType to Type 1, bitmapped to screen, outline to printer, resident to downloadable and more. There's coverage of Adobe Type Manager, ATM Deluxe, Suitcase, Master Juggler, Font Reserve, new font management tools and utilities, many of which still exist in OS X compliant versions. The discussions on installing fonts, and solving font conflicts are still helpful, although Jaguar and Panther treat fonts differently than the earlier Macintosh operating systems. A detailed reference section answers common questions and problems, tells you how to acquire fonts, and offers an amazingly detailed glossary." This was, in 1998, the essential troubleshooting guide to taking control of fonts and learning to use them efficiently and effectively. Despite its age, the book still worked for me, reminding me of font facts I'd long since forgotten, or simply ignored.

Introduction
Why should I a Jaguar, no, now Panther user, choose not only to read, but also to review, a font book printed six years ago? I had a dual motive for this deed, premeditated and with malice aforethought. I'd read and reviewed many others of Robin William's books published by Peachpit Press, so having an anal-retentive streak in me, I had this compulsion. More seriously, although I thought I knew something about fonts and their management, I was really a "fonts for dummies" candidate.

Sure, I read and added marginalia to the books listed in the reference section. I even reviewed them. Each of these fine treatises on a variety of things Macintosh contained well-written information, in their own chapters, about fonts. Now, I could have reread and scanned those sections, in obvious violation of copyright, and spent a long week organizing the bits and pieces so that things belonging to the same topic were tied together. Then I'd have had a personal and private primer on fonts for reference. But, having found Robin's book listed on her web page at http://www.ratz.com/, or perhaps buried on the Peachpit web site, I knew it was the way this "font dummy" had to go.

From the various "blurbs" I checked out on the Internet, I discovered that if I read the book I could learn about:

> the basics of identifying types of fonts available, from PostScript to TrueType to Type 1 and more
> installing and organizing fonts
> working with printers and service bureaus
> font management programs such as Adobe Type Manager™, ATM Deluxe™, Suitcase™, Master Juggler™, Font Reserve™ and other font management tools and utilities
> solving font conflicts
> obtaining a detailed clearly written glossary of font-related terminology
> managing my font menus using font utilities
> the basics of using fonts on the Web
> demystifying concepts such as cascading style sheets and anti-aliasing

So I took the plunge, despite the fact that it focused on computers running Macintosh OS 8, and I found all of what I'd read in my web search to be true. In the section below, I not only provide you with more details on the book's contents, but also on the current status of some of the outdated software Robin recommends.

As noted by Jennifer Buckendorff, an Amazon.com reviewer, "Robin treats fonts as the tools they are, showing the reader all the necessary care and maintenance to allow for great design and for the text to shine through …" I agree.

The Book Itself

The book is organized into seven parts:

Robin's Introduction to the book
Part I   Font Technology (Chapters 1–9)
Part II   Installing Fonts (Chapter 10)
Part III   Font Management (Chapters 11–16)
Part IV   Useful Information (Chapters 17–20)
Part V   Glossary (well worth the cost of the book)
Part VI   Index (every topic I checked was listed)

introduction

The Purpose

This purpose of this little book is to give you power. Have you ever had a power struggle with your fonts? Well, if you actually **read** this book I guarantee *you* will be in total control. Never again will font names disappear from your menu, the wrong font show up on your screen, or a font transmogrify in the printer into the dreaded Courier. Your fonts will behave just as you expect, and if perchance they kick up a fuss, you will have the power to put them back in their place.

What this book does *not* discuss is which typeface to use in your work; there is no discussion of designing with type or of creating fine typography. An interesting thing these days is that everyone, prima donna designers included, not only has to know how to use type aesthetically, but also how to control the technology. This book discusses the technology; for the aesthetics of type, read *The Mac is not a typewriter, The Non-Designer's Design Book, The Non-Designer's Type Book,* and, for web type stuff, *The Non-Designer's Web Book.*

I strongly suggest you start at the beginning of this book, rather than in the middle of the font management section. I know, I know, you don't wanna start at the beginning, but there are so many terms in this book and you really have to understand exactly what I am referring to if you want control. If you jump in the middle, you might get yourself confused and then you'd blame me. Even if you think you know everything, at least skim through the first section. It's not that bad.

Whenever you see a word in *italic,* it means that word is explained or defined somewhere else in this book. If there is a page number mentioned, the explanation is on that page, of course. Otherwise, check the glossary, or check the index for a reference to where a more thorough explanation can be found.

Good luck, and *be the Boss!*

Robin

ix

Robin's Introduction to *How To Boss Your Fonts Around*

This review will expand only on elements in the book that taught me something. (Yeah, I know the real issue is whether I really learned it. I passed all of Robin's quizzes, but it was an open book test.) In addition, in the absence of a new Mac™ OS X edition, I've provided you with an updated status of all the font management tools that Robin describes, but spared you a detailed list of the new Mac OS X related font tools I've collected from http://www.macUpdate.com. (Perhaps, one of us should do a font tool-oriented shareware column for *macCompanion*—but only if our macC fans ask politely. So let's hear from you!)

Part	Chapter	Comments
Part I	7	Adobe Type Manager™ (ATM) and Type Manager Deluxe™ have been abandoned for Macintosh OS X. These utilities are no longer needed under Jaguar—Apple made them unnecessary.
	8	I found the discussion of the why's and when's on using TrueType fonts informative. Since I use few Type 1 fonts, Robin's explanations gave me greater insight into their correct use.
Part II	10	Prior to adopting Macintosh 10.2 (Jaguar), I had chippied with font managers such as Suitcase™ and MasterJuggler™. Since I was primarily writing letters to friends, technical documents about nuclear waste management and sending email, I stayed pretty close to a few core fonts. As a result of my testing, I ended up only using the free ATM. But with the easier to use updates of these font managers, and a plethora of shareware font managers such as Font Book™ it's time for a change.
Part III	11	When reading this chapter, it became spectacularly clear why I did not warm up to the type managers I tried under OS 8–9. How was I to know that even with good management tools, I was supposed to organize my fonts? The step-by-step advice Robin provides is as valid now as it was when her book was published.
	12	**Font Management Tools; doc_Babad's Status update** ➢ Suitcase, from Extensis, has been updated to an X1 version, and is both Jaguar and Panther compatible and even come with a classic version on the CD. http://www.extensis.com/suitcase/index.html?ref=hp I'll be reviewing that software in the next edition of macCompanion. ➢ Alsoft's MasterJuggler http://www.alsoft.com/MasterJuggler version 3 has been updated for Jaguar. ➢ Extensis' Font Reserve™ Version 3.1 is both Jaguar and Panther compliant the CD contains a 'classic version for Macintosh OS 8.5 through 9.2.2. http://www.extensis.com/fontreserve/40k.html.
	13	*Tools For Managing Your Font Menu* have significantly changed from those listed in this book. Tools such as TypeTamer™, WYSIWYG Menus™, MenuFonts™ and Adobe Type Reunion Deluxe™ have not survived the transition from OS 9.2.x to OS X 10.2.x or greater, but a quick search of MacUpdate using the words 'Font Software' turns up an impressive list of shareware choices—Enjoy!
	16	Robin's selected software tools described in this chapter, *A few extra font utilities for you,* have significantly changed. Key Caps™ Adobe's KeyCap™, TypeIndexer™, FontLoupe, and PopChar Lite are gone. PopChar Pro™ has been updated to PopChar X 2.1.2 as has FontBook™ now at version 4.0 while FontView™ has apparently been replaced by FontViewer 1.5.4 X. Check these out on VersionTracker or MacUpdate.
Part IV	General	This part contains great and useful information on troubleshooting your fonts, acquiring fonts, and an annotated listing of vendors of font products.
Part V		A *glossary* — well worth the cost of the book.
Part VI		A detailed *index* that met all my needs.

Due to its publication date, current information on font tools and on how Jaguar and Panther treat fonts are obviously missing from this book. Such font related information is readily available in the books I've referenced below, many of which should find a friendly home in you Macintosh books library. You have one, don't you? In particular, I wanted to learn more about open and master fonts, yeah—a need for instant gratification, that Robin's other books had, in passing, mentioned so checking *The Robin Williams Mac OS X Book, The, Jaguar Edition* as well as *The Macintosh Bible* provided the information I was searching for. Aren't indexes wonderful? (No, I'm not going to tell you about that.)

In Closing
Despite its 1998 publication date with its focus on pre–OS 9 operating systems, I found Robin Williams' book to be a powerful information source that allowed me to better understand fonts and how to manage them. It is available for under $12 at Amazon.com, and a web search will turn up used copies at even lower prices. Whether you pay the original cost of $16.95 or a discounted price post on the WWW, this book will be a valuable addition to your Macintosh library.

As reviewer **porter@enteract.com** stated in a posted web review—
"Robin Williams is probably the most articulate and literate writer on typography around, digital or traditional. She is sensitive to those qualities that have somehow been lost on those who have been brought up facing a monitor rather than a type book, type case, or drawing board. Too many people in business have been led to believe, and accept the idea, that a typist is automatically a typographer/designer. Every designer who has grown up on the computer should have all of her books at their side, along with Strunk & White, Fowler's Modern English Usage, Roget's Thesaurus and a good dictionary." As you well know from the reviews of Robin's books I've written, I agree.

I give this book **4 macC**s, a bit lower than I would have had I reviewed it prior to the release of Jaguar. This is only because Robin has not specifically updated it, and some of the information was, of course, outdated—a bias I could not completely overcome. On the plus side, although constrained by the depth of other subjects, *The Robin Williams Mac OS X Book* chapter on fonts almost filled in the missing gaps. I did find, to my delight that much of *Boss Your Fonts* contents expanded my knowledge and understanding of fonts beyond what I'd earlier learned in the books referenced below. This was a merry–go–round I had to ride again to the gold ring labeled font understanding", Yeah, Robin!

After reading this book of Robin's, I augmented my knowledge of fonts for this review in two books I have previously reviewed for *macCompanion*. Those are:
The Robin Williams Mac OS X Book, Jaguar Edition–Chapter 26,
and the multiple–authored *Macintosh Bible, 8th Edition–Chapter 18*.
The referenced chapters, a small but important part of the larger works, focus primarily on working with fonts in Jaguar. I would welcome it if Robin could find the time to update this wonderful little volume to fonts and Panther. After all, she has already written much of the needed framework for such an update.

References—Books worth a good in-depth read.

The Mac is not a Typewriter, Second Edition, by Robin Williams
Peachpit Press; published 2003.
http://www.maccompanion.com/archives/august2003/books.html

The Robin Williams Mac OS X Book, The, Jaguar Edition, *Second Edition* by Robin
Williams, Peachpit Press; published 2002.
http://www.maccompanion.com/archives/october2003/books.html#10

The Macintosh Bible, 8th Edition, edited by Clifford Colby et al., Peachpit Press; published
2001. http://www.maccompanion.com/archives/october2003/books.html#5

*The Non-Designers Type Book™: Insights and techniques for creating professional-level
type* by Robin Williams, Peachpit Press; published 1998.
http://www.maccompanion.com/archives/december2003/realworld.html

*The Non-Designer's Design Book, Design and Typographic Principles for the Visual
Novice*, Second Edition, by Robin Williams, Peachpit Press; published 2003.
http://www.maccompanion.com/archives/january2004/books.html#7

*The Non-Designer's Scan and Print Book—All you need to know about production and
prepress to get great looking pages* by Sandee Cohen and Robin Williams, Peachpit
Press; published 1999.
http://www.maccompanion.com/archives/february2004/books.html#4

Easy Mac® OS X v 10.3, Panther™
Reviewed by Julie M. Willingham

Kate Binder
Que Publishing, January 2004
800 E. 96th St.
Indianapolis IN 46240 USA
 800–571–5840 or 317–428–3000
http://www.quepublishing.com/
288 pages
$20 USD, $29 CN, £14.50 Net UK
ISBN: 078973074X
User Level: novice or beginner
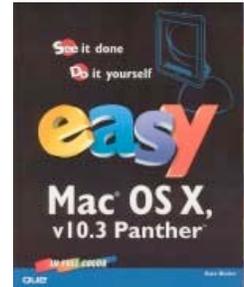
Strengths: Each page shows a window(s) as you would see it on your monitor, with arrows pointing to what needs to be done with the keyboard and/or mouse, and explanatory text. Detailed table of contents lists each task you might want or need to do. No joking around.

Weaknesses: Two of the "Top Ten Tasks" inside the front cover are listed on the wrong pages. Bottom 1/4 of each page has a colored section with tips, cautions, hints, or warnings that I felt clutter the page and disrupt the flow. (But I will admit that some readers might find this a "pro".)

Although I learned several things from *Easy Mac® OS X v 10.3, Panther™*, by Kate Binder, this book is best suited for its target audience of those new to computers and/or Mac OS X. If my mother, an active senior who uses a Windows PC for letter writing and Email, were to switch, I'd give her this book. (For comparison, see my review of *Mac® OS X Panther™ in a Snap* in this issue of *macCompanion*.)

Easy Mac starts at the beginning, with clicking, dragging, and a look at the Panther desktop. It then moves on through "Working with Disks, Files, and Folders", applications, system preferences, and customizing. "Organizing Your Life" covers Address Book, vCards, iCal, Sherlock, and syncing with your other electronic stuff. "Printing, Faxing, and Scanning" also discusses fonts and how to organize them.

"Getting Online" shows you how to connect to your ISP and work with Mail. "Living Online" covers setting up and using iChat, .Mac, Safari and how to use it, and iDisk. The existence of other browsers (Explorer™ and Netscape™ only) is mentioned, but the author implies that only Safari will do on a Mac. For someone new to computers, this is probably true, especially since it comes with Panther. "Getting an iLife" discusses the four applications in iLife—iPhoto, iTunes (including how to buy music from the Music Store), iMovie, and iDVD.

The book gets more advanced when covering multiple users, admin, file sharing, and using FileVault encryption. You can also learn how to network computers, printers, and an Internet connection, with or without AirPort. The last chapter is "Maintaining Your System", which shows you how to use Disk Utility, repair the Startup Disk, use Software Update, calibrate your monitor, force quit, format a disk, and install system software. This chapter is followed by a basic 8-page glossary and a 23-page index.

My Impressions
Easy Mac was easy to use and understand, but the bright color scheme on semi-glossy paper made me feel like I was in grade school again. The colored band at the bottom of the page, with its tips, hints, etc., really irked me, because I believe that if something is worth saying, it should be said, not shouted. (Maybe I have been reading too many dry textbooks recently.)

Nonetheless, everything the book showed that I tested was true and worked as stated. And I learned a few things about FileVault, Exposé, the iLife suite, and system maintenance. Between the pictures and the text, there is no way that you can misunderstand the instructions, which I feel makes it equally suitable for kids in middle school, those for whom English may be a second or third language, and people with little or no computer experience. I give it 4.5 macC's.

Ethereal Packet Sniffing

Reviewed by Robert Pritchett

Authors: Angela D. Orebaugh, Gilbert Ramirez
Syngress Publishing, Inc Released: 01 February, 2004
800 Hingham St.
Rockland, MA 02370
781-681-5151
$50 USD, $78 CN, £24.66 Net UK
http://www.syngress.com
ISBN: 1932266828
Download of Ethereal: http://www.ethereal.com/download.html
Requirements: Lots of hard drive space for logging activities. A desire
to work under the hood of software on any platform. A "no-fear"
attitude about working with beta-like Open Source software.
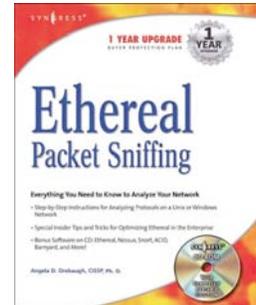
Strengths: Covers much more than just the "Install this way" instructions.
General cross-training capable.

Weaknesses: One year Guarantee site link hasn't been enabled yet.
Graphics samples are too small to be valuable (the text is highlighted but
the background is black, so it can't be read very well). CD does not have
Mac OS X functionality, even though it says it is "cross-platform" capable.
Very WinTel and Linux-centric. Newsprint-like paper intended for a short
shelf-life.

I figured that if I was going to get back into Network Protocol Analyzing again, this
might be a route to get there from here by reading *Ethereal Packet Sniffing* by Angela D.
Orebaugh and Gilbert Ramirez. And since the book said the software was cross-
platform, the CD-ROM would have the Universal Reader on it so it could be installed on
a Mac, right? Not.

This book focuses its attention to the Windows-centric world with a few passing
moments mostly to Linux environments, and occasionally to the Unix environment. Mac
OS X is printed once on a page about Platform and System requirements. That's about it.
So I did some digging of my own. Ethereal is cross-platform. The book is not as cross-
platform as it could be.

What the book doesn't say about the Open Source links for the Mac - but should:

http://fink.sourceforge.net/pdb/package.php/ethereal
http://fink.sourceforge.net/download/10.3-upgrade.php or
http://darwinports.opendarwin.org/
http://darwinports.opendarwin.org/darwinports/dports/net/ethereal/Portfile

So though the CD-ROM has the source code programming on it, unless you have
VirtualPC™ running, you aren't going to be able to use this CD on a Mac.

Ethereal itself is a "free" sniffer that can handle about 400 or so decodes (protocols)
compared to EtherPeek (see my other review in this month's issue of macCompanion)
that handles thousands. The last chapter in the book discusses how to be a developer
and add you very own "Dissectors" to the program. Geekeriffic!

Now in spite of that faux paux, the book does come across as very knowledgeable about packet sniffing in general and specifically on how to use Ethereal, after all the prerequisites are met. If you are familiar with TCPdump or WinDump, then this is a peace of cake to use. If not, then the book will guide you through a lot of the "need to know" stuff, so you will become comfortable with the technology.

I've gotten used to the quality of books designed on and for the Mac, so I feel that for the price of the book, I expected better quality paper, layout, print, design and graphics that were really readable. (Hey, I'm sorry. I've been spoiled and I expect to get what I paid for.) But then again, this book was put together for the non-Mac intelligencia. (Sigh.)

The 1-year warranty on the book covers any changes, etc. to keep the book from becoming obsolete. The Syngress.com, site currently doesn't have that either, and another reviewer has already given a raft full of "gotchas" in the book on what has already become out-of-date. But that is the nature of a free-flowing Open Source software package that is always under construction, so get used to it. To not have errata on the website already is a major owie though, and there is no excuse for that. A promise given should be one that is kept.

That said, this book does offer a lot for network and computer shade-tree mechanics, who desire to get their hands dirty by digging into the nuts and bolts of networking, troubleshooting and computer forensics using a network analyzer. The cost of course, is only your time in assembling it on either a Windows or Linux/Unix box (and perhaps a Mac, if you try hard enough with Fink or Darwin – along with the "dependencies") – and the price of the book. Learn how to capture and display filters. Learn command-line options. Manage network traffic. Integrate Ethereal with other analyzers such as EtherPeek™, Microsoft Network Monitor™, Snoop, Snort and WinDump. Find open ports and system services, and manipulate other tools such as Editcap, Mergecap, Tethereal and Text2pcap.

The book is based on Ethereal's beta code, so by definition, the book is beta too. (You beta watch out, you beta not cry, you beta not pout, I'm telling you why…)

No really, if you enjoy being up to your armpits in those little ones and zeros, that keep escaping the Ether, then this book may guide you down the packet-analyzer path to untold riches as a network guru and sleuth. What have you got to loose?

Mac® OS X 10.3 Panther Little Black Book

Reviewed by Robert Pritchett

PARAGLYPH PRESS

Gene Steinberg
http://www.macnightowl.com
Paraglyph Press, Inc. February 16, 2004
1238 East Cambridge Avenue
Phoenix, AZ 85006
602–749–8787
Fax: 602–971–0327
http://www.paraglyphpress.com
550 pages
$30 USD, $45 CN
ISBN: 1932111867

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O'Reilly & Associates
1005 Gravenstein Highway North
Sebastopol CA 95472
Phone: 800–294–4747
Fax: 800–997–9901
order@oreilly.com
Website: http://www.oreilly.com/
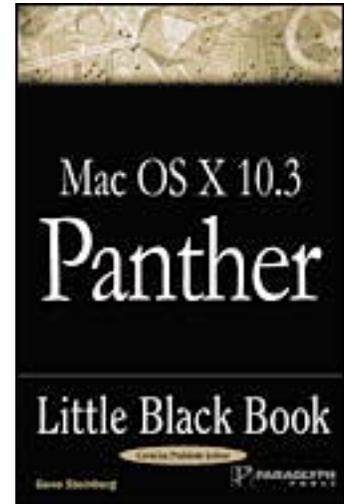
Requirements: Mac OS X 10.3
User Level: Intermediate to Advanced

Strengths: Goes beyond the basics and adds flavor by discussing other applications besides those from Apple. Also presents possible solutions in case any issues flare up.

Weaknesses: I think I found only one typo in the whole book and it was trivial, so nothing to sweat over.

Gene Steinberg has written earlier "Little Black Books" on the Mac OS X and this one, *Mac OS X 10.3 Panther Little Black Book* and published by Paraglyph Press is the latest rendition. What distinguishes it from the plethora of Panther books just released for Mac OS X 10.3? I'll tell you in a second.

Gene separates himself from the pack by adding a lot of 3rd–party software to demonstrate there are still a lot options to the plain–jane Apple–only solutions to a lot of the areas the Mac OS X has incorporated into the base operating system. Not only that, but he also gives a lot of troubleshooting tips and techniques related to both the Mac OS X and the 3rd–party software packages and applications he presents. So the book comes across as a problem–solving guide more than a "this is Mac OS X how–to" reference. I found a lot of good, solid information here. Gene knows his stuff.

The book has each of the 22 chapters marked off in stepped-down-the-side black tabs and are labeled on both sides of each page accordingly. And there are no Appendices. Oh, and the graphics though small, are very readable. I actually did earmark a few pages because I found information here I have not seen elsewhere. I suppose you'd like to know what I discovered, right?

Gene has done a great job organizing each chapter. Each begins with an "In Brief" section, followed quickly by "Immediate Solutions". At the end of most chapters there are headings regarding possible issues and resolutions to those issues. Here is what I marked:

> Fixing a Damaged Keychain
> Setting Up a Web or FTP Server on Your Mac
> The Things You Can Do with AppleScript
> There Are Fonts and There Are Fonts
> Using Panther's Built-in Firewall
> Performing System-Level Disk Diagnostics
> Using Panther's Command-Line FTP Software
> Sending E-Mail Attachments

Those might give you a flavor of what Gene Steinberg has created. His style is easy to read, and his years of experience shines.

This space is easy on the eyes isn't it? Why not reach thousands of other eyes next issue with your own product?

Mac® OS X Panther™ in a Snap
Reviewed by Julie M. Willingham

Brian Tiemann
Sams Publishing, January 2004
800 E. 96th St.
Indianapolis IN 46240 USA
800–571–5840 or 317–428–3000
http://www.quepublishing.com/
352 pages
$25 USD, $36 CN, £18 Net UK
Errata: http://www.quepublishing.com/title/0672326124#
(This URL downloads a 2–page PDF file.)
ISBN: 0672326124
User Level: beginner–intermediate

Strengths: Subjects are individually numbered, making them easy to find. Each subject references related subjects and shows windows like those you'll see on your monitor. Limited color scheme on flat paper. Text is easy to understand, thorough, and joke–free.

Weaknesses: Tips, hints, key terms, etc., are located in the margins. They aren't very distracting in this book, but I just don't like things that way. (And, yes, some readers may find this a "pro".)

This book is the first one I have read in the SAMS Teach Yourself series, now under the umbrella of Que Publishing. I really liked *Mac® OS X Panther™ in a Snap*, by Brian Tiemann, because it told me almost everything I wanted to know about using Panther without making me feel either inept or patronized. It is definitely written for beginner– to intermediate–level users, though some parts lean more toward the ends of this scale. (For comparison, see my review of *Easy Mac® OS X v10.3, Panther™* in this issue of macCompanion.)

This book starts out right inside the front cover with "Contents at a Glance", a 3–page listing of individually numbered subjects logically organized into chapters and parts. The first part, "Understanding Mac OS X," includes typical introductory stuff like using your Mac; installing and using applications; and files and folders. At least part of chapter 1 is worth reading because it briefly explains the development of Mac OS 8 through X and tells you what to expect in Panther if you have been a user of OS 9 or Windows. This section also includes, to my surprise, adding and partitioning hard drives, and setting up a software RAID.

The second part, "Networking and the Internet," covers manual and automatic configurations, how to connect to the Internet, VPN, file sharing with other Macs and Windows PCs, AirPort, .Mac, iDisk, Email (both POP and IMAP), iChat, surfing, and FTP. As befits a beginner–to intermediate level book, the advantages of web browsers other than Safari (Explorer™, Camino™, OmniWeb™, and Mozilla™) are mentioned, albeit briefly. You learn how to set your default browser, but the rest of the surfing chapter applies only to Safari.

"Making it Work Together" teaches you about special characters, Appleworks, installing

and collecting fonts, Keynote, printers, and faxing. You can learn about the iLife programs—iTunes (including Music Store and iPod), iPhoto (including online prints and photo albums, and how to make a slideshow), iMovie (including how to add a soundtrack and export it to videotape or QuickTime), and iDVD. Address Book, iCal, and iSync are also discussed here.

The fourth part, "Making it Work for You," shows you how to change the system language, desktop picture, Dock, and otherwise make your Mac look like you want it to. You also learn how to let others share your Mac and how to set up voice recognition, zoom in, change the alerts, or control the mouse pointer with the keyboard if you or another user need different accessibility options.

The last part, "Administering the System," has two chapters. One is about using a firewall, Keychain, Software Update, and different ways to boot from more than one disk. The other is about backing up your data, disk verification and repair, moving your data to a new Mac, and restoring factory settings. It is followed by a 30-page index (using page numbers, not the subject numbers) and two pages of key terms inside the back cover.

My Impressions
Having the "Contents at a Glance" as the first thing in the book is a great idea. I liked the key terms listing in the back, because it also referenced the page where it was used. At last, I know what LDAP, IMAP, RAID, and a few other things mean well enough to realize that they're not important to how I use my Mac. The color scheme was also relaxing: black, various shades of gray, and limited use of blue on flat paper.

My dislikes are limited: I didn't understand why burning a CD and adding a new hard drive were under the organization chapter. I thought a book aimed at intermediate-level users should have discussed alternative web browsers and Email programs in more than two or three sentences each. On a more personal note, since I never intend to use .Mac or iChat, and probably won't use iPod, iCal, any PDA, or iSync, I thought their coverage could have been briefer.

On the good side again, though I disliked the margin placement of tips, notes, key terms, and web resources, they were good things to know. I also liked the photographs that showed how to install another internal hard disk, as well as all the information about how to remove personal stuff from the computer before it goes to another owner. And I liked the fact that subjects were discussed in two to five pages—not too many, not too few. Finally, though there are errata, they are limited to one change in lesson number and five minor title changes. *Panther in a Snap* was a book I liked a lot (5 macC's), and I'm going to keep it.

Special Edition Using Mac® OS X v10.3 Panther™

Reviewed by Julie M. Willingham

Brad Miser
Que Publishing, January 2004
800 E. 96th St.
Indianapolis IN 46240 USA
 800-571-5840 or 317-428-3000
http://www.quepublishing.com/
1080 pages
$40 USA, $58 CAN, £29 Net UK
ISBN: 0789730758
User Level: intermediate-advanced
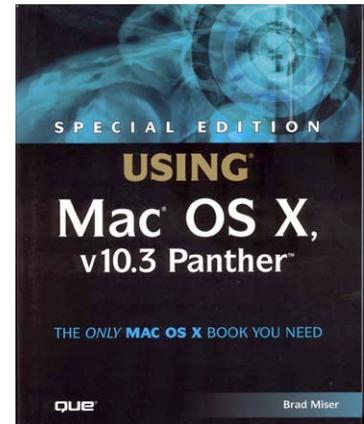
Strengths: Very broad range of topics with joke-free, detailed explanations. More than I want or need to know right now, but still readable, so I can use it for a while. Troubleshooting section in most chapters. Limited color scheme on flat paper.

Weaknesses: More than I want or need to know right now, so I can't use it all right away. No mention of web browsers other than Safari, which I find strange for a book of this level.

Special Edition Using Mac® OS X v10.3 Panther™, by Brad Miser, is the most advanced book I have read about a Mac OS, and, although I liked it, I have met my match. There is so much for me to learn from it that I will be busy until v10.4 is released. I wish I had completed reading it more than a week before my spring break, so that I would have had uninterrupted time to soup up and optimize my Mac's workings.

As seems to be typical with Que books, there is a "Contents at a Glance," this one on the first page. It is followed by a detailed 18-page table of contents, and an introduction to the organization and features of the book. The first section, "Mac OS X: Exploring the Core," tells you how OS X works; how to use and navigate it, work with and customize the Desktop and Dock, install and use OS X applications, work with Classic, and use preferences and fonts. There is also a chapter about using the command line in Unix, mostly to perform simple but useful functions.

"...Connecting to the World" discusses Internet technology and access, AirPort, Email and Address Book (a logical place for it), Safari, Sherlock, plug-ins, and FTP. There is also a chapter on "Putting Yourself on the Web" which includes creating and serving your site, domain registration, and Apache.

The third section, "...Living the Digital Life," shows you how to use iPhoto, iTunes, iMovie, iDVD, QuickTime, iCal, iSync, and iChat. It includes cautions about copy-protected audio CDs that may crash your Mac and copyright status.

"...Expanding Your System" covers the devices that get information into and out of your computer, how they work, how to choose them, and how to install or configure them.

This includes keyboards, mice, tablets, analog and digital audio, ATA, RAM, SCSI, printers, monitors, data storage devices, and hubs.

The fifth section, "...Living in a Networked World" has two chapters, one on setting up a network and the other on sharing a single Internet connection.

"...Protecting, Maintaining, and Repairing Your Mac" shows you how to set up a toolkit, use Software Update, and maintain hard disks; how to back up your system by choosing strategies, hardware, software, and actually using these components; how to keep your stuff away from others who use your Mac, and how to guard against viruses and hackers.

The main part of the book ends with general troubleshooting and problem solving information. Two appendices follow it: one on installing and maintaining OS X (which can be downloaded from the book's website), and another on using Powerbooks and iBooks. The book concludes with a 55-page index, and, inside the back cover, a list of what has happened to some useful OS 9 functions and in which chapters to read about their replacements.

My Impressions
The publisher's website states that this book "...provides the in-depth, wide-ranging coverage that enables Mac users to the most of the operating system and included tools." I found that to be true, to the limited extent that I used what I read. I used the examples in the chapter on the Unix command line to do things I would have been "concerned" to do otherwise. I learned enough to know which details of my Mac and its OS that I'll probably never use or change. And a 17-page chapter compactly explained most of the info I wanted to know about Ethernet, FireWire 400 and 800, USB 1 and 2, PCI, AirPort, and Bluetooth.

Other strong points included the chapter comparing dialup connections, DSL, cable, ISDN, satellite, and T1, including who should probably use which one; and the chapter on data storage device comparisons—CD, DVD, internal and external hard drives, tape drives, and removable media such as USB Flash, DVD-RAM, floppies (!), Zip™, and Jaz™. In addition to a general troubleshooting chapter, a more specific troubleshooting section is included in most chapters. The author also includes some web references for learning more about specific subjects, such as Unix, and keyboard shortcuts for most Panther applications.

I also liked the grayscale color scheme on flat paper, as well as how the notes, tips, cautions, etc., were placed in outlined boxes within the text. That left the margins clear for the chapter markings so that I could thumb my way from one to another.

Unlike many people, I still use my computer mostly as a combination typewriter/file cabinet, with some forays into photography, music, and Email. (So I'm a Luddite—somebody has to keep up the rear guard.) I guess everybody but me who upgrades to or starts with Panther does so because they have or want to use iChat, iPod, iCal, iSync, AirPort, .Mac, iDisk, and "iDon'tKnowWhatElse," so I felt like some of this book had nothing to say to me. That, however, is the worst I can say about it, so I suggest you go out and get this 5-macC book for yourself or somebody else.

Mac OS X: The Missing Manual, Panther Edition
Reviewed by Eddie Hargreaves

David Pogue
http://www.davidpogue.com
Pogue Press/O'Reilly & Associates, Inc. December 23, 2003 (2nd
Printing: January 2004, 3rd Printing: March 2004)
http://www.missingmanuals.com
782 pages
$30 USD, $44 CN, £21 Net UK
ISBN: 0596006152
Errata: http://www.oreilly.com/catalog/macxmmpanther/errata/

Level of experience: Novice to Intermediate
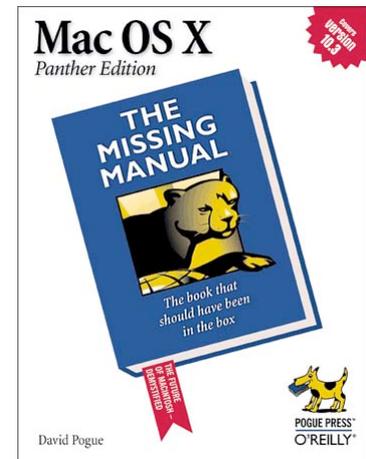
Strengths: Explains Mac OS X 10.3 in-depth, assuming little to no prior experience; includes numerous hints and tips; now covers more applications included with Mac OS X.

Weaknesses: Too much Apple cheerleading, covers applications not included in Mac OS X.

David Pogue has long been a respected Macintosh author, and his current position as a New York Times technology columnist simply cements what Mac fans already knew about his talents. It's not surprising, then, that his Missing Manuals series – books advertised as those that "should have been in the box" – is a very successful one. *Mac OS X: The Missing Manual* is a must-read for anyone new to the world of Mac™ OS X and at 782 pages, the Panther Edition is the biggest revision to date (meaning that if it truly was in the box, Apple would have had to increase the packaging size significantly).

Mac OS X is a new operating system for many, and Pogue's Missing Manual provides a clear understanding of exactly how it works, how it's different from the past Macintosh operating systems and how it's different (and similar to) Windows. It gives clear explanations of Mac OS X's functionalities, like Quartz Extreme and Rendezvous, and its applications, like Image Capture, DVD Player and Sherlock.

There are also a lot of hints and tips included that are either not documented by Apple or not well-advertised. From keyboard shortcuts to preference-tweaking, these tips can save users a lot of time. I use a number of them in my daily routine, so it surprises me when I hear from folks that never even knew about them. A small few did not work (i.e. the clipboard does not have a live, self-updating Dock icon) but the book's errata Web site, containing corrections and suggestions, is updated frequently.

This is the third version of Pogue's *Mac OS X: The Missing Manual* I've read and much of it is exactly the same as the previous versions. Thus, if you've read a previous version, you won't get quite as much out of this one as you previously did.

That being said, there is a lot of new material and all the changes in Panther are covered, from the big features like Exposé and Fast User Switching, to the default Terminal shell changing from tcsh to bash (unless you performed an Archive & Install). The book also covers the many included applications that are new or updated, such as Font Book, iChatAV, Mail, Safari, Preview and TextEdit.

It also covers the iLife applications, included in the Free Programs chapter. Apple's changing attitude about exactly how free certain applications are confuses those who don't monitor the company's every move on a daily basis and the book suffers unnecessarily from that. Although iTunes has always been freely available, and a 10.3 installation includes iPhoto 2 and iMovie 3, the book also covers iDVD 3, which seems about as relevant as covering AppleWorks 6. It also does not explicitly state which version of the software it is talking about (iMovie 3 or 4?) which can only add confusion for some.

Also confusing is the organization of the chapters. Although I'm aware the book is not designed as a step-by-step guide to using MAC OS X, putting the chapter that includes how to check your Email four chapters after how to navigate in Unix via the Terminal seems unwise. Checking Email and surfing the Web are probably the two main activities anyone does with MAC OS X and putting them near the end of the book (more than 50 pages after how to enable the root account) seems contrary to the book's purpose.

The two chapters on Unix are helpful for those interested in learning about the Terminal side of Mac OS X, which can be very powerful. But the chapter on AppleScript, which appears quite early on, seems overly in-depth.

Finally, Pogue is clearly an Apple fan (aren't we all, though) and his writing is often tempered with references to how great things are and never how not great they are. His praise of 10.3's new Browse method for Networking seems particularly unjustified considering how flaky its implementation has proved and how some of its basic functionality has now changed in the 10.3.3 update (which will require an update to the book).

He also tends to try and explain why Apple has done something, which has gotten him into trouble when Apple reverses itself with the next major release (Screen Effects now Screen Saver, Login Items now Startup Items). If David Pogue can't explain why Apple does or does not do something (i.e. no print Finder window command), then there's probably no one who can (publicly). Never attempt to guess Apple's motives (The appearance of Ink in 10.2 meant Apple was soon going to release a tablet Mac, right?).

But these are minor quibbles over a major book – one I highly recommend to anyone who is new to Mac OS X or wants to maximize their knowledge of the system's capability.

Hardware

The Mouse™
Reviewed by Derek Caudill

MacMice Workspace Products Co.
30-C Volunteer Drive
Hendersonville TN 37075 USA
615- 822-9270
Fax: 615-822-2790
sales@macmice.com
http://www.macmice.com/
$40 USD
Product Website:
http://www.macmice.com/themouse.html
Product FAQ:
http://www.macmice.com/faq.html#TheMouse
MouseCommand v9 Driver:
http://www.macmice.com/MouseCommandV9.sit
MouseCommand v10.1 Driver:
http://www.macmice.com/MacMiceMouseCommand.dmg

Strengths: Feels comfortable after getting accustomed to its feel, sturdy and beautiful design, USB plug doesn't plug in to tight. Feels like the Apple Pro Optical mouse.

Weaknesses: The MouseCommand software on either OS 9 or OS X is really buggy, I suggest scraping it and using USB Overdrive instead.

While Apple Computers hardware can be described as works of common sense, giving the user what they need and more to get the job done, Apple has consistently been lacking in one area, their mice. Despite pleas from customers, and even Apple employees for years, Apple for some reason known only to them and Steve Jobs refuses to manufacture a mouse with the basic standards of the PC world, multi-buttons, and a scroll wheel.

While Apple has always produced solid quality mice, the lack of those features has hurt Apple's reputation, prompting some people to base their entire opinion of the Mac platform solely on the "obsolete" mouse that ships with it. While basing an opinion of a computer system solely on a peripheral such as the mouse it ships with is about as idiotic as it gets, that hasn't stopped people from griping.

While even I would like to see Apple ship a multi-button mouse with a scroll wheel, I in no way call their mouse obsolete, I mean, look at it, it works for both left and right handed people, has a solid design and feel, has optical tracking, and does what a mouse is supposed to do, point and click. Apple even built into the OS contextual menu support, and I for one don't mind holding down the control key on my keyboard. Bottom

line is that Apple's supposedly obsolete mouse can work just as well as a regular multi-button mouse.

But as with most other things, there is always room for improvement, and that's where MacMice's The Mouse™ comes in.
The Mouse™ has been described as the mouse that Apple should ship with their computers and I agree. It features three buttons, and a scroll wheel (with the third button being underneath the scroll wheel.) However, The Mouse™ doesn't stop there.

The Design
When working with any made for Apple product, or any Apple made product, no matter how you try to ignore it, the design matters, it's a selling point, and the beholder of the coolness factor, that, no matter how much a person denies it, is something they want. The Mouse™ doesn't disappoint. Its design can be described as a beautiful piece of art, or blatant copyright infringement. The Mouse™ is designed almost exactly like Apple's own Pro Optical mouse. The only things missing are the Apple Logo, side squeeze buttons to hold a click when lifting, and the sensitivity rotary dial on the underside. While it doesn't feature an inner transparent black shell, it does feature an inner white shell that isn't done justice by the graphics of The Mouse™ on MacMice's website and packaging. The white inner shell somehow looks like beautiful packed snow; it glistens, and somehow looks soft and delicate. If The Mouse™ was round, a person might think they were grabbing a snowball. The scroll wheel itself looks like a patch of ice with fog hovering above it. The Mouse™ is even shipped in a box that mimics what the Apple Pro Optical mouse originally shipped in.

While the color of the inner shell doesn't determine functionality, this is a product whose design is just as important a factor.

As for the USB cord, it's the same white as is the inner shell, and is as long as the Apple Pro Optical mouse. I've read complaints that this cord is too short, but for me, it's the perfect length, after all, I plug my mouse into my keyboard, like Apple intended! I was really impressed with the USB connector itself, its shaped like an oval to fit a thumb and forefinger, it even has an indent for the thumb so as to add more traction, as well as bars on the edges to help grip. My favorite thing however is that it doesn't fit so tightly into the port on my Blue & White G3 keyboard, you know, the one with only 12 function keys and not as many other keys, the type that was originally shipped with CRT iMacs. My Apple Pro Optical Mouse is very tight plugging in and almost has to be forced, The Mouse™ fits perfectly for me, plugging this peripheral in was actually so easy compared to Apple's own mouse that it was fun!

I really don't know how they got away with it, but I tip my hat to their design team for not trying to reinvent the wheel so to speak, but only by enhancing it, and for making such a gorges piece of hardware. I find myself wondering if MacMice's design team aren't former Apple employees?

(Note: While I was writing this review, MacMice released a version of The Mouse™ made specifically to match the colors of the Aluminum PowerBook G4 and the PowerMac G5, its called the Mouse AL™ http://www.macmice.com/themouseal.html and just goes to show that MacMice knows that design is also important!)

How does it feel and function:
The Mouse™ feels like Apple's original Pro Optical mouse, smooth, yet still featuring enough grip for the user. The scroll wheel is a smooth rubber, but somehow seems sticky so as to give the users finger traction. I found when I first started using The Mouse™ that the addition of the scroll wheel and the extra buttons forced me to retrain myself on how to handle it. At first, holding The Mouse™ felt off, sort of like the feeling a person gets when exposed to the sound of nails scratching a chalkboard, it didn't feel natural. I had to get used to the feel of having the added features on the shell. I have found this unnatural feel on other mice as well, and it was something I was expecting. For me, it took about a week of use to get comfortable using The Mouse™, but for others, it might take a shorter or longer time depending on how sensitive they are to touch. Don't be to worried by it though, getting accustomed to a different mouse is something that comes along with the territory, I've had the same experience with switching from the square mouse apple used to use, to the Apple Desktop Bus Mouse 2, to the "Hockey Puck" round mouse, and to the Apple Pro Optical Mouse. It's like getting accustomed to a new pair of pants, or shoes. You have to (figuratively not literally) break it in.

The top shell of The Mouse™ is one piece, the top is split down the middle halfway through and the actual buttons are below the inner while shell. Two plastic rods connecting the actual buttons to the underside of each split section of the top shell allows the pressing of that side to activate the appropriate button. The scroll wheel lies atop the middle, or third button, and when the scroll wheel is pressed, that button is also pushed down, or clicked.

The tracking of The Mouse™ at first is very jumpy and fast, but this is of course controlled by the MouseCommand Software that I downloaded from MacMice's website. I must clarify that the MouseCommand software is not required to use The Mouse™. It's plug and play, and the right button functions just fine without the MouseCommand software in OS X (but not in OS 9). The software is used to control the actions of the clicks, and change more specific settings. Below, I will discuss the software in more detail.

The Mouse™, being an optical device, can be used on the surface of a desk, or on a mouse pad, I've always found that optical mice functioned better on a mouse pad than on a desk, but this mouse doesn't seem to have any difference in use regardless of the surface. The underside of The Mouse™ features three raised tabs to let the optical sensor be above the surface. These tabs are smooth, and help the physical mouse movement be smooth as well. As with the Apple Pro Optical Mouse, and every other mouse with raised tabs I've used, dust and dirt accumulates on these tabs, and requires cleaning every now and then by just scratching the gunk off with a fingernail, I suggest the thumbnail as its stronger and the gunk can really stick!

Scrolling with the scroll wheel functions as expected, its smooth and quick, although I've found that in some applications, particularly Microsoft Word, the scrolling lags if the "Check Spelling As You Type" option is turned on, this lag is immediately removed if that option is turned off.

Some people may find holding down the left button and lifting The Mouse™ to place it in a different location on the desk difficult, but it is possible. I don't ever find the need to do such a thing all that often, unless I'm playing Quake 3, but holding a click and lifting is possible, just something else that I had to train myself to do. On the Apple Pro Optical mouse there were two buttons on the side that when squeezed held the click so you could lift the mouse. Those squeeze buttons aren't on The Mouse™, but the same principal works. To hold a click while lifting, press the button down with your forefinger

(the one next to the thumb I believe), and with your thumb and ring finger squeeze the sides, this gives support to your forefinger, allowing you to hold down the click.

I find sometimes when clicking around that The Mouse™ seems to double-click when I only click once, and sometimes the right side of the top shell goes down along with the left side of the shell. I found this annoying at first, but learned that I was clicking to close to the top of The Mouse™ and in the center, and since the top shell is split, to provide the appearance of two separate buttons, the right side would click further down. Usually the right button wouldn't be pushed all the way when this happened, other wise I would have kept getting the contextual menu every time I clicked. My clicking closer to the center and to the top was another thing I had to train myself not to do, as I had been doing that on the Apple Pro Optical mouse.

The third button under the scroll wheel hasn't given me any problems; it's separated from the shell and the two rods. It does require a harder push to click though, which might be a problem for those with arthritis or not much strength in their hands.

Overall the physical function of The Mouse™ requires some training to get used to, but once I got used to the added feel of the scroll wheel and buttons, I became as comfortable using The Mouse™ as I had been using the Apple Pro Optical Mouse. Believe me, its not that difficult, if I can get used to several radically different mice, most likely some one else can to.

The MouseCommand Software
The Mouse™ doesn't ship with any included software, just a card telling people where to download the latest drivers. I plugged in The Mouse™ before installing the drivers in Mac OS X and OS 9 and found that in OS X the mouse cursor moved very fast by default. I usually have the mouse tracking speed set to its highest settings in the System Preferences, but I found that I had to adjust that setting down one notch to get it to a useable speed. The right button worked bringing up the contextual menu and the scroll wheel worked as well.

Mac OS X version:

When I finally download the MouseCommand V.10 software, I found that installation was quick and easy, the software used Apples built in Installer application, the only thing that surprised me was that I was required to restart after installation, something not commonly done in OS X.

After restarting, I immediately noticed that the tracking speed of The Mouse™ was once again faster than I liked and found that I had to adjust not only the Keyboard and Mouse preference pane settings, but the motion settings in the MouseCommand v.10 settings as well. I also found that the two seem to try to override each other, if I got the mouse tracking speed to a decent setting in one of the mouse preference panes, it would change upon opening the other mouse preference pane. This was really annoying and it

took some time to figure out that I needed to wait awhile before opening one of the other mouse preference panes. I finally after days of trying got The Mouse™ to move at the OS's default fastest speed by setting both the Keyboard and Mouse pane, and the MouseCommand v.10 pane to the slowest settings. This seems to cancel both out and turns off the tracking speed controls from both panes, but if I adjust either one to a higher setting, I go through the problem all over again, and when I set them both to the lowest setting, I find that I have to wait for the mouse tracking speed to adjust back to normal. This is very annoying!

Why use the MouseCommand v.10 software then? You may ask, well, the main reason is because it allows me to program The Mouse™ buttons to do certain tasks and I can further adjust The Mouse™ settings.
The MouseCommand v.10 software is divided into four tabs:
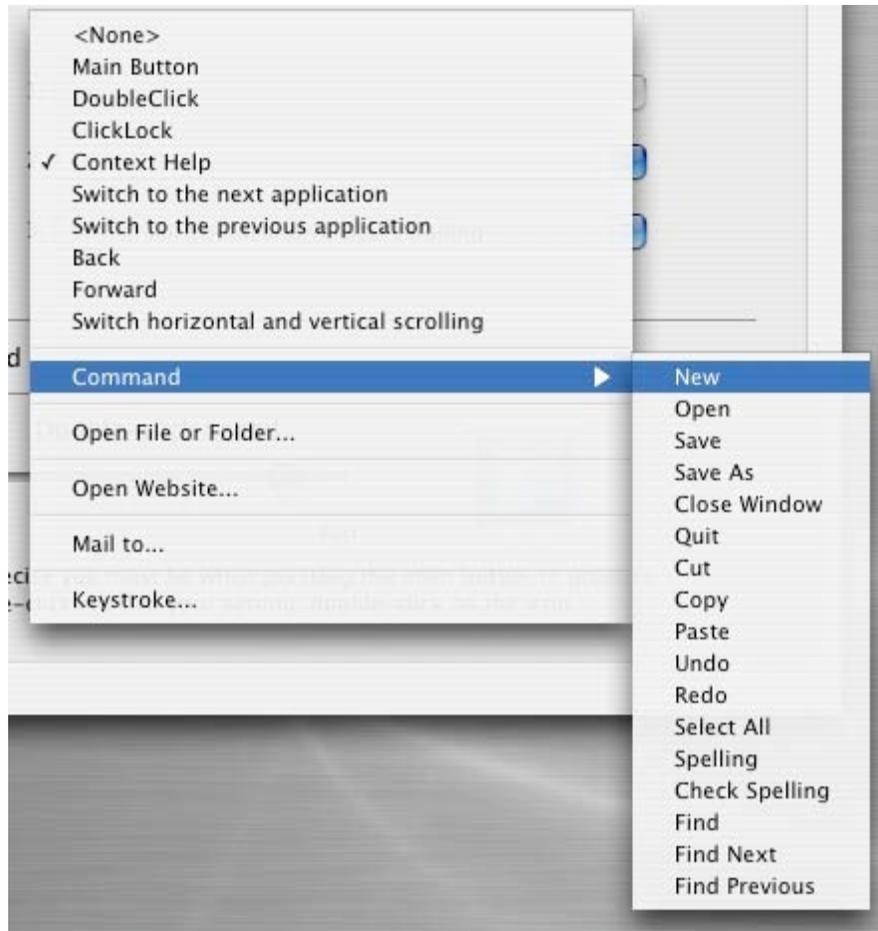
Button tab:
Its in this tab that I can control what two out of the three buttons do when clicked, one button is always set as the main button, this changes if you check the "Enable Left-Handed" box. The two remaining buttons, the one under the scroll wheel and the right or left depending on your configuration can be set to do many different things when clicked. I can set either of the buttons to be the main button, double click, lockclick, or even switch to the next open application. I can set the buttons to do other things as well, like open a web page, file or folder, and even tell it to perform a keystroke upon clicking. These are just a few of the things I can set a button click to do, see the above image for the entire list. From this tab I can also change The Mouse™ to be used by left-handed people via the "Enable Left-Handed" box, and I can adjust the double click speed as well.

MacMice MouseCommand

Show All   Displays   Sound   Network   Startup Disk

Button | Motion | Wheel | About

Cursor Speed:

Slow   Fast

Adjusts the speed of cursor movement. For finer control,
select the Cursor Acceleration checkbox.

☐ Cursor Acceleration

When Moving the Mouse Slowly: When Moving the Mouse Quickly:

Slow   Fast   Slow   Fast

Adjusts the speed of cursor movement   Adjusts the speed of cursor movement
in response to slow movement.   in response to quick movement.

Motion tab:
This tab allows me to set the cursor speed, and set the cursor acceleration if I am moving The Mouse™ slowly or quickly, I have the acceleration settings turned off as I never saw any advantage or disadvantage to using them, they didn't seem to do anything for me.

MacMice MouseCommand

Show All   Displays   Sound   Network   Startup Disk

Button | Motion | Wheel | About

◉ Vertical scrolling   ○ Horizontal scrolling

☐ Reverse the direction

Speed:

Slow   Fast

☐ With pressing the ALT/Option key as the vertical scrolling
☑ With pressing the ALT/Option key as the horizontal scrolling

Scrolling Acceleration: ○ None   ◉ Low   ○ Medium   ○ High
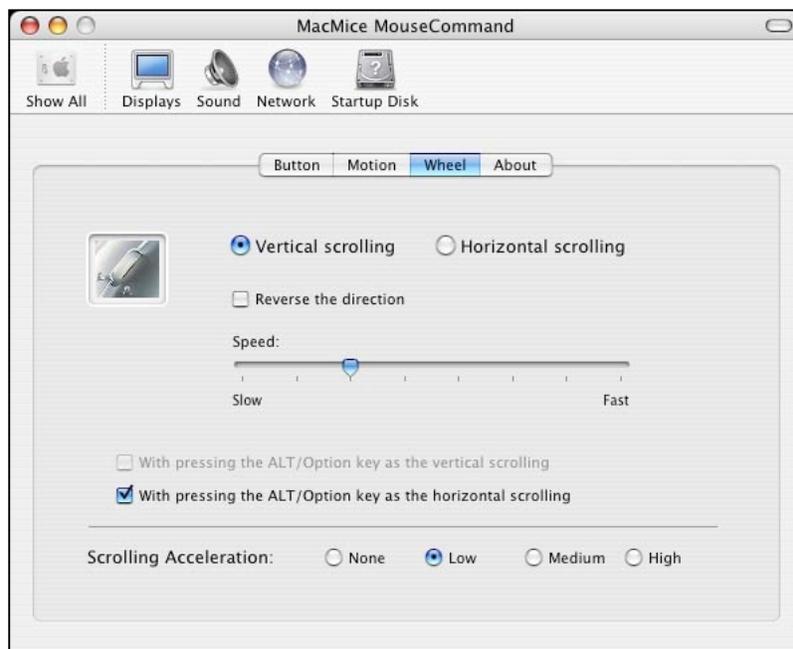
Wheel tab:
The Wheel tab lets me adjust the scroll wheel speed, its acceleration, and whether or not it scrolls vertically or horizontally by default. There are also options for allowing me to change the scrolling direction temporarily by holding down the option key when scrolling. The default direction when the software is installed is vertical.

About tab:
This tab is nothing more than the MouseCommand v.10 logo telling the current version installed and providing a clickable link to the MacMice website.

Mac OS 9 Version:

The MouseCommand v.9 software allows OS 9 to take advantage of the scroll wheel, the right button, and the third button. It doesn't feature as many options as the v.10 software does, but fortunately it still offers quite a bit of choices, unfortunately however, what it lacks in features it makes up for in bugs.

The software is installed using an installer application that comes in a stuffed archive downloaded form the site, there is also a uninstall application. Installation is pretty straightforward, but here you have a choice of restarting later. I recommend restarting immediately.

The MouseCommand v.9 control panel itself is split up into 8 sections on one screen. There aren't any tabs. Oddly enough, when you open the MouseCommand v.9 control panel, all items on the menu bar disappear until you close the control panel, or click on the desktop. This seems unfinished to me, but hey, I'm no programmer. The 8 sections are:
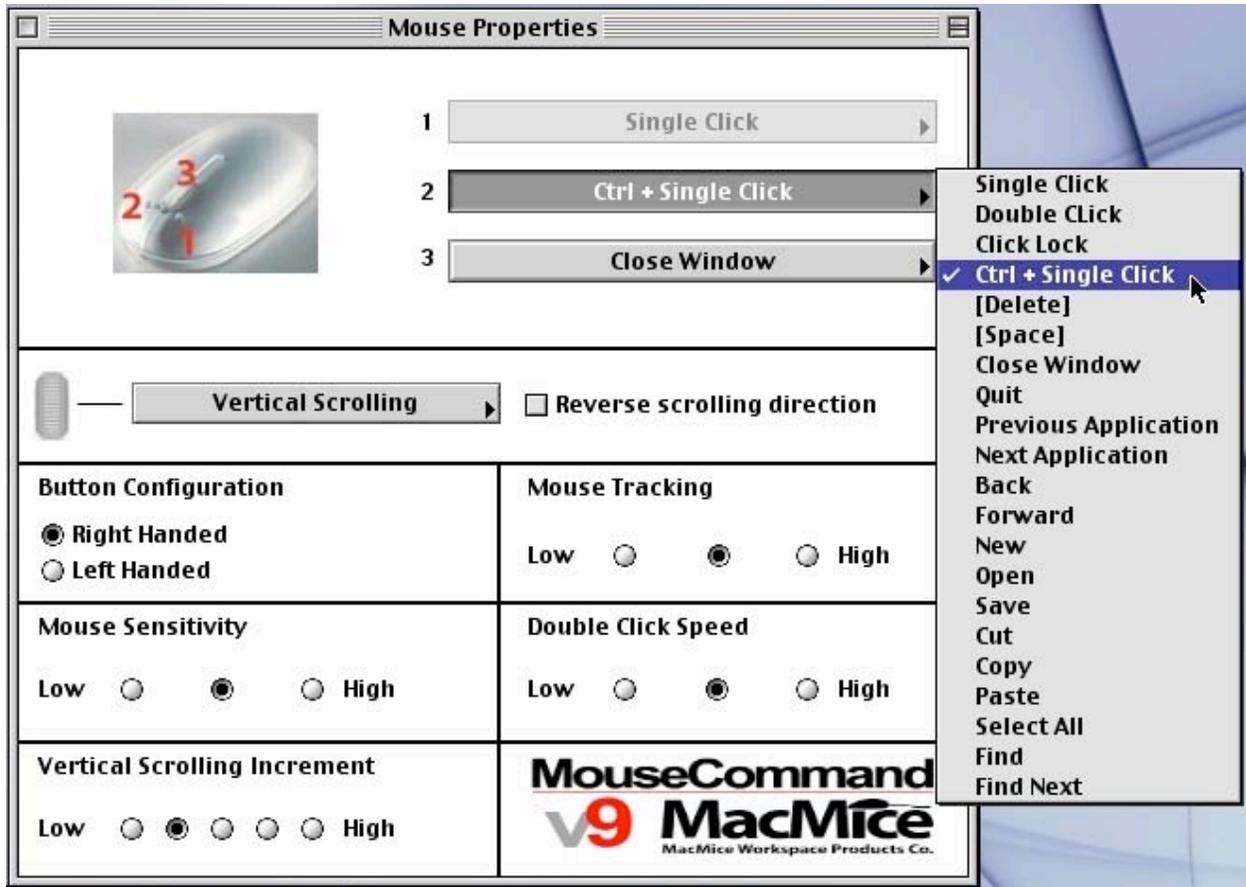
Button Actions:
This section is at the very top and actually doesn't have the header I gave it. From here you can set what actions a click of a button takes. There are a lot fewer options than on the OS X version, but what is there is useful. The main things that are missing are the ability to open a webpage, perform a keystroke, and email a set address. But I can still set the buttons to do things such as double click, lockclick, bring up the open dialog in applications and so forth, a complete listing of the available actions are available in the above graphic.

Scroll wheel Direction:
This is the section second to the top and actually doesn't have the header I use in this review. This allows me to set the scroll wheel to scroll vertical or horizontal. By default, if you physically push the scroll wheel up, the page scrolls up, and if you physically push the scroll wheel down, the page moves down, however, in this section you can reverse that behavior. There is nothing saying it, but just like in the OS X version, holding the option key down temporarily switches the scrolling direction from vertical to horizontal, or vice versa depending on the configuration.

Button Configuration:
Like the OS X version, I can switch the main button configuration so The Mouse™ works with a left handed user, the actions for the right button become a single click only if the left handed option is selected, while the left button becomes the main button otherwise.

Mouse Sensitivity:
I don't see any change when changing the sensitivity settings, but I assume they cause The Mouse™ to react differently depending on how hard the buttons are pressed.

Vertical Scrolling Increment:
This lets you set how many lines approximately are scrolled when the scroll wheel is pushed. However, this setting is done with radio buttons, not specific numbers.

Mouse Tracking:
This sets the tracking speed, which as mentioned earlier, in both OS X and OS 9 is faster than Apple's defaults. Like the MouseCommand v.10 software, the traction settings of the systems mouse control panel and the MouseCommand v.9 conflict with one another, the difference being that the traction speed used is based on the settings of the last control panel opened and closed. The good side to this is that if you open and close the Mouse control panel last, whatever setting you choose is the settings that's used, you don't have to fiddle with it to get the correct speed like in OS X, you can set it to the fastest speed, and get the OS's default fastest speed, not any faster like in OS X. The bad news is that as soon as you open and close the MouseCommand control panel, the traction uses the speed settings set there and you have to reopen and close the Mouse control panel again.

Double Click Speed:
This is self-explanatory; it sets how fast you need to double click for the click to be recognized as a double click.

About:
This is a logo for the MouseCommand v.9 software telling you what version you run.

Using The Mouse™ with the MouseCommand v.9 software also has some other problems. In Microsoft Word 2001 for example, the scroll wheel just doesn't work, regardless if the "Check Grammar and Spelling As You Type" option is on. Another odd thing is that scrolling with the scroll bars in Word seems sluggish. Dragging the scroll box also doesn't work, I can move it anywhere in the scrollbar I want, but the document won't scroll to there. In Entourage, dragging the scroll box causes it to quit with a Type 3 error, which is very weird. I also found an incompatibility with using the right mouse button on folders if you have FinderPop http://www.finderpop.com/ enabled. If you do, right clicking brings up a contextual menu of that folders contents only, not any of the other options, like "Get Info" and such, however, if you hold the control key down and left click, you get the contextual menu that you were supposed to get in the first place. This is inconvenient, but I can live with holding down the control key at those times, I have no intention of giving up FinderPop while I still use OS 9 as my main operating system.

I did find another compatibility problem. When I installed the MouseCommand v.9 software, I forgot that I had an older version of USB Overdrive http://www.usboverdrive.com/ installed. This caused an incompatibility and disabled using the scrollbars to scroll in Microsoft Entourage, Entourage would no longer recognize that I was clicking the scroll arrows, I could only scroll using the scroll wheel, which would scroll over several things at once, this was very frustrating, and I found that this applied if you were booted into OS 9 and even if you were using Entourage in Classic mode in OS X, which I always do when I'm in OS X.

In light of the problems I've seen in OS X and OS 9 using the MouseCommand software, you may ask, what can I do about it? Well, I like being able to program my buttons, but I only program the scroll wheel button and use the right button to bring up the contextual menu, which is done by default in OS X, but not in OS 9. I don't want to lose my programming abilities in either OS, but I do suggest not using the MouseCommand software in either OS. This will cause the loss of some sensitivity and acceleration settings, but in my experience, I never even noticed those settings do anything. I've been running in OS 9 with The Mouse™ without any problems by not having the MouseCommand software installed, what I did was turn to USB Overdrive, it gave me programming functions and didn't conflict with the systems mouse settings. I haven't tried it in OS X yet, but it probably would work just as well. My suggestion to the user is to use USB Overdrive, and for MacMice to start shipping a version with The Mouse™.

My Final Thoughts:
Aside from the MouseCommand software problems, I'm extremely pleased with The Mouse™. Its design is beautiful, and it's a sturdy comfortable to handle product. MacMice does have a FAQ page listing some known hardware defects that have crept up in a very small minority of The Mouse™, and I'm thankful that I don't have any of those defects, but I mention it because them acknowledging those defects impresses me, but what impresses me more is that MacMice says that if a customer get a defective Mouse, they will replace it, and none of the documentation that I read or found said anything about the customer having to dish out any extra cash. This FAQ also shows me that the support at MacMice is impressive, and no matter how good a product is, good support is always a big selling point for me. I recommend that y'all read it; it's short, but informative: http://www.macmice.com/faq.html#TheMouse.

Would I recommend The Mouse™? Absolutely, Apple should take note of this wonderful product, and not legal action based on its similar design☺!

If it wasn't for the MouseCommand software problems, I'd have to give The Mouse™ a 5 rating, but even though I'm giving The Mouse™ a 4.5 rating, its a great product, only missing the 5 rating due to the user having to mess with the MouseCommand software, or spend some extra cash on USB Overdrive.

This is truly an impressive product, and one of my new favorite pieces of hardware, now I can right click with the best of them! Keep up the fantastic work MacMice!

Shareware

Macaroni 2.0.3
Reviewed by Eddie Hargreaves

Tom Harrington
Atomic Bird, LLC
Colorado, Springs. CO 80907
$9 USD
webfeedback@atomicbird.com
http://www.atomicbird.com
Requirements: Mac® OS X 10.1.2 or higher (BSD Subsystem recommended)

Strengths: Provides peace of mind by running helpful, often necessary, tasks according to your schedule.

Weaknesses: Interface not completely intuitive or particularly attractive.

Although Mac® OS X has changed considerably during the three years it's been available, one aspect has remained unchanged: the Unix maintenance tasks are scheduled to run at wee hours of the morning. And questions I often see on mailing lists and discussion boards are 'Will my Mac run the tasks if it's asleep?' and 'If my Mac isn't turned on when the tasks are supposed to run, will they simply run automatically once it's been turned on again?'

The answer to both questions is no. But by using the shareware utility Macaroni, you need not worry about keeping your Mac awake all night to wait for a few minutes of maintenance.

Macaroni is a System Preference pane that lets you configure when you want Mac OS X's daily, weekly and monthly maintenance tasks to run. For example, you can change the daily task to run at 8:05 AM every morning, the weekly task to run at 6:36 PM every Sunday night and the monthly task to run at 8:01 PM on the 15th day of every month – whatever schedule you want.

In addition, Macaroni will run tasks if they are overdue. If you scheduled your weekly maintenance task to run every Saturday at 9 AM but didn't turn on your Mac until 10 AM, Macaroni will notice and run the task.

Macaroni is also smart enough to monitor idle time and laptop battery strength. You can set the tasks to only run, say, if the Mac has been idle for 15 minutes and is plugged in.

The standard Unix maintenance tasks are not the only ones Macaroni runs. It also

repairs permissions (by default once a week) and removes localized files (by default once a month).

If you've ever repaired permissions on your Mac OS X machine (which I hope you have) you may have noticed that they seem to constantly require repairing. Mac troubleshooting Web sites often recommend repairing permissions before and after any application or system install. Macaroni lets you schedule the permissions repair to occur in the background automatically for however often you want.

Mac OS X includes hundreds of megabytes of files allowing applications to be used in multiple languages. And you may have used a program to remove the languages you find unnecessary. But guess what happens when you download an update to an application: they're ba–a–ck. Macaroni has an included task (which does not run by default, and must be manually configured) that removes localized files. If you care about saving 15–100MB of space on a monthly basis, you'll find this task to be useful.

Macaroni is not an application, but a System Preferences pane. It also installs other files in your /Library folder.

Thankfully, there is an included uninstaller application which safely restores your system settings if you want to remove the program.
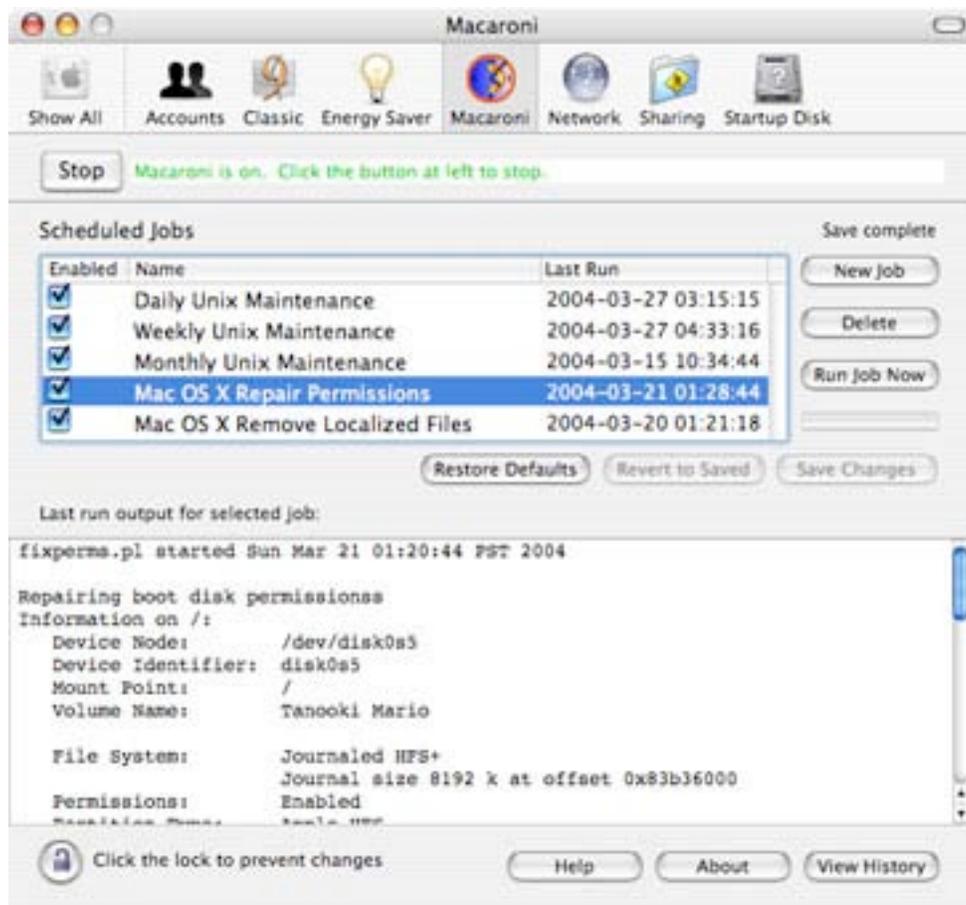
The System Preferences pane itself is not particularly attractive. And although it serves its purpose well enough, it is not particularly intuitive. If you select a job, there are buttons to press to Delete or Run a job, but no button to Edit, which would arguably be the most common choice wanted. Instead, you have to double-click the job to bring up an edit sheet.

Of course, double-clicking a job just presents you with a sheet that informs you that you must first click the lock down in the bottom-left-hand corner to make changes. You then have to click OK, go click the lock, enter your password, click OK again and double-click the job again. Simply bringing up the authentication window immediately upon double-clicking the job would be much more useful, and opening the job's edit window after authenticating would cut all the clicking and mousing in half.

You can also create your own scheduled jobs, provided you have or can create a Unix command or script. Not being one of those people, I can't fairly assess this capability.

Macaroni is not a necessary utility and some Mac users would argue that they can simply do everything it does on their own, manually. But the point is that not everyone wants to do everything manually, and Macaroni allows those people to let the computer remember what to do, when to do it, and to work within your set parameters. It's peace of mind for $9.

ShapeShifter 1.1 (and 1.2)

Reviewed By Derek Caudill
Edited By Julie M. Willingham

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Requirements: Mac® OS X 10.2 or newer (including Mac OS X 10.3). Unsanity APE, latest version.
 Download: http://www.unsanity.com/haxies/ape/
Product Website: http://www.unsanity.com/haxies/shapeshifter/
Theme Development/Discussion Web Sites:
http://forums.macnn.com/forumdisplay.php?s=&forumid=94
http://www.funmac.com/
Experience Needed/Audience: Novice, general Mac user, ability to surf the web.

Strengths: Easy to use. Themes don't damage any system files. Applying themes and excluding applications is quick. There are many resources to find more themes. Themes can be stored wherever the user wants. User can build his or her own themes with other third party software.

Weaknesses: Can be system resource intensive depending on theme. Can cause an immediately noticeable lag on the system, or one that builds up slowly. Requires a log out to fully apply themes, and themes can be large in file size which could keep 56k users from downloading them.

While the Aqua theme of Mac® OS X may be a testament to the creativeness of Apple's design team, alas, Aqua is not for everyone. From the early days of Mac OS X, the most customizing of the OS's interface that could be done was lackluster at best. The user could change the default color scheme between Indigo and Graphite, change icons, and change the desktop background. But customizing mouse cursors, system wide icons and even the shadows of the windows had to wait for various third party software from the likes of Unsanity and the IconFactory to appear.

But those many things could be modified in OS 9 and earlier with one application, adding to Apple's reputation for customizability. Mac OS X however seemed to lack this attribute.

But not anymore, thanks to the folks at Unsanity and their wonderful application, ShapeShifter 1.1.

ShapeShifter is a preference pane that allows users to completely redo the interface of Mac OS X by applying "themes", which are file containing complete sets of replacement interface objects. With ShapeShifter, the appearance of everything from menus, to buttons, to windows can be changed. ShapeShifter allows this change in appearance without modifying the default Mac OS X interface, which means that applying themes is safe for your system. With ShapeShifter, you can even keep your downloaded themes anywhere on your hard drive, and you can designate different themes for different user accounts.

The DMG Window

Installing ShapeShifter:
ShapeShifter is downloaded from Unsanity's website in a .dmg format. Once this .dmg is mounted, the user is presented with a folder containing the installer, the Read Me file, and a folder with "extras" for the default themes that are included with ShapeShifter. Unsanity has its own installation program, which in this reviewer's opinion is quite good.

The Installer features 5 informational panes, called steps:

Step 1 of 5: About This Product:
This step includes a shorter, less detailed version of the Read Me file, and includes the Distribution & License Agreement.

Step 2 of 5: Installation Options:

This step allows the user to determine if they want to install ShapeShifter for just themselves, or for all users on that Mac. Installing for all users requires an administrator password user.

From this step, the user can also instruct the installer to create an installation log. I recommend installing it in case you ever need to uninstall ShapeShifter and the uninstall option in the installer doesn't work.

The last option is to open the ShapeShifter Preference pane after the installation is complete. This is selected by default, which I find odd because after installation, Unsanity recommends logging out and back in to gain full functionality.

Step 3 of 5: Ready To Install:

This step simply informs the user that installation is about to take place, and mentions any additional steps the user needs to take.
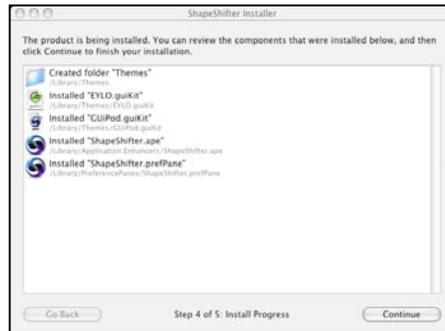
Step 4 of 5: Install Progress:

Here the installer shows you what files have been installed, and where on the users system.
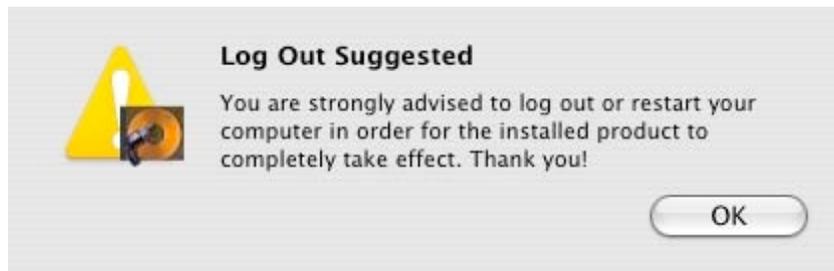
Step 5 of 5: Installation Complete:

This step is preceded by a dialog box that suggests that the user log out or restart in order for ShapeShifter to take full effect. After the OK button is clicked, this pane displays information on how to uninstall ShapeShifter, and what will happen after the Quit button is clicked.

The ShapeShifter Preference Pane:
When you open the ShapeShifter Preference pane for the first time, you are presented with a window cautioning you about having any other theming applications installed, and you are directed to uninstall them. From here the user is given the opportunity to view the documentation or not.

I clicked to view the documentation then and was shown a Text Edit document with detailed instructions on how to use ShapeShifter. This document was then automatically copied to my Desktop.

ShapeShifter has a 15-day demo period, during which time all features are active. But after the demo period is over, each time you open your System Preferences, a dialog will appear asking you to buy ShapeShifter.

The ShapeShifter Preference pane includes three tabs: ShapeShifter, Themes, and Exclude List.

On the first tab, ShapeShifter, the user can see his or her demo status, view the documentation via the Help button, register ShapeShifter, or see the About ShapeShifter dialog. The user can also enable or disable ShapeShifter from here, and determine if the Finder/Dock and or Menu Extras should be restarted after applying a theme. The user can also enter his or her email address to be placed on Unsanity's mailing list that notifies the users when there is an update to ShapeShifter available. The version number of ShapeShifter is also displayed here.

Registering ShapeShifter is a simple process. All one has to do is click the Register button, and enter his or her name, password, and code in the window. From here a person can report a lost code, or purchase ShapeShifter. Your information is e-mailed to you when you purchase ShapeShifter.
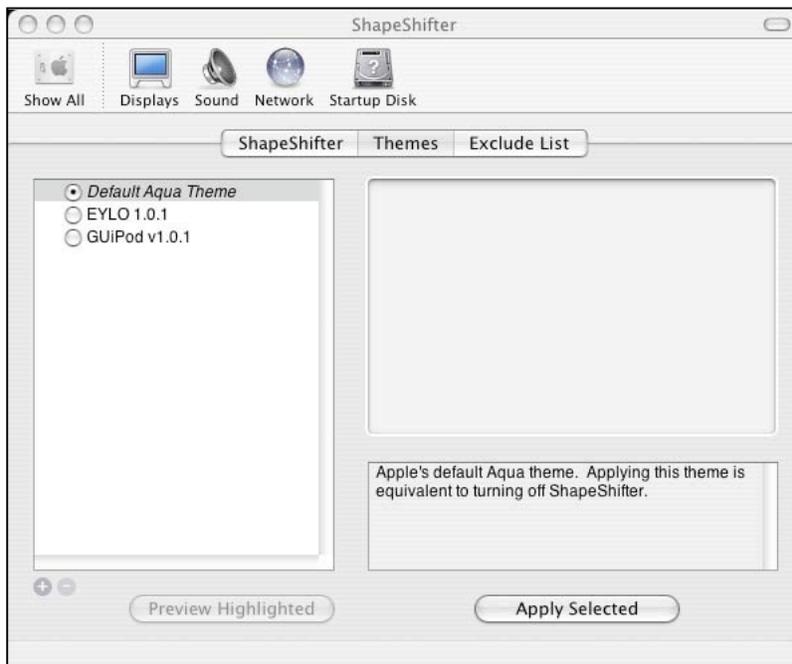
The second tab, Themes, is the control center for managing the themes that come with ShapeShifter and the many themes that the user can download. The Themes tab is separated into 3 sections; the Theme list (Left hand side), a small preview section of what the theme looks like (Upper Right Hand Side), and a theme information section that tells who designed the currently selected theme and other information (Lower Right Hand side).

From the Themes list a user can add or remove, or apply themes.
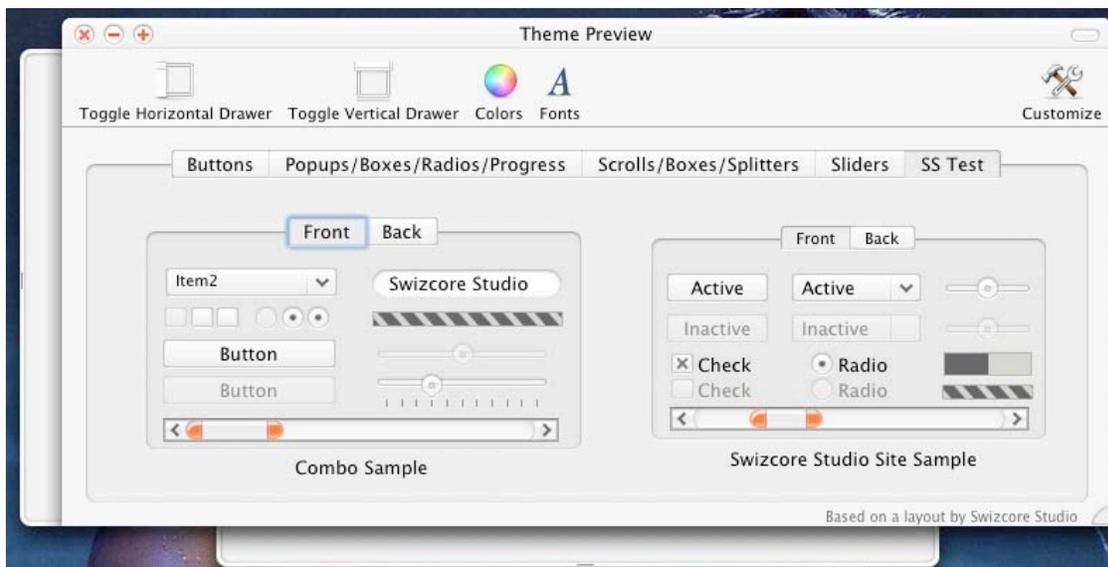
There is also a "Preview Selected" button that, when clicked, displays a window with examples of the system elements draped (I use this word in the review to mean that the theme has been applied.) in the selected theme including the menu bar. From this theme preview, the user can see what common system windows look like, such as the color dialog box, the Customize Toolbar window, and even the Font window.

Interestingly enough, the user can highlight different themes to preview without selecting their radio button, thus leaving their selected theme selected.

The theme preview is opened in an embedded application in ShapeShifter, and features 5 tabs: Buttons, Popups/Boxes/Radios/Progress, Scrolls/Boxes/Splitters/, Sliders, and SS Test.

Each tab features examples of the specified system elements, showing progress bars and other moving elements in a constant animated loop. The majority of the elements are interactive, allowing the user to see what the theme looks like when scrolling through windows, clicking buttons, toggling drawers, and even navigating through menus.
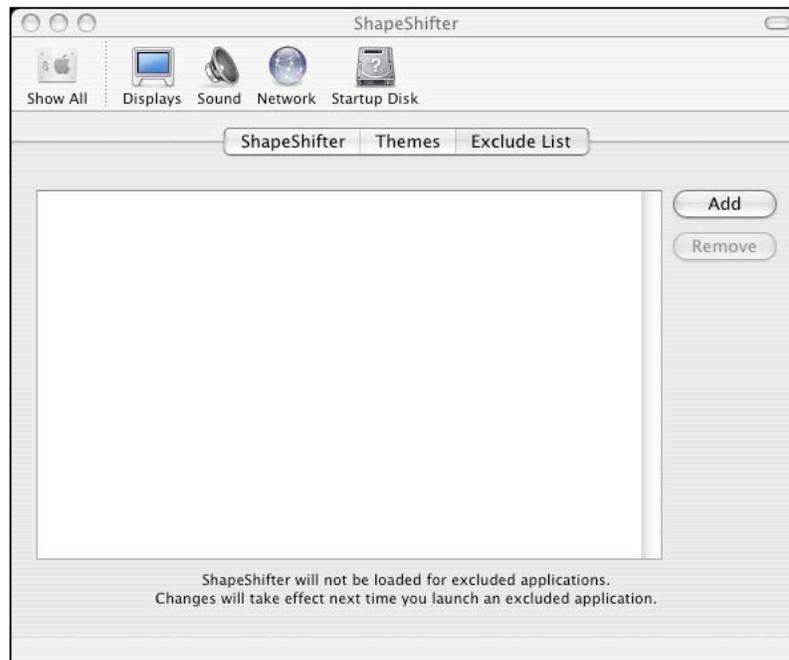
The Exclude List tab list applications that the user doesn't want draped in a theme. This allows for a person to have the rest of their system draped anyway they want, while having any applications listed displayed in their default Aqua style.

My Experience Using ShapeShifter:
ShapeShifter comes with two themes installed by default, EYLO 1.0.1, and GuiPod v1.01. Both are in the "ShapeShifter Extras" folder in the mounted .dmg. These two folders include things such as desktop pictures that match the theme, and even a theme for Safari, which is applied using another third party application, not reviewed here, Safaricon. [http://homepage.mac.com/reinholdpenner/] Each theme was made for Mac OS X 10.3.

Applying the built in themes:
Applying themes is easy enough, simply check the radio button of the theme you wish to use in the Themes tab of the ShapeShifter Preference Pane, and click the "Apply Selected" button. Once you click the "Apply Selected" Button, the dock will restart, as will menu extras, depending on settings chose in the ShapeShifter tab.
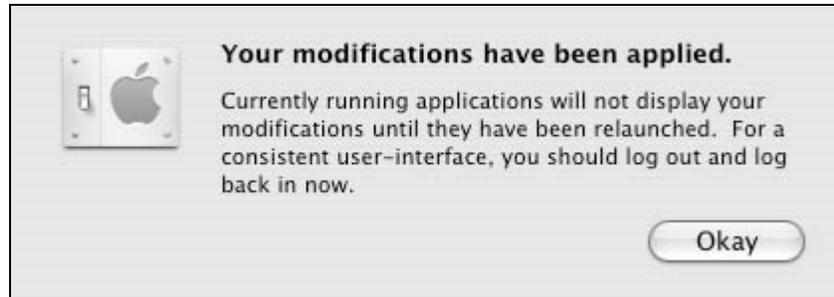
I was surprised to find a dialog window show up that told me that open applications wouldn't be draped until they were reopened and suggested that I log out to get a fully draped interface. Frankly, I was hoping not to, because to me, logging out is just as inconvenient as restarting my Mac.
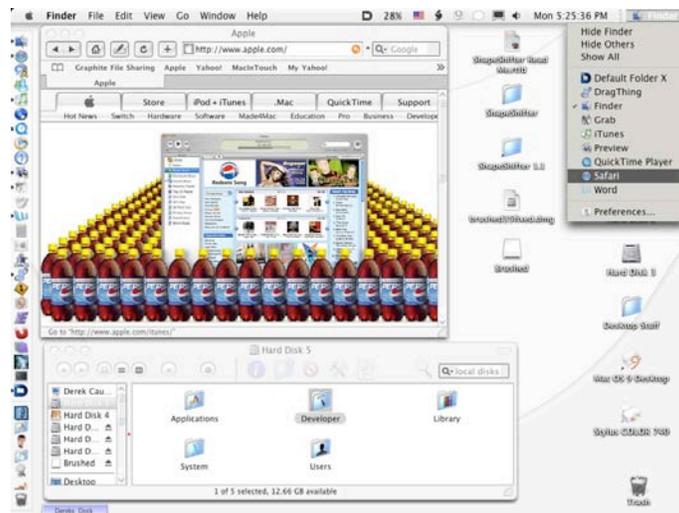
After I chose my theme (GuiPod v1.01), and logged out, and then back in, I noticed that it took a little longer to fully start up. Around 20 seconds is my guess.

I also experienced a system wide lag in opening folders, selecting icons, and even typing in Microsoft Word as I wrote this review. It wasn't a large lag, but noticeable. I expected the lag however, because even though I have 448MB of RAM in my Blue and White G3, Mac OS X has always lagged noticeably on my Mac. Before Panther, everything was so slow that my system crashed with Mac OS X so often that I thought I was running Windows 98. (Now that's bad!) However, it's not detrimental to much of the work I do. However, that lag on my machine added with the increased resource load of ShapeShifter makes the system wide lag even more noticeable, almost to the point of total frustration.

I know that I mentioned that these themes came with Safari skins, which made me think that Safari wouldn't be draped. I was wrong, however, as I found that Safari is draped with the theme just as everything else is except for QuickTime Player and iTunes. In

iTunes the scroll bars, the dividers, and the menu bar have the theme, but the window is still the default brushed metal interface. QuickTime Player isn't affected by the theme at all, but the menu bar is. I didn't open every application and utility on my Mac, but I did open quite a few of them. All of them, save the two mentioned above, were draped completely. Changing back to the Aqua interface is as simple as changing to a theme.

Applying downloaded themes:
There are hundreds of themes available on the Web to download for use with ShapeShifter. Some are for Mac OS X 10.2, and others are for Mac OS X 10.3. Those themes made for 10.2 work with 10.3. A good listing for themes resources is below:

> http://www.maxthemes.com
> http://www.swizcore.com
> http://www.resexcellence.com
> http://www.desktopper.net
> http://www.macupdate.com
> http://www.macthemes.net
> http://www.xthemes.net

To test a downloaded theme, I downloaded the theme Brushed 3.5, from http://www.maxthemes.com/. It's a global brushed interface based on iTunes 4 that includes icons, desktop pictures, and even dock skins.

I should note that themes are usually around 7 MB in size, so if you are still using a 56k connection, downloading a lot of themes will take some time. (But having many themes to choose from is half the fun, right!?)

I first decided where I wanted to save my downloaded themes. I recommend creating a "ShapeShifter Themes" folder for easy organization. The user can, however, use the "Themes" folder located in the Library Folder off of the Root of the users hard drive, as any themes in there will be installed automatically when ShapeShifter is next launched, but the more themes you have installed, the longer it takes for the Themes tab to load. I suggest storing the themes somewhere else so that they can be removed from the Themes list and not be reinstalled the next time ShapeShifter is launched.

.
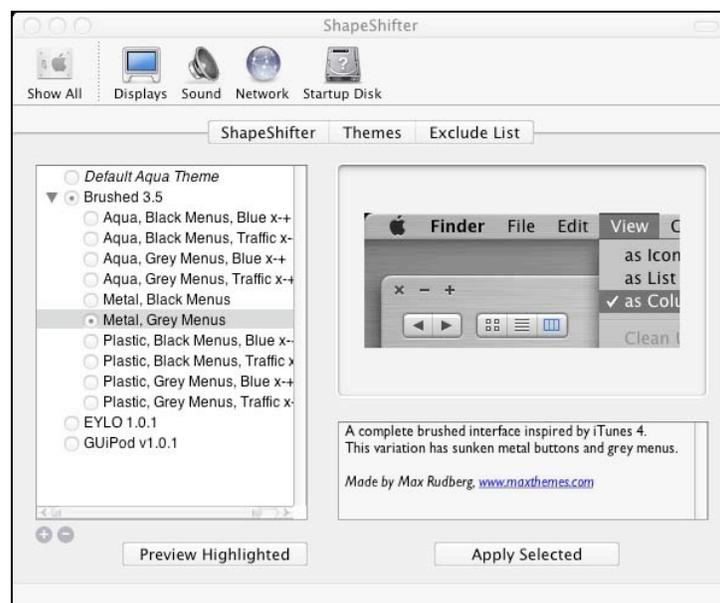
After I moved the theme where I wished and navigated to the Brushed 3.5 theme, ShapeShifter loaded the theme, and the installation was complete. Brushed 3.5 included several variations of itself, which was a nice surprise to find, and ShapeShifter grouped them all together.
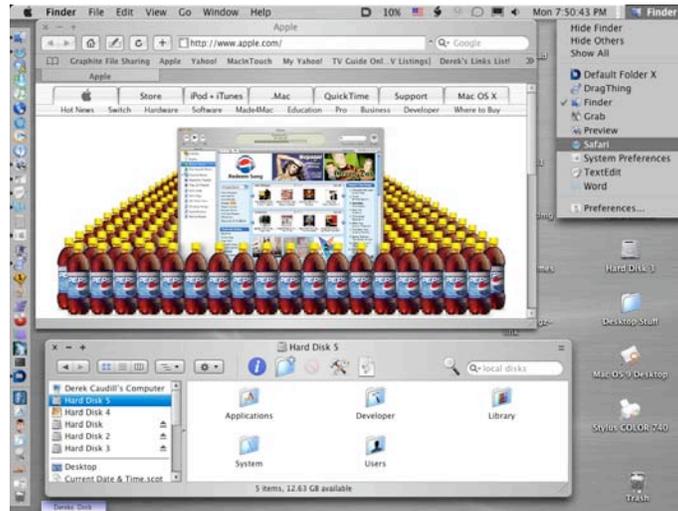

After logging out again, I decided that since Safari already had a brushed metal interface, that I would download Safaricon and install the Safari Skin that came with the Brushed 3.5 theme to see what it would look like. A review of Safaricon is beyond the scope of this review, but I will say that it worked well and was easy to use. The skinned Safari uses a new gradient Brushed Metal interface that matches the Brushed 3.5 theme nicely.

I also found that the lag I mentioned before dropped significantly when I used the Brushed 3.5 theme, which means that the more graphic intensive a theme is, the more resources it takes.
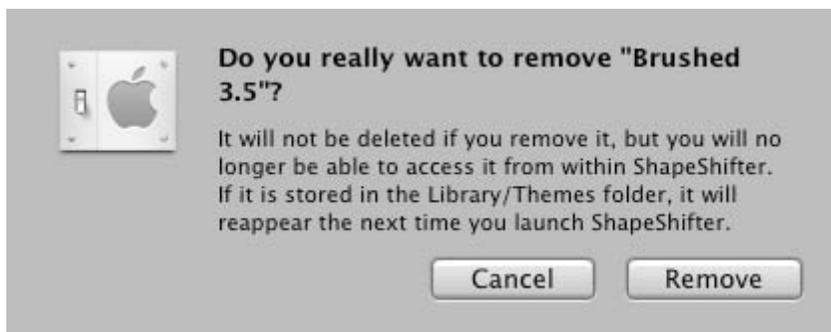
Removing themes:
Removing a theme from the list requires only that the user select the theme, and click the "-" circle button. The theme itself is not deleted from the file system; it is simply removed from the list.
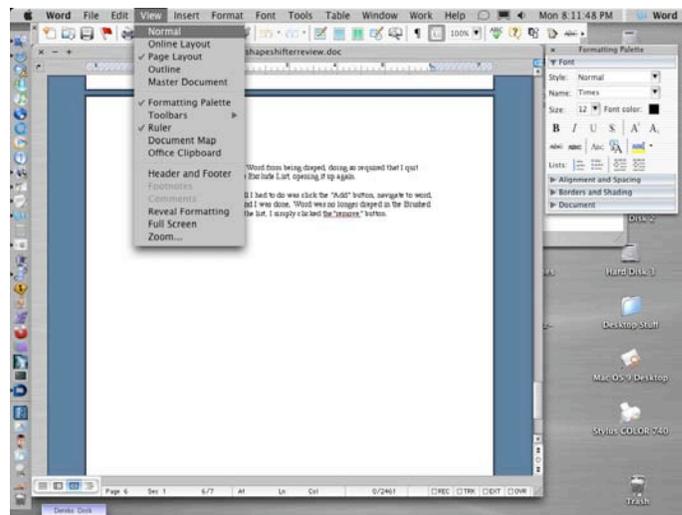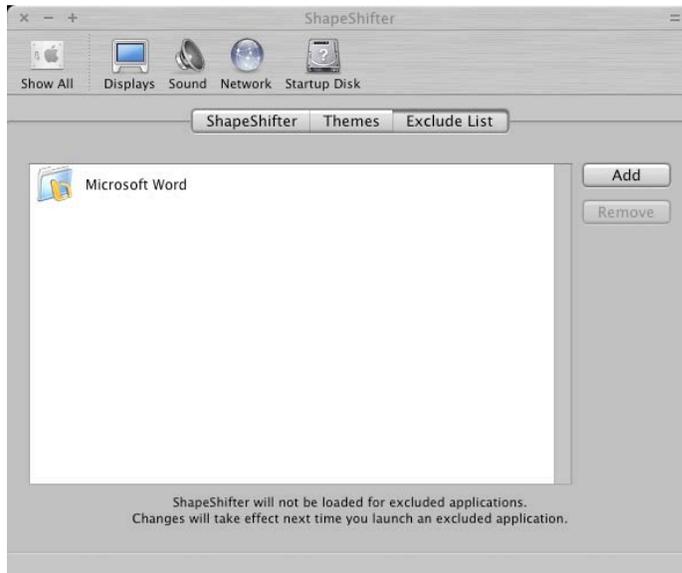
Word Not Excluded
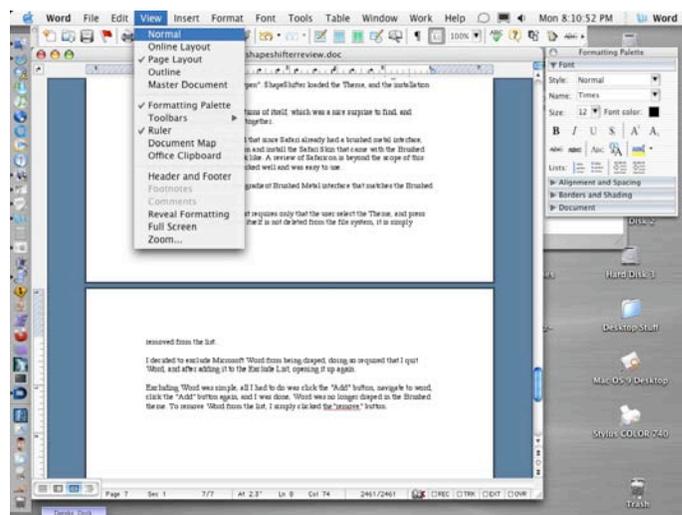
Word Excluded

Excluding Applications From Being Draped:
I decided to exclude Microsoft Word from being draped. Doing so required that I quit Word, add it to the Exclude List, and open it up again. To remove Word from the list, I simply clicked the "remove" button and reopened Word to see it in all its draped glory.

My Suggestions For Improvements:
As I said, Brushed 3.5 came with icons. These were in an iContainer (pack of icons) that works with Panic Software's wonderful application, CandyBar, which allows system wide changes of icons at http://www.panic.com/candybar/. I don't have a registered version of CandyBar so I wasn't able to check out the icons. Brushed 3.5 also came with a Dock Skin, which needed another third party application called Skin-a-Dock http://www.ittpoi.com/sad.html. I don't have that application, and it hasn't been updated for Panther yet, so I didn't try it. The inclusion of icons, desktop pictures, Safari skins, and even Dock skins is a wonderful concept that allows for further OS level customization.
But while all this customization is a wonderful concept, I wish someone (listen up, Unsanity!) would come up with an "all-in-one" solution, something that installed themes, skins for Safari and the Dock, and changed System wide icons, and maybe even brought back Appearance Sounds like Unsanity's other wonderful application, Xsounds http://www.unsanity.com/haxies/xounds. I would also like to see that application change boot screens and other boot elements like Sanity Software's Visage does http://www.stanford.edu/~keaka/visage.htm.

I would also like to remove the need to log out after applying themes, but I doubt that that is feasible: I noticed when I changed my theme to Brushed 3.5 that before I logged out some of the OS had been draped, but other things, like menus, hadn't.

I would also like to see ShapeShifter use fewer system resources regardless of the currently applied theme. With GuiPod v1.0.1 the lag was noticeable immediately. Brushed 3.5 reduced the lag significantly, but the lag appeared over time, making my system run slower and slower until I had to turn ShapeShifter off altogether.

My Random Thoughts:
I admit that I am and always have been one of the few who liked the brushed interface. While people were screaming over message boards how much they disliked iTunes 4's interface, I was basking in the orderly, efficient glow of the look. That being said, I think I will keep Brushed 3.5 around for a while.

While the fine folks at Unsanity are the brains of ShapeShifter and deserve recognition as such, ShapeShifter wouldn't be anything without its heart and soul, dedicated artists like Max Rudberg http://http://www.maxthemes.com/, author of Brushed 3.5 and the included EYLO 1.0.1, and Kevin Husted of Swizcore Studios http://http://www.swizcore.com/, author of the included GUiPod v1.0.1. Both parties deserve acknowledgement and the thanks of anyone who wanted to make their Mac more personalized, people like me. So, thanks!

My Final Thoughts:
Overall, ShapeShifter does exactly what it promised to do by allowing a GUI customization of the OS without damaging it. I found myself impressed with the ease of using ShapeShifter, and how efficiently and quickly I was able to change and install various themes.

Despite the system-wide lag and eventual slowdown that I experienced, I assume that anyone with a newer Mac than mine, preferably a G4, would find few problems with ShapeShifter, if any at all.

ShapeShifter is stable. The only crash I experienced was when the Classic environment quit unexpectedly because of the increase in the resource load.

Bottom line is that ShapeShifter allows users to express themselves by picking how they want their OS to look. And there is quite a variety, everything from making Mac OS X look like OS 9, to making it look like Windows XP! OS 9 I can understand, even appreciate, heck, I use that theme myself, but why in the world anyone would want to make his or her Mac look like Windows XP is beyond me. Maybe it's a way to ease the transition of a switcher?

If you find that the many themes out there don't suit your needs, the user can even build their own themes with third party software such as GeekSpiff's ThemePark http://www.geekspiff.com/software/themepark/ that allows a user to draw toolbars and menus and other system elements and then paste them into ThemePark.

I highly recommend ShapeShifter to anyone out there wishing to personalize his or her Mac. It's easy to use, is very extendable with the many themes available, and helps bring the reputation of customization back to the Mac. I rate it a 4.5.

Special Note: Shortly before this review was completed, Unsanity released version 1.2 of ShapeShifter. I haven't downloaded or installed it yet, but the list of improvements look impressive. You can see the entire list of changes made at Unsanity's website under the "What's New In v1.2?" at http://www.unsanity.com/haxies/shapeshifter. Version 1.2 is mostly a bug fix release, with 16 of the 26 changes being bug fixes. The other 10 changes are focused mostly on slight improvements to the overall function of ShapeShifter. Below are my thoughts on the 10 minor function improvements.

I'm happy to report that 4 out of the 10 function improvements focus on speed, version 1.2 now boast improved load time of the ShapeShifter preference pane, it also claims to have sped up the ShapeShifterCacheManager, which I assume helps keep track of which GUI components need to be draped, and with what they need to be draped with. Waking up from sleep with a theme applied has also been sped up, as has the launch times of draped applications.

I also am happy that ShapeShifter now supports themes with the extension and file type of .theme, a popular format for some other third party GUI customization applications, this should make more themes available, which is always a good thing.

Unsanity continues to keep the users best interest at heart by changing version 1.2 to now warn the user if Unsanity's servers don't have info for the current version of ShapeShifter saying if it is compatible with a newer OS if the user is running one.

Themes can now drape individual applications differently than it drapes the rest of the OS. This helps expand the abilities of themes, keeping theming applications potential alive, and making it even greater.

 ShapeShifter has updated how it manages theme files for the user, version 1.1 managed the themes for Brushed 3.5 by grouping the different variances together, I assume that 1.2 adds some more specific grouping specifications.

Themes can now be loaded directly into ShapeShifter by double clicking on them from disk images that they are stored in when downloaded. The loaded themes are then copied to ShapeShifter's guiKits folder, saving them to the users hard drive. This is a time saver, but doesn't allow for users placing theme files anywhere on their system when they first get them.

The last minor function change in version 1.2 is that now removing a theme from the Themes list moves the physical theme file to the trash. This is a hassle because I keep all the themes I download, but don't keep them in the Themes list due to the long amount of time to load the Themes tab if there are a lot of themes in the list. This time delay should hopefully be alleviated with the speed improvements of version 1.2. But now in 1.2, when I remove a theme, I will have to move it back to my "ShapeShifter Themes" folder from the trash, which could prove to be annoying.

Yes, the minor updates in version 1.2 are impressive, and I can't wait to try them myself, but even more than that, I'm excited about what other advances Unsanity will deliver in versions to come, I can't wait for ShapeShifter version 2.0.

Software

EtherPeek™ 4.2.1 for Mac™ OS X – a real Network Troubleshooting tool!
Reviewed by Robert Pritchett

WildPackets, Inc.
1340 Treat Blvd
Suite 500
Walnut Creek, CA 94597
800-466-2447 or 925-937-3200
Fax: 925-937-3211
Mailto:info@wildpackets.com
http://www.wildpackets.com/
Product site:
http://www.wildpackets.com/products/etherpeek_mac
$695 USD for 12 months, or $895 USD for 24 months.
(This is a maintenance fee, but if after the first year you
don't want to keep the maintenance, the software is still
yours.)
Download Demo:
http://www.wildpackets.com/products/demos/epmosx
Requirements: OS X 10.2.4, 256 MB RAM, recommended
512 MB RAM, 25 MB of hard drive space, a supported,
configured, and active network interface.

Strengths: Intuitive interface for a cross-platform Network Traffic and
Protocol Analyzer. Started on the Mac, survived in the WinTel world and
now back on the Mac with OS X.
Weaknesses: None found.

What will EtherPeek™ do for me? It is a cross-platform, multi-protocol 10/100/1000 MHz IEEE
Ethernet debugger and troubleshooter commonly known as a Network Traffic and Protocol
analyzer. If either the annual or biannual maintenance price or this last sentence scares you, go
read something else.

Now that we have separated the sheep from the goats, the geek–set can dig into this stuff. Interested in beating cybercrime? Want to stop crackers from invading your network turf? Want to be able to have real evidence to convict cyber–offenders using traceback tools? My current purpose in getting this product was to get to an Email spammer source. If you really enjoy watching packets stream by and want to know what the heck is going on, then this product is going to knock your socks off. And if you feel really comfortable speaking geek and really, really want to do this kind of thing for a living, why not get certified? Go here to learn more on how to become a vendor–neutral Network Analysis Expert: http://www.wildpackets.com/services/certification. There is more here: http://www.nax2000.com/. You will have to get serious about this, and have some deep pockets or a sponsor if you want to take the course. Here are the schedules and prices: http://www.wildpackets.com/services/pricing. If you can't physically be there, online courses are available, but Mac OS X has to run in Classic mode to participate: http://www.wildpackets.com/services/web_courses. If that isn't feasible, then try the Technical Engineering Network Video courses at http://www.wildpackets.com/services/video. Again, you will need to find some serious cash to pay for the products, but then again, a good Certified Network Analyst can make some very good money! And if you think you don't need any training, try the Self Assessment Quiz at http://www.wildpackets.com/services/assessment.

At the office I'm working at, we have a Gigabit Ethernet network that is underutilized because apparently the network cards came with some drivers that may have had virii attached or something that creates a huge amount of overhead on that network. Using this product there would take the guesswork away and resolve that issue once and for all, right? (The answer would be, "Yes!")

Oh, and then there are the issues relating to firewalls. How do you know what goes in from outside isn't getting out again, with lots of other information without your knowledge? Now you can know for certain, if the routers and firewalls are working as advertised.

And what if you have a server that is just acting silly? It happens. One way to prove that nothing of a malicious nature is occurring is to run EtherPeek and find out one way or the other. It could be something as simple as Ethernet packets being the wrong size for the kind of network being run. Dialup networks require small Ethernet packet sizes to function properly, while Gigabit Ethernet networks can handle the "supersize" packets. Misbehaving Ethernet network cards can be quickly discovered so they don't wreak too much havoc, and using EtherPeek eliminates the guesswork by quickly finding the offenders.

I used to use a *Wandel Goltermann* (W–G) hardware device (and it cost lots and LOTS of money 10 years ago. I remember $40K per device. By the way, that was when network cards cost $1K to $2K per card depending on the configuration too. [I'm sure that is sticker shock for young

whippersnappers that paid less than $1,000 for their complete new computers.] That W–G device helped us see traffic on our FDDI networks. We spent weeks learning and then implementing a few of those devices to monitor network activity. For considerably less and in a much more intuitive fashion we can accomplish the same thing with less effort using EtherPeek today. We discovered then that we had at least 12 different types of traffic running on our network that we could identify on our Thicknet Ethernet backbone. And a couple we could not. (We learned later that those were Dept. of Defense (DOD) protocols and we weren't supposed to know they were there.) Anyway, it would appear today that there are a lot more kinds and types of traffic generated on a network. EtherPeek has been developed to see and identify just about ever kind of traffic and protocol known to network gurus. A list of "decodes" can be found in the **Other Resources** list below. Decodes are protocols, and now number in the thousands.

Let's say that you are running a subnet mask on your IP–based network and for some dumb reason, it has been duplicated, and only some or part of your network is performing correctly. Using EtherPeek, you can discover the faux paux *before* it becomes detrimental to your job security and resolve it quickly. To learn more, check out the WildPackets Compendium on Network Architectures and what to do about them. Even FDDI is still found there at http://www.wildpackets.com/compendium/main/index.html.

Now a smart IT professional would run a Baseline on a network for a snapshot in time of what the network was like at the beginning, and to see how it is performing later on for comparison purposes, right? This tool makes that process super–simple. Run statistics on a given segment, keep the log and do it again later after other equipment is either added to or taken from the network. This even works in reviewing more than one segment at a time, so there really is no limitation to what can be done. Check bandwidth utilization, % of broadcast or multicast traffic, packet size distribution and/or % of error frames. Statistical reports can be generated to just about any viewable format needed whether spreadsheeting, browser reading or for database input. And if that isn't enough, try Benchmarking and playing with Trend Analysis. This becomes the "where have I been, where am I today, and where am I going" smart–mode method of network operation and maintenance using performance metrics. This kind of effortlessness using EtherPeek used to take weeks of mind–numbing effort and rocket–science minds to come up with this stuff from mainframe printouts. Not any more!

Let EtherPeek run in the background and set alarms to page you if there are anomalies on the network that need your undivided attention. No more guesswork! Many known network issues have been already canned (a few dozen) into EtherPeek so the common problems can be found and you will be given the solutions to keep the network healthy just in case you end up with security breaches, software process or application failures and hardware glitches. Of course, those kinds of issues never happens on *your* network, right? Okay, how about intermittents? Set EtherPeek to alarm when something is amiss and you will find the problems quickly and resolve them even more quickly. The network at the office has chronic problems. I'm guessing many are related to how the wiring was installed since it was neither tested nor certified before being put into production–mode (I was not involved in the decision–loop). EtherPeek should be very useful there.

If you ever have to get inside the dirty underwear of networking, (meaning opening up packets and deciphering the fields), EtherPeek will help. This used to require tealeaf reading and incantations. EtherPeek is there to help make it easy to do packet analysis. As mentioned earlier, it has thousands of decodes programmed into it. The current Decode list can be found below in **Other Resources** as well.

And Security issues? It also has VoIP decoding and analysis, along with SQL analysis, Server Message Block (Microsoft SMB) and RADIUS (Remote Access Dial–Up User Services) analysis.

Now what does the maintenance fee get you? Priority response technical support, on–line and automatic shipment of product upgrades and updated documentation along with monthly

technical mailings. When you buy the package, a very nice 212-page User Manual including12 Chapters and 6 Appendices comes with it. Well documented, well designed and it reads nicely.

The Enterprise version (EtherPeek NX) has Intrusion Detection and Wireless Network analysis capabilities. There are no plans to provide a Mac EtherPeek NX version, unless there is some *major* shifting back to the Mac in IT circles. Hey, we can make it happen, right? The Windows-based EtherPeek NX Expert Analyzer comes in at a cool $3,495 USD or trade up for $2,500 USD if you are willing to tolerate the PC-environment for a little while longer.

EtherPeek also works in tandem with *IPNetMonitorX* (see my review in this issue of macCompanion). Meanwhile, why not download the demo and get geekin'?

And if you don't like the price for support or the feature set of EtherPeek, there is always the Open Source alternative, Ethereal (see my review of a book on that topic in this issue of MacCompanion).

Other Resources:
FAQs: http://www.wildpackets.com/support/knowledge_base/etherpeek_mac
Ethernet compatible Cards: http://www.wildpackets.com/support/hardware/etherpeek_mac4
Filters against Bugs, worms, and viruses: http://www.wildpackets.com/support/filters
Decode list: http://www.wildpackets.com/support/decodes/etherpeek_osx
Tutorials: http://www.wildpackets.com/support/white_papers
Maintenance program: http://www.wildpackets.com/products/etherpeek_mac/maintenance

Other Links:
http://www.ethereal.com/links.html
http://www.wildpackets.com/resources/links
http://www.wildpackets.com/support/resources
http://www.symbiot.com

FileMaker Pro™ 6 MacAcademy Volume 4 *(Import/Export)*
Taught by Keith Keil
Reviewed by Harry *{doc}* Babad
Edited by Julie M. Willingham

MacAcademy/WindowsAcademy
102 East Granada Blvd.
Ormond Beach, FL 32176
Tel: 800–527.1914 or 386–677–1918
Fax: 386–677–6717
http://www.macacademy.com/indexmac.html; and

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Buckenham Road
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Tel: 01953.457.600
Fax: 01953.456.458
http://www.macacademy.co.uk/indexmac.html

Series Note: The FileMaker 6.0 (FMP) tutorial series consists of seven CDs priced $39 USD each, with the whole set occasionally available from the publisher at below $273 USD. This review focuses on Volume 4, Importing and Exporting in FMP As most publishers of CD tutorials point out; their products are designed to transfer knowledge quickly and effectively. Each CD in a series uses the interface of the program that you are trying to learn, as does this MacAcademy series. You're learning a new computer application, so why not use your computer to learn your new software?

Requirements: The tutorials can be used both by Windows and Macintosh platform users with computers capable of viewing "video–style" CDs. The CD reviewed will work on both OS X and "classic" OS supported computers. This is a good learning package for those who have the patience to seriously study the details and practice the techniques Keith Keil teaches. Unfortunately, it would have served my needs better as two volumes, for reasons described in the review.

 Audience: Intermediate or beginning FMP users.

Strengths: Clear, well conceived, logical. Presented in an easy–to–understand manner by Keith Keil.

Weaknesses: None beyond the use of FMP 5 illustrations for an FMP 6 tutorial product. Note that this is a distraction at times, but not a major flaw, because many of the lesson particulars report on FMP 6 features that are OS X specific.

CD Overview: Volume 4, titled *Import/Export*, focuses on cross–platform transfers, using the import graphics folder, using tab/comma delimited files, cloning files, synchronizing files, importing Excel™ files, open database connectivity, export with query in Excel, auto–export, export summaries, miscellaneous exports, and web publication of your data. At times when using FMP, you will need to send information from your databases (DBs) to individuals who either do not own FMP or prefer to receive your information in an alternative software format. More usual for me are the instances when a friend reverses the process and gifts me with additional information that I can use to update my databases. Such exchange of information is the focus of this the fourth Keith Keil FMP 6 tutorial. One aspect of Volume 4 that I found attractive was that Keith working on his Macintosh, uses Virtual PC™ to allow us to see the outcomes of an "uncontrolled" read (due to mutually unequivalent PC vs. Macintosh Fonts or ASCII characters) creating a sloppy, data transfer

Now the Essence of the Lessons Themselves

Chapter 1   *Cross–Platform Transfers*—This lesson focuses on teaching you how to transfer information back and forth from a Macintosh to a PC and vice versa; as far as FMP is concerned, it's an easy transfer both ways. When transferring to a PC, the goal is to get your information onto a DOS–based disk because Windows (without third party software) can't read information from a Macintosh initialized disk. As you well know, the reverse has never been true of the Macintosh. The lesson identifies several potential problems with such transactions, including font compatibility. (Arial, Times New Roman, and Verdana, none of which would likely please Robin Williams, but its only data.)

Chapter 2   *Import Graphics Folder*—FMP has very strong graphics import and organizational capabilities, allowing the creation of container fields (to store graphics) in individual layouts and records. Remember, FMP is not a graphics program. It's only a flexible storage frame/system that allows you, in the context of your database, to view or listen to and use such information. FMP's translators easily deal with graphics files in TIFF, JPEG, EPS, or GIF format. It converts such images automatically to JPEG files at slightly lower resolutions. In the interest of reducing their file size, such JPEG images should not be used for high–resolution output. Keith, unfortunately, does not mention that you can maintain control of your database size when embedding illustrations into FMP by only placing their aliases in the actual image container. This allows to both see your graphic in FMP and to use the original large file size graphic for desktop publishing. So, doc_Babad's advice is to store your original high–resolution TIFF or EPS files in a separate folder, and drag their aliases into FMP. Now folks, don't change the folder name or move it or FMP will loose the links to the actual graphic. Remember, FMP treats alias' differently from the finder—the links are not dynamic.

Such graphics are stored in the database in a container field that can hold sound bites, still photos, graphics, or movies. One subtle but key element in this chapter is, as Keil warns you, to import the picture, not to copy it and paste it into the container field. Cutting and pasting the image will result in the loss of the accompanying PostScript description (EPS or Photoshop) and can lead to corruption of your lovingly crafted image. Avoid when storing your 5000 favorite photographs, all studiously taken on a 4–mega–pixel camera, directly in FMP. Do so will soon inflate your DB file size to humungous or stupendous proportions. Remember that FMP 6 has a file limit size of 2 GB.

The solution to creating database files on steroids, Keith Keil shows you, is to link (e.g., store a reference to the file) your container field to the original picture and not to physically import it into the database. FMP follows the link when you

that record and it shows you the picture. Now, can you see a few bobby traps in this? This is compatible to using alias', discussed in paragraph 1 of this section, instead of actual images in your image container. Again, you shouldn't move the folder containing the linked pictures or else…. There's more in the chapter, but I need to move on to share the next chapter with you.

Chapter 3   *Tab/Comma Delimited*—A versatile method of exchanging "text" information as opposed to "number" information, especially with Windows applications, is by use of tab-delimited formatted text. The individual tabs separate information in your database fields, and the carriage return separates records using ASCII text characters. When getting ready to import the tab–limited text, you will need to associate that new date with the field names that makeup to database. It's called mapping the field and is a little like some quiz questions you took when you were in elementary school. Connect the words in column 1 to those in column 2—it's called mapping. The use of comma–delimited text is somewhat more esoteric, and I enjoin the readers to view the examples on the CD. In all the years I've worked with FMP, I've never had to use it.

Chapter 4   *Cloning Files*—Several methods exist for speeding up your DBs. These are helpful when your DBs are so loaded with records that they become clumsy to use and slow to sort or calculate their numeric fields. This can be cured by cloning the specific unused records into a separate database or by compressing your enlarged main database. One serves to clean up the DBs internal structure. The other eliminates inactive files. The later technique allows my stashing archive records by separating out information that I no longer use. This is technique I learned by trial and error since I could not face, for example, tossing all of the professional contact information I so laboriously typed about those folks I met or worked with between 1975 though 1990. But they've moved, retied or died, you'd say. So what, the list serves me as a reminder of folks I once knew, shared ideas with and at times befriended. I now archive such material in a clone of my larger database. It is a subset of my original database, which I've given a new title (e.g., Professional Database 1975–90). I can then simultaneously eliminating it from my master file by deleting the "found" set of the older records. (Although not mentioned by Keith Keil, you should always do this on a copy of your master file just in case something glitches.) Then that information remains available if you need it, but is out of your way.

Another alternative for speeding access and use in your large database file, is as mention earlier, is to make a compressed copy of that master file. Deleting FMP's ghost records and layouts can do that. That is a bit like the rebuilding your disk directory with DiskWarrior™ or the undos that MS Word can make right up to the last time you saved a file. Creating a compressed copy resets indices and directories that FMP invisibly keeps track of to track changes you made. The result will shrink a 70 MB file to well blow 50 MB, about 30–40% without either loss of data or database function.

An item that Keil did not discuss relative to cloning is one I find the most useful. File cloning to create a copy of my data without records allows me to use my existing layouts and other database elements as a template to build a new database. That blueprint or framework allows me to compile data of similar types, which overfilling my existing databases. For example I keep three book lists. One is for science fiction and fantasy collection, another for mystery and spy stories and the last for non-fiction. All use the same framework and except for the DB title and an occasional minor added field, they look and work in the same way. Only the record data changes to fit the database focus. Note that

cloning a database to one that contains no records, your original information remains in your master database.

Chapter 5   *Synchronizing Files*—This lesson teaches you how make changes to a database that contains new or updated information. A second user of the database, who has write permission and works on non–networked computers, usually creates information needing synchronization with the master file. The synchronization process is usually one way to protect the master data files. To protect the internal structure of the database, such users have only limited permissions associated with adding or correcting record data.

I've used this FMP capability when I was fortunate enough to have two part–time students to update my technical citation records and to input contact information for the business cards I'd acquired. They were, on separate occasions, using my grandson's Mac, while I was, at times in parallel, entering new information into my own Mac. Neat stuff and well worth learning, but it is not, according to the instructor, for the meek. The first time I tried it with my professional address list DB, I accidentally imported (synchronized) the entire set of information in the student's file and had to manually weed out about 2800 duplicates. Now I work only on a backup copy to allow speedier recovery. This is a bit more complex than the previous chapters, but if useful to you, is well worth mastering both initially from the CD and more completely from a book or in a class.

Chapter 6   *Importing Excel Files*—I has always been possible to export information from a FMP to Excel by using transferring information (only as text–with includes of course numbers them selves. By importing tab–delimited data into your spreadsheet you save retyping entries. But remember, the typed ASCII characters transfer. One the data is incorporated into Excel you must then manually recreate any macros or numeric calculations or summaries you had originally created for some of that information in FMP. It's clunky and only rarely worth the trouble. Exporting Excel information, including some of the spreadsheet numeric functions to FMP 6 is a new feature. FMP still can't automatically import the functions that create calculated fields in Excel. When the information is transferred to FMP, you must do that manually by mating the text data to their functions in the FMP "define fields" window. But enough of this spreadsheet stuff for now. If you've read my reviews and columns, you'll know how I feel about such number crunching applications. But I wish Microsoft™ were more helpful to third party vendors and share enough information to make Excel spreadsheets active and hot–linked as they are between MS Word and Excel. They so for Excel and their clunky, PC only, Access™ database…well what do I expect? Miracles? Perestroika?

Chapter 7   *Open Database Connectivity (ODBC)* is introduced as a means for importing data to and from FMP in other sources, say your organization's networked computer. Such systems operate using Oracle™, Microsoft SQL™ software data exchange protocols. MS Access™, and even Excel have log had such capabilities. I have little or no interest in creating connected databases with 'house' computers. Before retiring, when such a need arose there was always IT 'teckie' folks for hire. They did the job for me if I had enough priority, allowing me to avoid the complexities involved. Although I am far from being an expert in this area, what I listened to and watched, in passing on this CD, seemed well and carefully presented. Keil does note that database connectivity is a complex subject, to which detailed books and whole multi–day courses are devoted.

Beyond the chapters I've already somewhat extensively described, this volume contains additional focused information on:

Chapter 8   *Export With Query In Excel*—There are a variety of ways to export FMP to Excel, but this chapter focuses on maintaining hot links between data in the two programs. That allows you to directly export FMP data directly into Excel, either on your computer or on a network, via the "sharing function" in your OS X. The only times I've needed to export to Excel was to share my data, as a static file, with friends who owned MS Office™ and not FMP. Under those circumstances I used tab-delimited text data for importing that information into an Excel or Mariner Calc™ spreadsheet. That you'll remember was the focus of Chapter 3.

Chapter 9
Auto Export—To make exporting easier, FMP has an Auto Export function that can save time by copying all data at once. This requires that you initially map the form and function of that data into FMP. The tutorial focuses on direct transfer of data to Excel with no other software go-between. It's all cut and paste, but with a twist: you must have ODBC working.
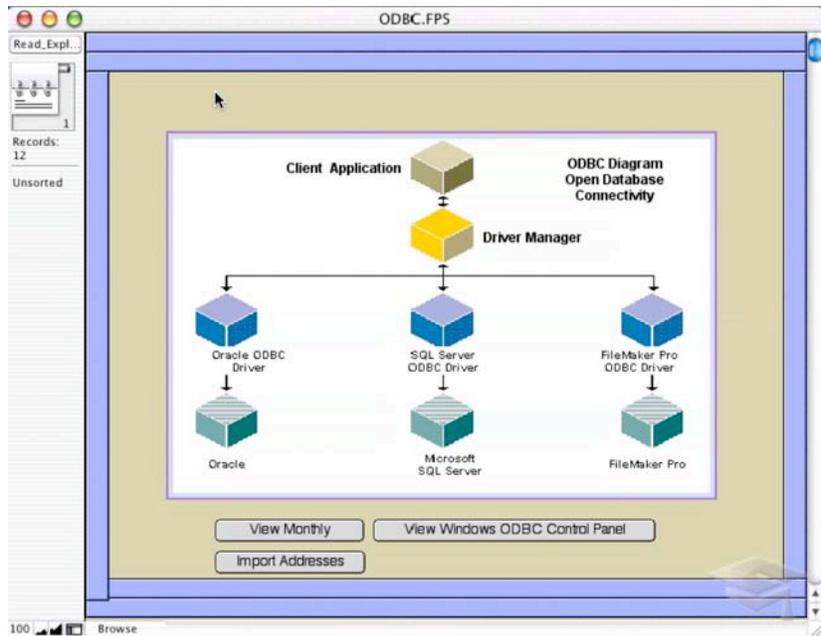
Open Database Connectivity [OCBC] Diagram

Chapter 10   *Export Summaries*—Up to this point the tutorial has focused on exporting found sets (records). This chapter walks us through setting up dynamic data exports to a spreadsheet and shows us how use the spreadsheet's capabilities to highlight the data graphically. The techniques involved make heavy use of summary or layouts reports. A prerequisite for understanding that very complex material is reviewing Volume 3 "Summary Reports" of this series. I reviewed that Volume in the February 2004 *macCompanion*.

Chapter 11   *Miscellaneous Exports* related techniques are discussed, including merge files and HTML-related information. The material illustrated shows how export to ASCII, to MS Word, or, as noted below in Chapter 12, into your web browser.

Chapter 12   *Web Publishing Your Data*—The instructor concludes this detail-rich volume with a demonstration chapter that introduces the student to publishing your data on the web. A topic discussed here-in include establishing TCP/IP settings to connect with the selected web servers. That is followed by information on configuring FMP's web companion, an extensions in Filemaker's application folder, which is used to create the software's web interface. All of this would be of little ultimate long-term benefit if Keil did not teach us how to dynamically access the desired files with folks on the web [e.g., a company's intranet or the

WWW itself. As noted by Keith Keil, FPM contains a new and powerful extensible markup language (XML), so what you see on your screen is what you get on your web page. That is a significant difference between posting your data onto the web and on transferring your data to a PC. The latter a process with more rules and restrictions on which I touched when describing the contents of Chapter 1 of this tutorial CD.

Conclusion
As in the previous volume, mastering many of the concepts presented by Keith Keil will take a major investment in time, and the use of materials external to the CD. This is a fault of neither the publisher nor the instructor. A person can almost work lifetime to master all if its secrets, and, for those of more limited ambitions, at least several months or more. I understood this volume more easily than Volume 3, perhaps because I was more aware of the general import/export capabilities of FMP. What this CD does, in addition to teaching about FMP's rich features, is make the student aware of what can be attained with the import–export capabilities should their needs require use of those features. Despite my ongoing discomforts with the business metaphor used by Keith as well as the personal relevance of some of the Volume 4 lesson contents, I found this an excellent tutorial. For this volume, nothing that Keith Keil presented distracted me from my original mission in asking to review this series. That mission was to make my homegrown databases easier to create, use, and manage; and, now, easier to share my data or to acquire new data from friends and colleagues.

Is anyone out there going to run a 3–day FMP 101 course in the Tri–Cities? I don't even care if I have to use a PC to become more educated. **This CD deserves 4.5 macC's.**

Adobe InDesign CS PageMaker Edition
Reviewed by Eddie Hargreaves

Adobe, Inc.
345 Park Ave.
San Jose, CA 95110
(408) 536-6000
http://www.adobe.com
$349 for registered users of any version of PageMaker; $49 for
download-only Plug-in Pack.
Requirements: OS X 10.2 or higher, 587MB of HD space.
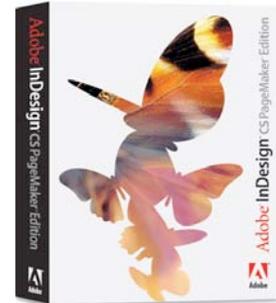
Strengths: Brings PageMaker strengths and quirks to already strong application; strong price discount.

Weaknesses: InDesign CS is a huge application with big system requirements, PageMaker Plug-in Pack makes both HD and RAM requirements even larger.

Until QuarkXPress® took over the market, PageMaker® was the premier desktop-publishing application. So after Adobe created their brand-new desktop publishing app, InDesign®, to compete, they spent most of their efforts trying to convince Quark users to switch rather than PageMaker users. It seemed inevitable that the feature-rich InDesign would supplant PageMaker as Adobe's page-layout software application. But if PageMaker users had not switched to Quark, why would they switch to InDesign?

Adobe has officially announced that although they will still sell PageMaker 7.0 and offer technical support and customer service, there will be no future feature-based or OS X version released. But they are not just offering an upgrade price to InDesign CS for PageMaker users, hoping that the program's planned obsolescence will force everyone to jump ship, they're hanging an even bigger carrot on the stick with the release of InDesign CS PageMaker Edition.

Adobe InDesign CS PageMaker Edition is composed of the standard InDesign CS application, the PageMaker Plug-in Pack, more than 80 professionally designed templates and additional training materials.

There are some well-loved PageMaker features that either aren't in InDesign or are implemented differently. The PageMaker Plug-in Pack adds a number of those features to InDesign CS: imposition, automated bullets and numbering, data merge, a Position tool that works like PageMaker's Crop tool, PageMaker-compatible keyboard shortcuts, and a Windows-style PageMaker toolbar. It also allows for the direct conversion of PageMaker 6.0+ documents and templates to InDesign CS format.

For those PageMaker users who have already upgraded to InDesign CS, the PageMaker Plug-in Pack can be downloaded from Adobe's Web site for $50. For those PageMaker users who haven't yet upgraded, there's more in the InDesign CS PageMaker Edition package.
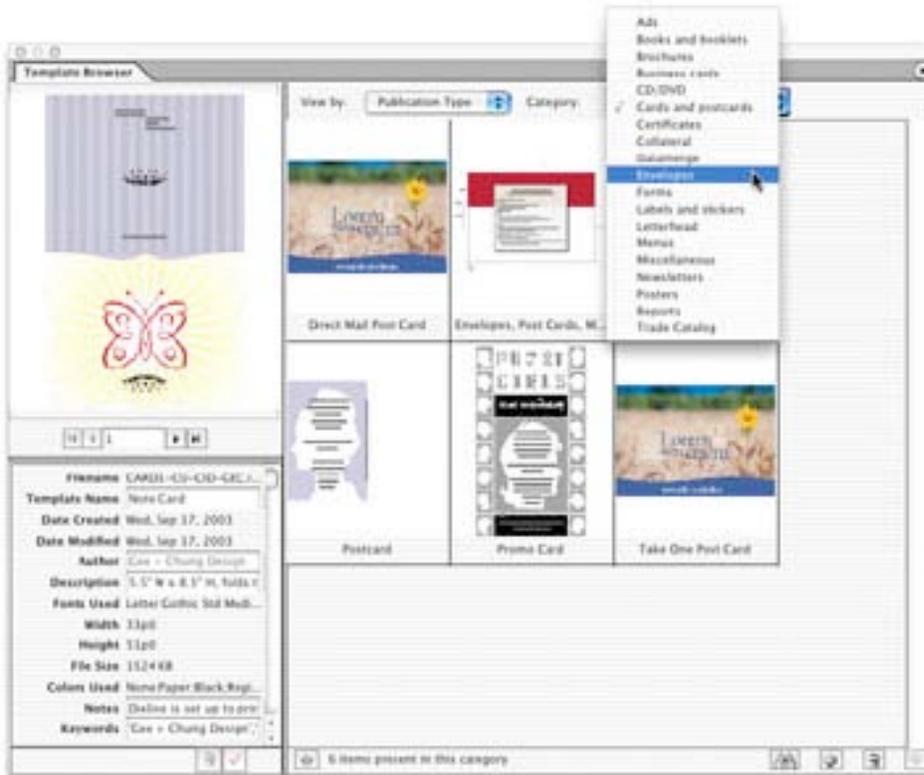
Adobe includes more than 80 templates created by award-winning designers from notable advertising and design firms. The templates cover the entire range of publication type: ads, books, business cards, CD art, postcards, forms, letterhead, menus, newsletters, posters, etc. Users can view the templates using the Template Browser, which also allows for adding, deleting, sorting and recategorizing templates and also opening them as new documents to be modified.

Comprehensive training materials are also included and are designed specifically to help PageMaker users transition quickly to InDesign. They include professional training videos and an online help system.

InDesign CS is a powerful desktop-publishing application that has numerous features that will appeal to PageMaker users. The PageMaker Edition sweetens the deal for those users who have been scared off by its differences, specifically needed 6.0 document conversion or just wanted extra training. They'll be getting all the benefits of InDesign CS with many of the PageMaker-specific benefits they might have missed ... provided their machine meets the hefty system requirements of OS X.

IPNetMonitorX 1.4c2
Reviewed by Robert Pritchett

Developer: Peter Sichel
Sustainable Softworks, Inc
13 Fieldside Drive
Cumberland, RI 02864 USA
Latest release date: March 3, 2004
Mailto:IPNetMonitorX@sustworks.com
Contact Form: http://www.sustworks.com/site/coinfo.html
http://www.sustworks.com
$40 USD, $20 USD Upgrade, Upgrade from IPNetMonitor classic $20
 Site License $1,600 USD (unlimited users within 100 miles of your site)
http://www.sustworks.com/site/reg.html
Download 21-day Demo:
http://www.sustworks.com/site/downloads.html
Feature instructions:
http://www.sustworks.com/site/prod_ipmx_overview.html
Requirements: Mac OS X 10.2 or later with the BSD Subsystem
installed.

Strengths: About 8 more features than Mac™ OS X Net Utilities and added features that work nicely. Some deep documentation on each button found in the Help Menu. Great responsiveness from the Developer.
Weaknesses: Some button labeling inconsistencies that are getting ironed out. The site needs updating to fully reflect the latest release. Can't adjust the Preferences unless inside each function. The menu is "stuck" in the vertical position.

Okay, here is another "Why should I buy this if something similar comes with Mac™ OS X?" question. If I have the Mac OS X Network Utility, why would I want to buy the IPNetMonitorX Internet diagnostic tool kit?

Maybe I can answer it this way: by looking at the toolbars below, which ones are still missing from the Panther 10.3.3 version Mac OS X Network Utility? Try Name Server Query (DNS), Subnet (Calculator), DHCP (Lease), Address Scan, Connection (List), AirPort (Signal), (Interface) Info, Monitor, Link Rate, TCP Info, and TCP Dump (including TCP Flow). [The parentheses, for the most part, are an extension of the function name]. I haven't quite figured out why they are not in alphabetical order, or why they are segregated the way they are on the IPNetMonitorX toolbar yet, but I'll figure it out. (And why do they not have "complete" names? There is space.)
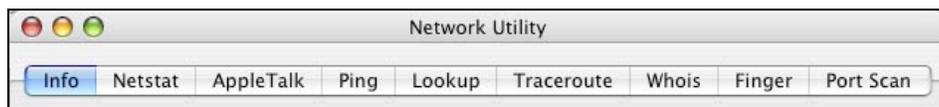

Some other options not listed in the IPNetMonitorX toolbar are ICMP Trace, Record Route, Look Around, Last Seen, UDP Services, Real Time inspection, History and Auto-Completion.

Here is what I have discovered so far: the last function for TCP Dump is something that comes with Mac OS X but that has apparently become a security threat, so it has been replaced with TCP Flow. The main difference is that TCP Dump doesn't store data, while TCP Flow can handle streaming data and store it for later evaluation. See the following link for more information: http://www.circlemud.org/~jelson/software/tcpflow/tcpflow.1.html. (If you would rather get TCP Flow without buying IPNetMonitorX, you may do so by going to Marc Liyanage's site and give a donation for it at: http://www.entropy.ch/software/macosx/.)

Peter Sichel wrote me the following clarification:

' "tcpdump" and tcpflow" present the data they capture differently. The name "tcpdump" is a bit misleading because its primary focus is displaying packet headers including the IP header, ICMP traffic, TCP header, UDP header, etc (not just TCP). "tcpflow" is designed to display the payload or application data flowing across a tcp connection. Each program is best suited for debugging different problems.

Both tcpdump and tcpflow are freely available open source tools. IPNetMonitorX provides a Graphical User Interface to these tools for user convenience. You don't need to launch another application, be logged in as root, lookup the desired interface name, and IPNetMonitorX remembers your options between launches…You must have "admin" privileges to fully install the software (that's a UNIX requirement). Once installed, anyone can use the software except for tcpdump and tcpflow which are restricted to members of the "admin" group as a safety precaution. Since these programs can disrupt normal system operation, IPNetMonitorX only authorizes them for user accounts with "administrator" privileges.'
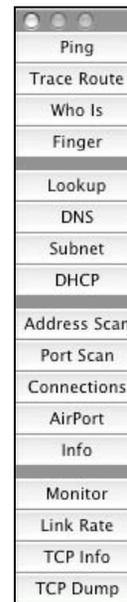
If things get goofy, IPNetMonitorX has an "Unauthorize Tools" feature for restoring file permissions to allow copying. It also uses a probe module named IPNetKernelNKE that monitors traffic and will only unload when monitoring connections have been terminated. The menu has a function to turn it off, if necessary.

So, were you counting when checking the extra tools found in IPNetMonitorX? All told, there are 17 main ones, while Apple's Mac OS X Net Utility weighs in with only 9 tools.

Peter wrote, "From my perspective as the developer, the extra tools are significant, but so are the additional features and ease of use included as part of each tool."

So where do I go to get the latest on the latest which shows 1.4c.2? Look at the Feature Instructions link above. On that web page, each of the newer functions have a link that drills deeper into the "why" of each function and what it looks like on screen in Mac OS X. (Some of the acronyms in the explanations don't appear to have definitions, so if you don't speak geek, you might not get all the information you desire.) Also, in the IPNetMonitorX Toolbar, the Help menu also has the Release Notes as well as the latest regarding the IPNetMonitorX Help. That Help page links to the latest, including Additional Features for each button. That is what Peter Sichel was talking about earlier.

I picked up this package mostly so I could do some more sleuthing regarding SPAMmers. I found this quote in the Name Server Query (DNS) documentation and the link there for looking for Email Header information was incorrect, so I gave Peter a different link that does work:

"Using Name Server Query, WhoIs, and Finger, you can often determine the original source of unsolicited email containing forged headers (SPAM) and request the parties involved to take appropriate corrective action."

The link I pointed Peter to is http://www.stopspam.org/email/headers.html. At least I learned a little bit on how to use the DNS button, Whois and Finger to track down a SPAMmer using this program. To me, that is a plus.

I found some inconsistencies in the documentation, and Peter Sichel promised me he'd correct those in the next update.

Okay, the bottom line: All the functions work as advertised. So do the added features. Is it worth $40 USD? You decide by downloading the 21-day demo. For me this is a "keeper" as I continue to collect "tools of the trade" for managing, monitoring and protecting my network.

Choosey Moms choose Macs. Choosey advertisers should choose *macCompanion*.

PhotoFrame™
By Dr. Eric Flescher

Extensis, Inc.
1800 SW First Avenue Suite 500
Portland, OR 97201
800-796-9798
http://www.extensis.com/photoframe/
$200 USD, Upgrades $45 to $80 USD
Trial version:
http://www.extensis.com/support/5e.html
Requirements: PhotoFrame 2.5 will support Macintosh
Operating System 7.5.5 through 9.2.2 and Mac™ OS X (v
10.1.5 or higher). Adobe® Photoshop™ 4.0 through 7.0,
Adobe Photoshop Elements 2.0, Adobe ImageReady™ 1.0
through 3.0 and 7.0 can be used and requires a
Macintosh™ PowerPC or equivalent with 32 MB RAM for
Mac OS 7.5.5 through 9.2.2 (128 MB recommended) or a
Macintosh PowerPC or equivalent with128 MB RAM for
Mac OS X. The Windows™ version will support Windows
95, 98, ME, NT, 2000 and XP, and Adobe Photoshop 4.0
through 7.0, Adobe Photoshop Elements 2.0, Adobe
ImageReady 1.0 through 3.0 and 7.0, Corel®
PhotoPaint™ 8 and requires a Pentium™ PC with 32 MB
RAM (128 MB recommended).
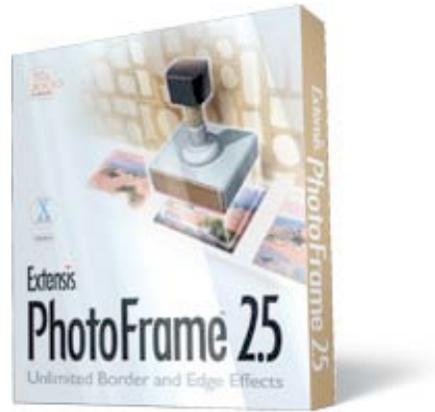
Strengths: Very easy-to-use plug-in software for placing frames and
borders around your favorite photos. New version includes than 1,000 new
professionally designed frames. Will work with Mac OS 9 as well as for
Adobe Photoshop 7.0 and Adobe Photoshop Elements 2.0 in Mac OS X and
Windows XP. The dockable floating palettes are very useful as these can be
moved out of the way so not to disturb the view of the photos. Innovative
idea is drag and drop onto the Frame palette. Literally thousands of effects
and possibilities to make your photos more creative. A multitude of new
and old tools.

Weaknesses: There are many options, which sometimes don't seem to
work. However by looking in the Quick Start Guide, the Help menu in the
toolbar and at the website, most questions can be answered to your
satisfaction. Sometimes it takes awhile to figure out which tools or effects
will do the job, but this is more fun then tedious.

While you might have many beautiful photos made with your cameras (film or digital) or
scanners, sometimes you want to add a little "more" to your images. You might want to add a
border, frame or other effects to make your stunning pictures stand out even more. Another

way to do this is with digital effects using computers. If so, PhotoFrame™ 2.5 might be the answer to make your photos the envy of your friends and relatives.


Inserting the CD and installing PhotoFrame 2.5 is a straightforward operation. (Even though Mac OSX is supported for version PhotoFrame 2.5; I was operating with Photoshop 6 and Mac OS 9). The best thing after punching in the registration code is to keep the CD in the drive so that the beautiful frames can be accessed with your photos.

Now it was time to actively use PhotoFrame by starting with a picture. From my hard drive, I opened one of my favorite storm pictures that I photographed in Texas during some severe weather in June 2002. I wanted to test it out and see if and how PhotoFrame 2.5 could make my frame–portrait look better.

Under the Extensis menu on the Photoshop toolbar, I found the installed active PhotoFrame 2.5 plug–in. Clicking on it; I was ready to go. Several windows and a new toolbar then opened up for me to configure my new photo–framed creation.

I discovered the Control Bar (below the Preview Window) that would let me position, resize, and rotate the frame on the image. The Instant Frames effect lets you create custom frames on the fly and could be modified. Using options in the Control Bar at the bottom of the Preview window are several other options: Save, select, and delete effect settings, Scroll and zoom the preview. Rotate, reposition, and resize options could also be used.
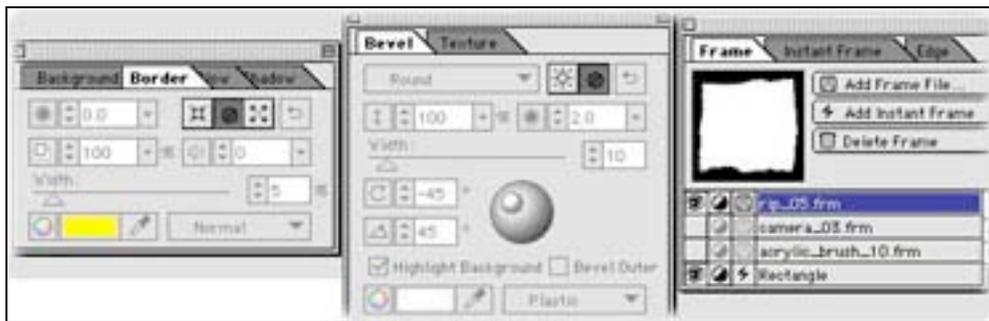
The selected frame displayed in the frame preview at the top-left of the window, and the name was displayed on the list. A frame is automatically applied to the image (indicated by an eye icon) when the frame is loaded. Later if you like, hit Apply to make it finalized. I found that additional frames (up to 32 can be added to the list) could be displayed in the layers in the order in which they appear on the list. In addition, I found the frame overlays could be rearranged by dragging the name up or down in the list. But I was ready to start playing with my photos.

I liked the three dockable floating palettes. I found that each of the palettes had control tabs. These command bars were now displayed on floating palettes. These were most helpful, as moving them around the screen, to place the palettes out of the way of parts of my image, was sometimes very necessary. Palettes can be displayed or hidden using keyboard shortcuts, giving me complete freedom to organize my workspace as I pleased.

I started with the Frame tab on the Frame Palettes. Finding the frame effects in the CD, I opened up the selection box to see which ones I wanted to try out. Moving down through each named frame, I could see what each looked like in the frame view window under the Frame palette and to the left of the three command-like bars. The top was Add Frame File, the middle was Add Instant Frame and the bottom was Delete Frame.

There were several ways for loading and selecting the frames that I saw potential to utilize. Adding a Frame File button by locating a frame on CD/disc was one way. Adding Instant Frame button by clicking to open the Instant Frame palette where I could create frames of my own design from scratch, was another. Activating one or more frames by first loading one or more frames and turning off/on the eye icon was the third possibility. The Frames palette also had an edge effect to create four different edge type effects and then combine them to create a new effect.

Sorting through the CD and the frames was fun. I looked through a dozen until I saw a frame that I thought looked good. Actually I tried three. However, 3 different frames were now stacked in the palette, under the frame view window. I quickly figured out that I needed to do a modification similar to what I frequently did with stacked layers and graphics and the Photoshop editor. Once again, I found that I could turn each frame effect off and by clicking the "eye" icon off or on. This was a great way to pick and choose and merge the different frames, each at a time and then compare each as desired. The delete bar could be used to take away any of the framed layers. When this was done, a layer and the frame would disappear from the layers and placed into the trash. I began to see more and more possibilities.

My first attempt included selecting an oval shaped frame by using the Instant Frame option in the Frame Palette. There were six possibilities from the pop-up corner menu (ellipse, rectangle, polygon, star, arrow, heart). As I thumbed down through each of the Instant Frame effects, I could see what each might look like framed by the picture. I chose oval. An oval-shaped frame descended down from the top and then appeared around the image. It wasn't bad, but this frame shape would cut off some of the essential elements of the photos. I wanted a frame that would fit more of the photo so that much of my favorite part of this photo would not be covered up. I decided to try another frame.

In the Frame Palette window, I found the three different effects and then deleted some with the delete command. I experimented with ones I still wanted to keep for now, but wanted to turn some of the effects off by clicking on the Photoshop-like eye tool. Usually only one frame might be the one I wanted but this utility allowed overlaying different effects which might work in some cases. This flexibility might be good in the future, but not now.

It took me a few moments to look through the many frame selections. This was more fun then I thought it was going to be and actually was not tedious at all. The difficulty was finding the right frames that could fit around most of the picture and not cover up what I really wanted others to see. I finally settled on a frame that had a "torn edge" design. The side handles (top, bottom, left, right) appeared around the frame but more inside the frame and would hinder looking at part of the picture. This was not a problem, as I dragged the handles to show more of the image showing with the frame around it.

This whole process was a lot more fun then I thought it was going to be. I was pleasantly surprised by the flexibility of the software. The visually-based frame effects and the new and old options were solidly integrated within the control palettes and the other features. The computerized frames like metallic or real wood frames that could be placed and bought in any frame shop, could give photos a new look before printing them out or using them on a website. I found by trying different frames, I could make my prized images more creative and give others and myself a new perspective. With a little practice, images might even look better and attention-getting then one thought.

But completing one majestic piece of work, I found there were more to try in different ways. I saved the image since these could be later modified, saved to view on a website or printed out on my printer or through my local photo printer shop. And this software, it seems, could allow me to do much more.

 Favorite frames can be imported or created from any JPEG image. I found it was also possible to try and combine multiple edge effects to any frame. I briefly took a look at inverting a frame. I activated the invert effect in the Frame Palette on the Frame List, clicked the Invert button to the left of the frame that I wished to invert. I deleted it because I did not like the look, but at least I knew that this was a possible option.

I tried a few of the 2000+ natural and digital frames with my main image, but this was definitely enough to see the innovative uses of the software. I was "hooked" and could see the potential. I now knew that there were myriads of possibilities, creating from my thousands of

digital images. With all the options, effects and flexibility, I could see I was going to spend more time in the future with my images and PhotoFrame 2.5.

Suddenly a piece of software becomes another creative tool that I never thought I would work with. If you try PhotoFrame 2.5, you may find as I did, that there could be more creative uses with your computer and PhotoFrame. You also might see a great potential for imagination and your images that you may have not thought about previously. Imagination and your photos can go a long way. Try PhotoFrame 2.5 and realize more potential for creative use of technology.

Wasn't that a great article? Now this space could have been yours. Try it next month and see what happens. Advertise with us!

Route 66 Route USA 2004

Reviewed by Ted Bade

ROUTE 66 Geographic Information Systems
Haaksbergweg 9
NL–1101 BP AMSTERDAM ZUIDOOST
The Netherlands
+31 0 20–312 30 66
Fax: +31 0 20–312 30 61
email: info@66.com or sales@66.com
http://www.66.com/route66/index.php (with link to update page)
$40 USD for US & Canada, 50 Euros
Requirements: Mac OS 10.2, 600 MHz PowerPC, 128 MB RAM, 2.38 GB hard drive space & CD–ROM drive. GPS and Internet connection optional. High resolution.
Experience needed: Intermediate
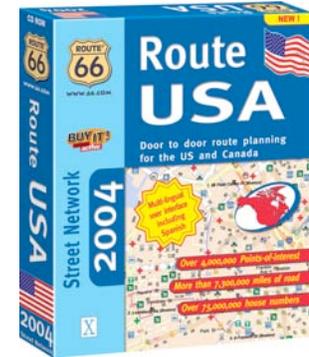
Strengths: Partial word search strategy. Excellent (very practical) printouts.

Weaknesses: Outdated map database. Sometimes clunky interface.

Route 66 is a program designed to map a route between locations. It offers interesting tools to create a route and to locate places of interest at any location. While it is hampered by an outdated database of locations (at least in the US maps I reviewed) and a sometimes clunky interface, it is useful and creates a wide variety of great printouts.

Route 66, although made by a company in the Netherlands, is named after the famous Route 66 in the US. Not only is there a version for the US and Canada, but also a version that covers roads in Europe as well.

Using Route 66 you choose a starting point and a destination, then it figures out a route for you. You can take the program along and to view on a laptop, print the instructions to use on the road, or pass the information along to a GPS (a feature I was unable to try, as I don't have a GPS).

There are different criteria you can set for the route, such as speed or economy and you have the ability to block roads you don't like (or that have problems) and set an intermediate way-point, to direct the route in a specific way. Route 66 would be excellent to place on a laptop and take with you while you travel. Especially considering that Route 66 also includes "Points-of-Interest" such as hotels, restaurants, banks, and many other interesting points.

 I worked on this review using the US and Canada edition, mainly because I am familiar with these areas and the results will mean more to me. I am sure the program works the same when using the Europe data files although the data might be more (or less) up to date. Some European countries offer Internet-based traffic reports, which Route 66 can access. I didn't try this feature, since it is not available in North America. Talk about being behind the times ;-).

To understand how Route 66 works, lets take a look at a trip I am planning. A couple of years ago I visited Gettysburg, PA in the USA. While there I found a new "Outlet" complex complete with a hotel that my wife decided we would stay at the next time we went. We had a brochure with a tiny map. I used this to find an address on the Internet.
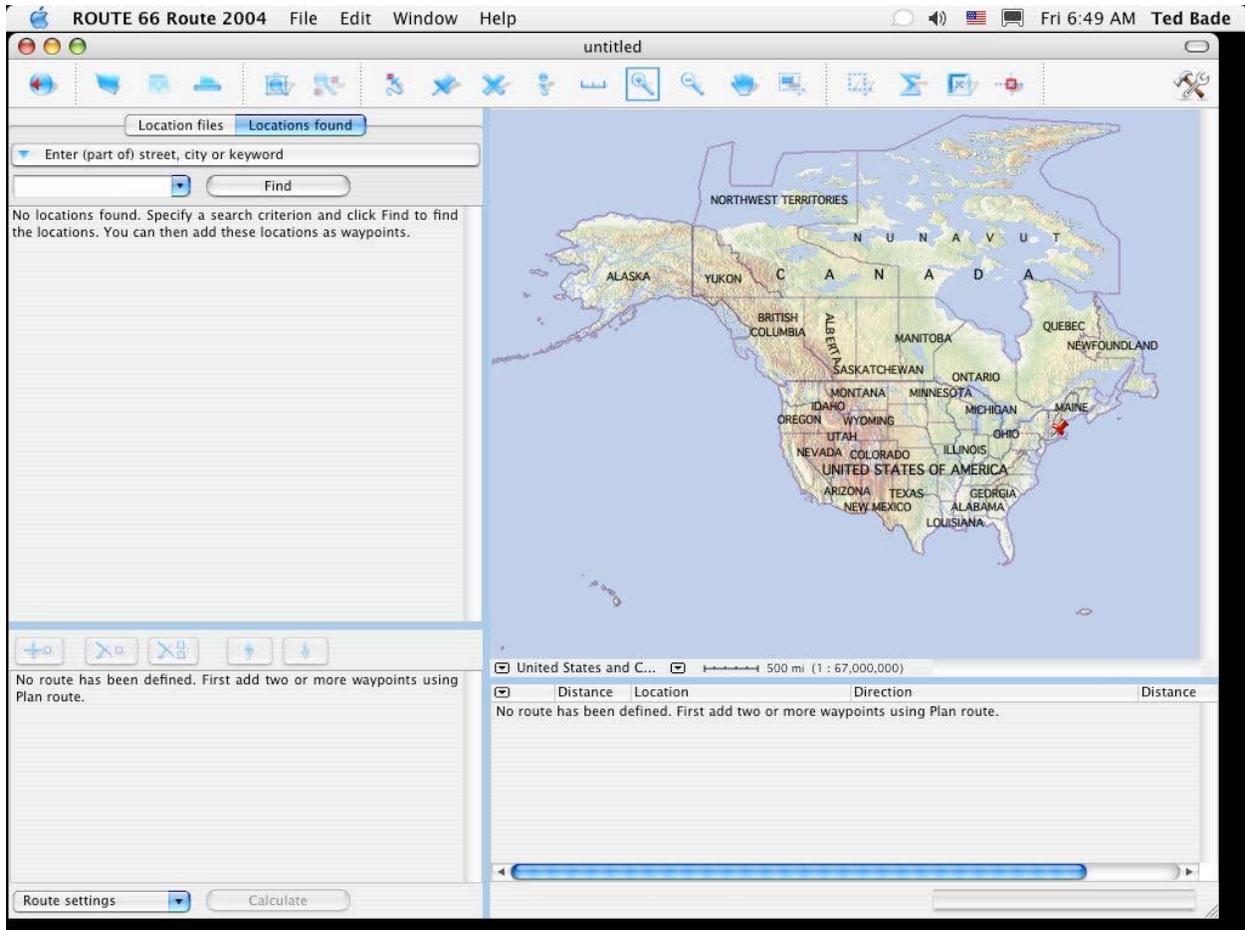
When you run Route 66, it opens full screen providing three basic areas. On the right side, there is a large map area which defaults to an over view of the US and Canada. Below this is a smaller section which will eventually display the directions as text. On the left side the top is a section for searching and the lower section holds the starting, destination, and way-points you create. The top of the screen has both menus and a row of icons to control the program.

One of the very unique features of this program is its ability to handle partial text entries. For instance (I am borrowing this example from their help file), if you are looking for Baker Street in London, entering "Bak Lond" should be enough to find it. This is a very useful feature especially if one is not the best spellar in the world. ;-). While this concept works, I found there were usually too many matches to my abbreviated entries. However, entering a bit more information usually zeroed onto the place I was interested in.

Finding my home was as simple as entering the street name, town, and state. A problem occurred when I tried to find the hotel in Gettysurg, PA. It just wasn't in the database. As a matter of fact, the entire shopping complex wasn't there either. I was surprised, the complex was three years old and still doesn't appear on a 2004 release. But rather then giving up on the program, I decided to see how it could be used. A map database, even if up to date when purchased, will soon be outdated. So it's a good test to see how the Route 66 works in this case.

I needed to locate two streets near the complex, then based on a tiny map included on the hotel's brochure, I guessed where it was. It would have been easier if the program let me locate an intersection of two streets, but it doesn't.

Once I located my "guesstimated" location, I was able to use the Route 66 Pushpin function to mark the spot, which I named appropriately. Once the spot is marked you can then use it as a destination, starting, or way- point.

With my starting and ending points now selected, I can calculate a route. There are some useful features included in calculating the route. Choices include fastest, shortest, and most economical. If you provide Rote 66 with average gas prices and how your vehicle consumes fuel, it can give you an approximate fuel cost for the trip. An interesting feature.

Once you set these criteria, click on calculate route and Route 66 creates the route. When I did this, I discovered that the Route 66 likes going through NYC on its way to Gettysburg. I like NYC, but not for driving! To avoid the city and to steer the route, one can use way–points. These are points you want to go to along the way. Using a couple of way–points, my route was now ready.
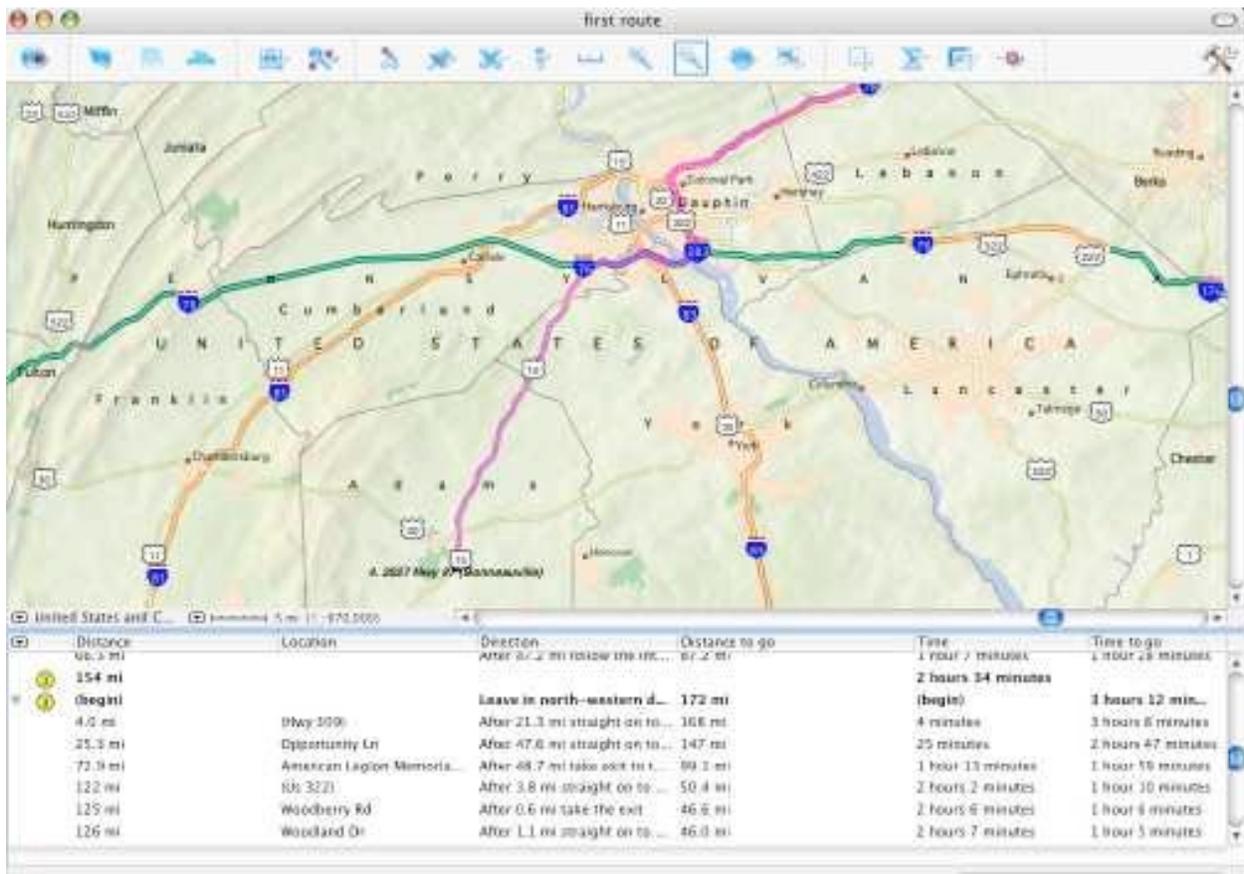

After the route is calculated, a text description of it is listed below the map on the right side of the program window. The text includes the name of the map point, how far one has traveled as well as how far to go, and an estimate of time. I didn't like how Route 66 handled this information when way points existed. They are treated as ending and starting points, so you cannot see distances of the entire trip, just that associated with the next way–point. (This information is included on the printed directions).

I found the text directions a little odd. The text often listed points along the way and used names that are correct but ones not commonly used. Rather then saying follow Interstate 84, the directions tend to include secondary road names (usually names given to the road to honor someone). I found that disconcerting. However, a friend mentioned that MapQuest

http://www.mapquest.com also recently began using these names as well. Must be similar databases.

Once you calculate a route, you can have the map and the directions take over the entire screen for easier viewing. A feature I found lacking was to be able to click on a specific part of the directions and zoom into that point on the map. This would be very useful along the way if you needed to find a place to eat or take a break. However, you can type in the name of the location in the search area and then learn everything about that area the program provides.

As part of planning my trip I want to look at what type of eateries and other points of interest are near my destination. Route 66 definitely helps with this. I can enter that I want to locate a point of interest with a "name or information" that contains the word restaurant and is within 5 miles of my destination point. The search lists all the nearby restaurants in the Route 66 database, very useful. I could do a similar search for museums or even gas stations!
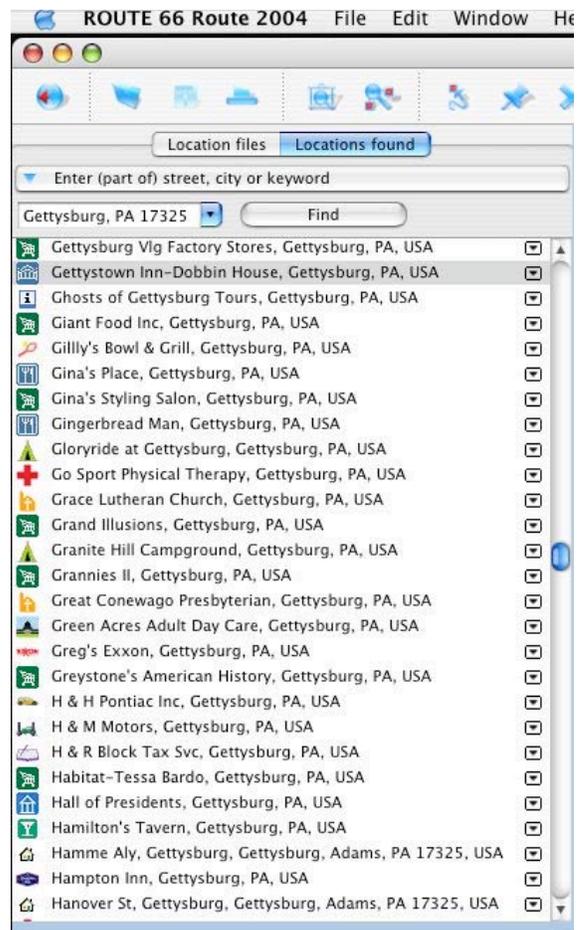
In the database used by Route 66, there are 4 million points of interest in the US and Canada. Information provided about each point of interest includes address, name, type of service, and even a telephone number. The points are broken into several categories like airports, hotels, banks, cinemas, and many, many more. However, the information included with these points is only as good as the data entry. A search for an Indian restaurant brought up a hot dog stand and one for an Italian restaurant brought up a Mexican place.

Route 66 provides a number of useful printouts. The default for printing is the current view. You need to access the Mac OS X print dialog and select the Route 66 menu to change this. (A real gotcha if you aren't used to using these dialogs.)

You can print a map that shows the entire route (not very useful unless it is short trip). Then you can simply print the driving directions text. Strip maps prints a section of the route along with the text associated with that section. Very useful for long trips and to keep tabs of how the trip is going. My favorite printout is the "turn-by-turn" selection that gives you close up pieces of the map along with associated text. On my test trip it provided several pages of useful information. This would be
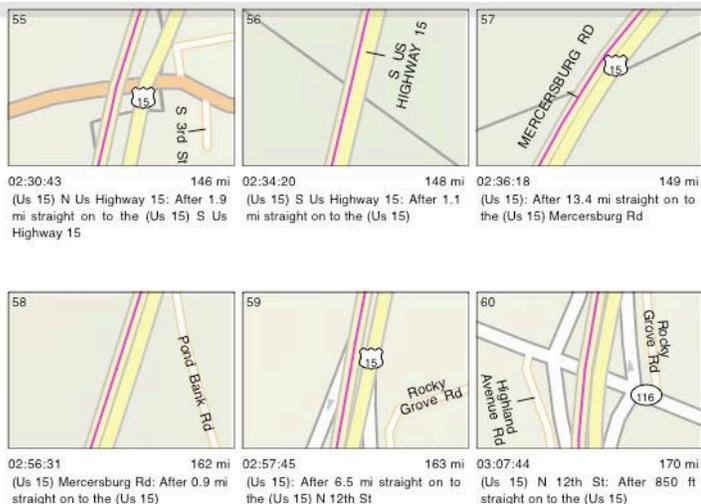
very useful when traveling in unfamiliar territory. You can control the size of the maps associated with this last feature, so it makes sense to preview the output and print the version that works best for you.

There were some problems with using Route 66. The help routines included with the program use some form of Java which is not very compatible with the version Apple's Safari™ uses, making a help search impossible (if you use Safari). This problem didn't occur when I used Internet Explorer™. Using help loads your default browser, so in order to use Internet Explorer, you need to change Mac OS X's default web browser. Not something I am ready to do. Route 66 indicated they were working on a repair of this.

I found working with Route 66 map objects a bit difficult. Removing a pushpin or roadblock (an item that tells Route 66 not to use this road), was difficult. This action requires choosing the correct tool (i.e. pushpin tool for pushpins and roadblock tool for roadblocks), and trying to select the item on the screen. Not always easy.

Items you add to the Route 66 map are part of the program not a particular route. I placed a roadblock for one trip and had to remove it for another, the put it back when I returned to work with the first trip. It would make more sense for these items to be tied to a particular route, especially since you can save a route for working with later.

Overall this is a useful program that could use a number of improvements. I would have been a lot happier if the database hadn't left out locations that are already 3 years old. Route 66 is definitely worth considering, especially if you need a program to help create routes.

Anyone interested in a map program they can stick on a laptop or GPS should consider Route 66. It offers a huge database of both roads and places of interest. Locating an item in the database is very easy and once you have a route you like, Route 66 printing services offer some very useful printouts. My only major complaint was that the database was at least 2 years out of date.

Spring Cleaning 6.0.1 – A set of 20 tools designed to protect and organize your Mac.

A Software Review by Harry {doc} Babad
Edited by Julie M. Willingham

Aladdin Systems Inc.
245 Westridge Drive
Watsonville, CA 95076 U.S.A.
Phone:(831) 761-6200 or (800) 732-8881
Fax:(831) 761-6206
$50 USD Upgrade $20 USD to registered owners of Spring Cleaning, and the company offers a competitive upgrade as well.
http://www.aladdinsys.com/mac/springcleaning/
Requirements: PowerPC processor or higher, Mac® OS 9.1- Mac OS X 10.1.5 including Jaguar and not yet Panther compatibility); 8 MB RAM, Carbon Lib 1.6 or later, 15 MB of disk space, and QuickTime 5.0 for using the preview pane.
Experience Needed: All User Levels
Tested on a 1 GHz dual processor PowerPC G4 Macintosh running OS X 10.2.8. The accompanying Classic mode was not tested.

Strengths: A well-integrated and useful set of tools for keeping your hard disk free of unneeded clutter and within it's abilities, healthy. Using Spring Cleaning™ every quarter is a powerful and effective way to boost hard disk performance and regain presently wasted disk space**.**

Weaknesses: Many of the tools contained in Spring Cleaning are available separately as shareware. If you only need one or two, you can get them at a lower price.

Cautions: Spring Cleaning contains some immediately helpful tools, but if you get a little reckless while using it, you'll likely lose files that your Mac needs. Although the program can be useful, I recommend using it with caution.

Introduction

Since I am a collector of physical stuff more tangible than bits and bytes, as well as a columnist and a reviewer, my closets, wall-to-wall bookshelves, and even my basement are loaded with partially labeled and not so neatly stacked boxes and small coffee cans filled with good stuff (e.g., nails, screws, old but good hinges). Similarly, my hard disk collects stuff I'm no longer using and even stuff I don't remember ever installing. This is where Aladdin's Spring Cleaning comes into play.

According to its publisher, "Spring Cleaning 6.0 is the all-in-one cleaning and privacy protection solution and an uninstaller for the Macintosh. Spring Cleaning with iClean® 6.0, provides 20 powerful tools designed to clean, protect, and organize Macintosh computers." Spring Cleaning 6 0 aims to simplify the processes of removing unwanted and unnecessary files from your Mac, and of clearing out what the software developers call "Internet clutter". The benefits of using the software are saving disk space, making your Mac more efficient, and preserving hard disk security.

"It is easy to clean a Mac with Spring Cleaning's speedy searches, removal of large and unnecessary language files, and the ability to quickly remove duplicate files. To simplify the decision-making process regarding whether or not to delete an individual file, users can "preview" thumbnail files in the search results and decide at-a-glance if a file should be deleted. Text files, applications, resource forks, and binary files can also be quickly compared in the advanced mode." The software is at last optimized for Mac OS X. Spring Cleaning makes clean up fast and easy, giving the user the ability to drag and drop unneeded files, run speedy searches by information types, and easily facilitating the removal of large and unnecessary language files. The latter is useful if you did not tell Apple's® OS X installer not to install them when updating or if you purchased a new Macintosh with OS X installed.

Working With Spring Cleaning
You can operate Spring Cleaning 6.0 in either Standard Mode or Advanced Mode. The first presents you with categories of cleaning tasks such as Clean Up (for finding duplicates and orphaned preference files) and Maintenance (which checks for damaged files, seeks out unattached aliases, and cleans out browser cache files). Advanced Mode allows you to access each of Spring Cleaning's 16 tools individually. Once you find the offending files, you have multiple ways to deal with them—including moving them to another location or duplicating them for use elsewhere; moving them into a StuffIt™ archive; or tossing them into the Trash.

Disk Files Cleanup
Spring Cleaning offers multiple search methods for finding extra files. You can find duplicate files, check for damaged files, look for broken aliases and orphaned preferences, and search for documents. You select files from the search results, which you can then quickly and efficiently move, store, copy, or delete. A Secure Delete option overwrites a file's data with ones and zeros—handy for wiping out old financial records or anything else you don't want others to see.

Spring Cleaning Main Menu

According to the January 2004 Macworld review, T. Patrick Henebry noted, and I confirmed, that on unwanted and still installed shareware applications ... "when it comes to deleting old applications, you're better off just dragging the application folder to the Trash. Spring Cleaning's MacUninstaller utility always leaves the application's folder in place—sometimes with *now orphaned* files in it—or the software tool lists *totally unrelated files as belonging to* application's files to be removed."

Doc_Babad says, "Remove applications the easy way". Dump the application in the trash and delete it. Search for any other file that has the application's name and delete them.

The tools that come as part of the software package can be roughly divided into two part groups. One set helps you clean out unneeded items from your hard disk, *after you back it up*. The second set is a collection of maintenance tools you can use to check the health of various aspects of the files on you hard disk. A listing of all tools is provided below, but I have chosen not to provide a detailed discussion of their functions, since that is readily available on Aladdin's web site as well as in the detailed and easy to read 89 page User's Guide. The help files are also very helpful.

SPRING CLEANING TOOLS — See <www.aladdinsys.com/mac/springcleaning/>

Access Monitor!	Help Finder
Alias Fixer!	iClean®
Cookie Editor!	Internet Cache Finder!
Custom Search!	Language File Finder!
Document Finder!	MacUninstaller!
Duplicates Finder!	Mail Cleaner!
Empty Folder Finder!	Orphan Adopter!
File Checker!	Orphan Pref Finder!
Font Finder!	QuickCompare!

I have provided you with some screen shots of a few of the modes and tools that form parts of the Spring Cleaning package.

Your Orphaned Preferences Files—You Found Them.	You're Finished—Here's What You Accomplished!
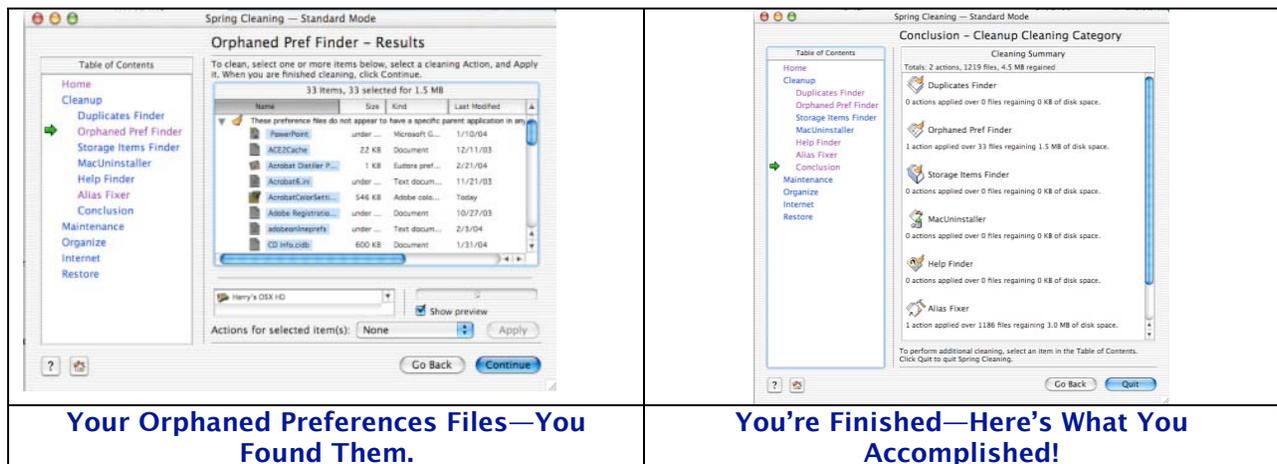
My Experience with Spring Cleaning
Some cleanup is easy, fast, and safe Within a few minutes of booting Spring Cleaning, I was able to almost instantly gain 4.5 MB of hard disk space by deleting "unlinked alias files" and "orphaned application preferences files". Others such as "duplicate help files" and "Duplicate Finders" needed more deliberation, so I could not do a blanket delete, I know of almost no circumstances to use a blanket delete, as is repeated noted in the publisher warnings. Cleaning up duplicate help files, if your computer runs on OS X is also a *check out each item* process, but

the file creation date is a good indicator of what to toss—my conservative criterion was that any help file earlier than created 2002 could be tossed. Since I keep copies of applications in three different folders (OS X, Classic, Software to install and Downloads), cleaning those up takes more care. "Why, doc_Babad, do you do such a *dumb* and space-consuming thing?" I keep duplicates temporarily to support my shareware collecting since I store interesting and at times duplicates of my downloads in my "Shareware Collection folder," and after cherry-picking select a few are which are copied to my "Software to Install" folder. When I have enough items to burn a shareware favorites CD, I dump the ones in my shareware folder but may not get around to test the selected few for many a month—therefore duplicates. I also have the standard OS X application and Classic application folders that are created by the operating systems for items I "download and instantaneously install. So yadda, yadda, yadda to you for doubting me!

By the way! When I used the *Orphaned Pref Finder* to hunt down long-neglected application preferences, I accidentally deleted my Calendar's notes, whipping out the history of my comings and goings for the last year and a half. I kept some of the items as export files, but most went poof. Again, don't just accept Spring Cleaning's suggestions; do it the careful way and check each item in the often-long lists that result from using any of the Spring Cleaning tools.

I found that iClean®, included in Spring Cleaning, makes it easy to manage cookies, so that you can accept cookies from friendly servers and remove those left by spammers. Very useful, put don't dump all your cookies, since some contain your password and other information that you need to access site that you frequently visit.

So Don't Worry, See What I Can Do.
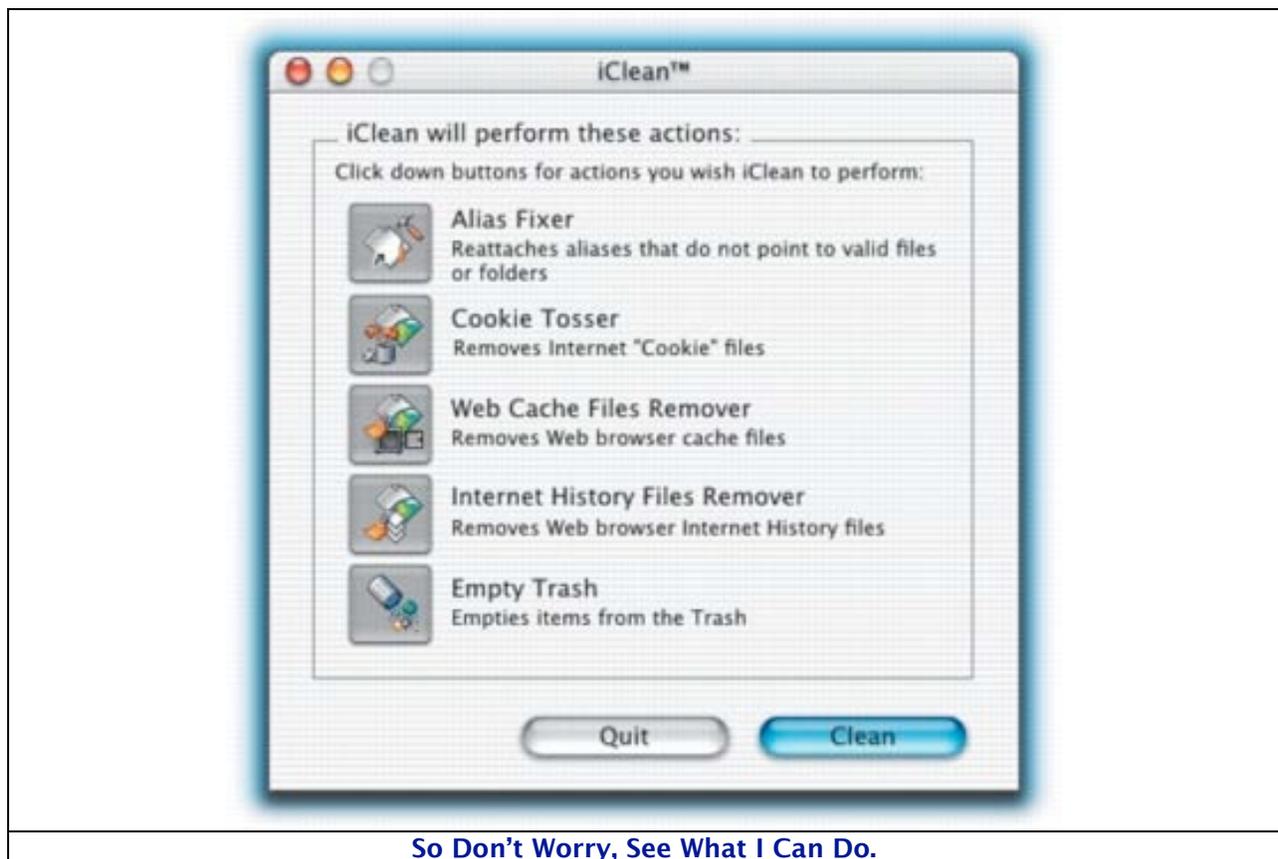
Organize Cleaning Category, a unique feature of this software that I didn't test, provides an alternate view of cleaning functions with an added twist. This menu contains Orphan Adopter, Duplicates Finder, Document Finder, and again Alias Fixer. These tools allow you to group files into similar types and to sort duplicates so you can more easily find them.

Internet Cleaning Category contains Mail Cleaner and, again, Internet Cache Finder. It trims clutter in these applications including getting rid of unwanted Email attachments. I chose not to use this feature of the product since I use Eudora 6.x and have already created a place to store attachments for potential transfer to my very elaborate file-folder system (see doc_Babad's **Ruminations Column** *Thank Goodness Your Mac is Not a File Cabinet;* February '03 MacNut [check our archives]).

Cautions
Spring Cleaning contains some immediately helpful tools, but if you get a little reckless while using it, you'll lose files that your Mac needs. Although the program can be useful, I recommend using it with caution. A reverse feature would be welcome for those who are too impetuous, but Spring Cleaning offers a feature that allows you to store candidates to be deleted until after your cleaning fervor has died down. A cup of hot chocolate or a short walk works for me.

If you are serious about using Spring Cleaning, then allow yourself time to check each file that the software presents for potential destruction. Doing a deep cleaning, as is done in the spring in many homes, takes time and attention to details.

I did find the following item on the publisher's web page a bit too melodramatic for my taste, or perhaps it's just that I'm emotionally sales pitch resistant—a real Tomas the doubter. "*Accumulating clutter leaves a trail that spammers can follow.* Every time you use the web, you collect cookies that leave a trail showing where you've been on the Net. As you go from site to site, cache and history files also build up. iClean makes it easy to protect your privacy by helping you automatically delete cookies from unknown servers and protect cookies from sites you like." The sell is a bit too hard for my tastes—how about you?

Conclusions
Browser cache files, duplicate documents, and unneeded programs waste space. Spring Cleaning 6.0 offers ways to sort through your files and toss the trash. Spring Cleaning can find and remove almost any file. For the overenthusiastic and compulsive cleaner, this tool is dangerous. **Don't delete files willy-nilly!** You will likely either lose something you really need or break your operating system, both of which are likely to cause a case of the no-recovery anguish. The iClean and Spring Cleaning tools are handy starting points for cleaning up your machine, but be sure to study the suggested deletion file list before you press delete—the program, as previously noted, occasionally targets files needed by your OS and applications.

I will need to work with Spring Cleaning 6.0 for an additional couple of months to learn how to carefully take full advantage of its rich features. Despite the risk of getting 'gung ho,' it's a wonderfully powerful tool that well deserves a **macC 4** rating.

Well that's it for this issue. Now wasn't that fun? Please come back again next month!