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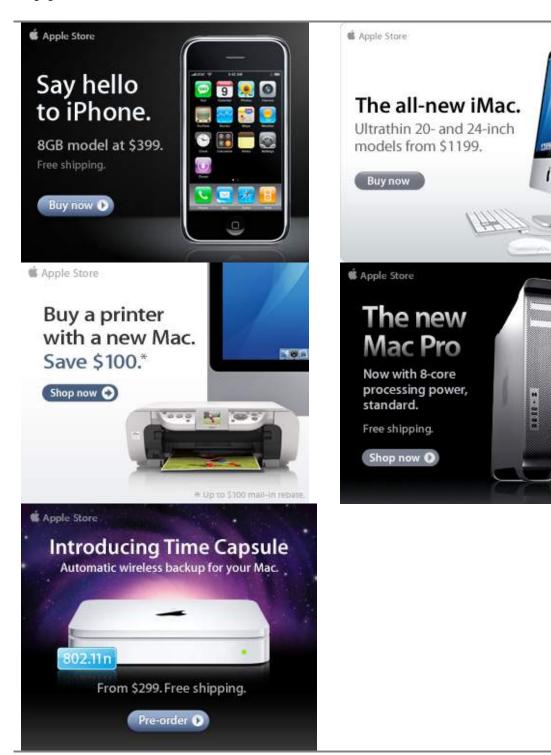
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Our special thanks to all those who have allowed us to review their products! In addition, thanks to you, our readers, who make this effort all possible.

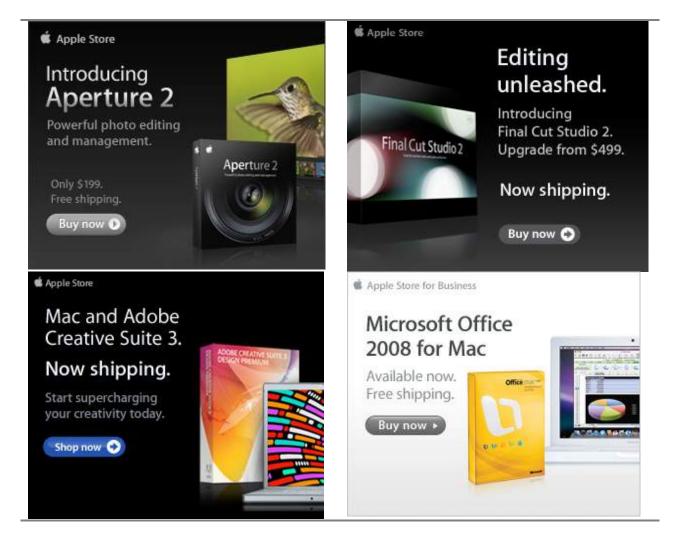


Apple Store Hardware





Apple Store Software



EVO NETWORKS

Data Center Express



Because your data is worth it.

The Data Center Express is the first ever secure, fully integrated, completely flexible and remotely managed data center designed specifically for smaller organizations.

Data Center Express Overview

Evo Network's Data Center Express (DCE) is the only fully integrated, completely flexible and remotely managed data center designed specifically for small organizations with 5 to 100 users. The DCE features integrated security, collaboration services, disaster recovery, and remote access. All of which, scale to meet future business demands. This is a true enterprise class data center solution for a fraction of the price. Best of all, no inhouse IT staff is required.



The IT Challenges Your Small Business Faces

As small businesses grow, they begin to accumulate a hodgepodge of computing technology. While this may seem like the nature of the beast, trying to use and control the growth of an IT infrastructure that was never designed to work together becomes a nightmare to manage, expensive to repair (what was your last IT support bill), and in the end isn't even very reliable or secure.

With the IT industry as fast paced and complex as it is, SB owners and managers find it hard to create and maintain an IT solution that provides a reliable, secure and scalable infrastructure that eases the communication of information and ideas with the organization, its partners and its clients.

The Data Center Express Solution

The DCE was designed specifically to address these challenges. It combines industry standard technology to create an all-in-one solution designed to work together, but more importantly designed to work for your business.

Integrated security, collaboration services, disaster recovery and remote access make this a true enterprise class data center solution for a fraction of the price of typical data centers.

This scalable solution also means your business can continue to grow and evolve without having to "rip-and replace" the DCE or its components.

EN offers truly affordable and comprehensive 24x7 service and support for those companies that have few or no IT staff.

DCE At A Glance

- · Single solution for storing and managing data in your organization with up to 1.5 terabytes of storage (1500 GB)
- Shipped to you preconfigured and ready to go
- · Integrated Firewall protects entire network from external threats
- Handles 800+ secure remote connections (VPN)
- · Built-in Antivirus protection, with optional Antivirus service to protect all client computers
- Disaster recovery solution protects servers, desktops, and notebooks
- Encrypted backup drives ensure secure off-site protection
- Can support over 100 wired and hundreds of WIFi devices
- Protective, whisper quiet deskheight enclosure with casters
- Uninterruptible power supply protects the entire DCE
- Optional 24x7 Support + Maintenance
- Mac and Windows Versions Available
- · Designed and Assembled in the USA

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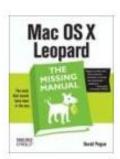
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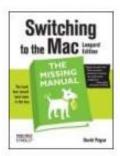
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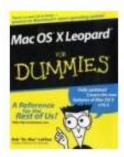
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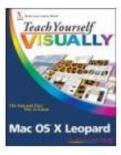
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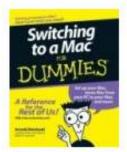
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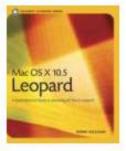


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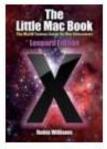


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Letter from the CEO

"Dealing with Mac Creep"?
By Robert Pritchett

Mac Creep

Jason Brooks wrote an article in *eWeek* Magazine titled, "Dealing with Mac Creep", pages 34-38. I found the title rather provocative but the content was pretty good regarding Macs in the enterprise and how much easier Mac OS X has become regarding co-existing in a heterogeneous environment with each release.

But he comes form the Windows Server side and Active Directory Domain members with Mac OS X entities being subservient to a Windows-dominant environment. The real challenge is still having a Mac run them without having to resort to either Coherence (Parallels) or Unity (VMWare) and added overhead of extra Microsoft licenses and using anti-virus software in either virtual or dual-boot modes. Thankfully, he kept it short.

But looking at the title again, do we look at it as "Dealing with Macs, Creep"; is the Mac user a creep? Are Macs creepy? Or is it that Windows folks feel threatened with Mac systems sneaking in under the tent flaps of their environment?

Get used to it.

Mother's Day

This is the month for honoring mothers. Face it, unless you are a test-tube baby, you would not be here without one. Any female can birth babies, but only those that rear and nurture children can be given the title as "Mother". I have one. My wife is one. And giving birth is not, nor ever has been easy. My wife went through a lot of miscarriages and according to the medical profession, was never supposed to be able to give birth. We have three great daughters who are miracle children

Women who choose to take on this roll go into the valley of death each time and usually, but not always, rise from it with a little new life-changing person in their arms. Honor those precious women who choose to give life, rather than take it.

Those who buy into the notion that they can forestall family, in order to excel in a career, are being sold a bill of goods. Don't buy it. Have your family and ignore those who desire to limit population. They are wrong. Look at their agenda and fight it.

Paying for macCompanion

Of all those who read our magazine last month a sum total of 1 person actually found it in her heart to donate \$1 USD to keep this magazine afloat. One. We did get feedback regarding our unprofessionalism and amateurism as a publication, due to things like typos, nonnewspaper/magazine format and our unathoritative approach to doing reviews and columns and "hominess". We were told it was not worth paying \$1.

macCompanion magazine is published each month by and through an all-volunteer organization. My comeback is that yes, we are not all "professional" writers and editors, but we are learning as we move forward and share our personal experiences with hardware and software we purchase. So yes, I do take it personally when we get criticized. I take it personally that our publication apparently is not worth even \$1 per month to the vast majority of our readership. We deal with the cards we've been given.

No, we do not fill our pages full of fluff and eye-candy. We can be controversial. We still believe content is king. When errors are found, we correct them. At least you know our publication is not produced by automatons and robotics, but produced by real live people that have real live experiences that they enjoy sharing with you. You can share too.

By the way, how many people don't give a second thought to buying music in the iTunes Music Store for that same \$1?

If you promise to donate \$1 to us, we promise we will continue to publish our thoughts and feelings about the best computer platform on earth.

We are grownups. Tell us what you think. We can take it and respond to your comment with the careful, considerate attention they deserve.

According to Hoyle...

Basic Update 2008: Follow-up May 2008 by Jonathan Hoyle

jhoyle@maccompanion.com macCompanion http://www.jonhoyle.com

Due to the large feedback response I received from last month's column Basic Update 2008 [-http://www.maccompanion.com/macc/archives/April2008/Columns/AccordingtoHoyle.htm, we will bump our examination of retro-computing to next month and continue our discussion on Basic development environments.



http://www.realbasic.com/

The majority of email responses I received from last month's article were with regard to the price of *REALbasic 2008's* Standard Edition. In it, I stated that REAL Software announced its price increase, doubling from \$100 to \$200. Although this announcement did happen, the price increase did not. Thankfully, REAL Software was talked down from the ledge from this expensive jump, allowing *REALbasic* to remain an excellent buy for a very powerful development environment. For \$200, instead of only a single platform of *REALbasic* (as I incorrectly stated last month), you in fact get all three: Mac & Windows for \$100 each, and the Linux version is free! Thanks again to all who sent me the corrected information.

Others felt that my brief review of *REALbasic* left the impression that I was not recommending this product. Although I was being critical of the pricing (and the Professional version does indeed remain far too high at an unrealistic \$500), I find *REALbasic* to be the finest Basic development environment ever produced for the Macintosh. It is both easy and powerful, a combination not easily achieved. One feature I specifically enjoy is its ability to use C/C++ code as I outlined in a previous column -

http://www.maccompanion.com/archives/November2006/Columns/AccordingtoHoyle.htm. This is one of only two Mac Basic's I regularly use, and the only one I use on a daily basis. This is the product is the standard for which all other Basic's are measured, and rightfully so.

Another criticism I received from last month had to do with the reference to my two year old review of *REALbasic 2006*-

http://www.maccompanion.com/archives/january2006/Columns/AccordingtoHoyle.htm. In that review, I mention the two biggest deficiencies were its lack of universal binary support and its forced Microsoft-like all-in-one windowing. Neither of these exist in *REALbasic 2008*, so it is high time for a full update in a future column; look for it.



FutureBASIC http://www.futurebasic.com/

The news of *FutureBASIC* going freeware as of the beginning of the year was perhaps the most exciting news I had to offer in last month's column. Amongst the enthusiastic responses I received to this news was an email from Brian Stevens, who heads up the *FBtoC* project - http://www.4toc.com/fb4/, which allows for creating Universal Binaries from FB projects. Brian's email contained additional information that would be of great interest to Macintosh Basic enthusiasts, so I provide his information here:

FBtoC is more than a translator. It handles virtually everything about the compile process including:

- 1. Translating to C
- 2. Building the executable (calls gcc transparently) and package based on user settings--- including the coveted universal binary option
- 3. Option to allow automatic copying of resources or files into the package
- 4. Automatically copies the info.plist into the package
- 5. Allows inline C (or Objective C) in the FB source code
- 6. Foreign language localization built-in for FBtoC and ability to easily do the same for the compiled user application
- 7. Direct access to non-standard frameworks with simple "include" directive

There are three volunteer projects underway that might of interest:

- [1] A Wiki page is under construction at: http://en.wikibooks.org/wiki/Futurebasic It is more than a reference and offers narratives describing current topics like the modern use of FSRefs compared to other deprecated methods. Again, it is under construction, so many sections are incomplete or just place holders. It is however, exciting to see this coming together. Professor Chris Wyatt and some of his students have generously offered their time.
- [2] The new editor project (current editor is Rosetta only on Intel Macs) has finally started to move. Currently, I'm doing a little coding on it in between my other responsibilities.

There is a lot of work here; even with newer tech like MLTE/ATSUI, building a smart editor is slightly less than a piece of cake. Bernie Wylde is writing the project manager piece (Bernie, myself, Robert Purves and Michele Neri are the FBtoC team) and Robert some input too. Not really much to say yet and I don't have any timeframes because I'm not sure exactly how many features we plan to incorporate. My goal is to finish core parsing code first.

[3] FB and FBtoC work well with nib files created with Interface Builder. If using FBtoC, all the nibs in the project file are automatically copied into the Resources folder within the application bundle. Of course, this means FB programmers can use Interface Builder (Carbon controls) to create all their windows, menus and controls (i.e. buttons, checkboxes etc.). The programmer is not limited to nibs and can create windows and controls programmatically (as has been the traditional method in FB). It is possible to mix programmatic creation of windows/ controls within the same program. I noticed some development systems require either programmatic or nibs but don't have flexibility to use either or both. FB can.



Last month I gave a very strong recommendation for *KBasic* as being a cost-effective alternative to *REALbasic Professional*, with a price tag of 24.95 Euro (~\$35 US) for all platforms. Although this is correct for open source (specifically, GPL) development, it is not the true cost for those interested in writing commercial, shareware, or even non-GPL freeware. The reason for this is that *KBasic* uses the *Qt* framework for its GUI, and any applications developed with it cannot be legally distributed without acquiring a *Qt* license itself. Fortunately, GPL open source projects may acquire *Qt* licenses at no charge. For anything else however, it can be rather frightfully expensive.

Regretfully, this is not made very clear on the *KBasic* web site, as many people were not even aware of this limitation (nor had I). Sadly, many people excited by KBasic had, like myself, downloaded it in good faith, unawares of the legal restrictions and licensing ramifications.

So how expensive is this *Qt* licensing anyway? Considerable, but the exact charges is no longer available on the *Qt* web site, as Trolltech now handles pricing on an individual-by-individual basis. However, last year when pricing was still publicly available-http://web.archive.org/web/20070817200247/http://trolltech.com/products/qt/licenses/pricing, *Qt* cost anywhere between \$1780 (for the Console Edition on a single platform) to \$6600 (for the Desktop Edition on all three platforms). Note that these prices were *per-developer*, meaning that if you have say three programmers on your team, you needed to multiply these numbers all by three. Now that Trolltech chooses not to publicize their current pricing structure, it is presumably no cheaper. As this is absurdly too expensive for the typical Basic developer on the Mac, I can

recommend *KBasic* only for GPL-based development projects.

Objective-Basic

http://www.objective-basic.com/

With the revelation of *KBasic's* outrageously expensive *Qt* licensing problem, I contacted Bernd Noetscher, to see if a similar limitation will exist for *Objective-Basic* as well. Bernd assures me that there are no *Qt* licensing issues for Objective-Basic since it uses no cross-platform frameworks at all, only native Cocoa API calls.

A recent update on the *Objective-Basic* web site is a change of the expected release from 2nd Quarter 2008 to "2rd/3th Quarter 2008". This release still stands to be the potential for the next killer Basic development environment.



On the *True BASIC* forums [http://www.truebasic.com/messageboard/default.asp], debates continue on whether or not TB fulfills the definition of a dead product. Long time *True BASIC* user "Big John" Arscott has posted his perspective that "whilst there are users who are actively using the TB language system, that it must be considered as alive". Such usage of the term is entirely unrealistic, as there are always users of dead products. Current owner Peter Nicholaidis never responded to my calls about the future of *True BASIC*, but Big John was able to meet with him to discuss the matter. Despite his attempt to put a positive spin on it, the following statement Big John made is quite telling: "The fact that the current owners are not very proactive or over enthusiastic at promoting or marketing TB is a result of commercial pressures rather than a direct policy to bury the language". Apparently, these "commercial pressures" do not even warrant taking the time to update its embarrassingly atrophied web site, including the special offer good "from now until 12/31/2006". "Direct policy" or not, it's clear that no one wants to spend any time or money further developing this sinking ship.

Even amongst those who continue to cling to hope that *True BASIC* made someday be updated, these true believers already acknowledge that there will never be a Mac OS X release, despite statements made in the negligently deceptive *True BASIC* F.A.Q. The TB user base continues to shrivel up as both Mac & Windows users lose patience and choose a better product.

Coming Up Next Month: Another try at *Emulators for Retro-Computers*. See you in 30!

To see a list of previous According to Hoyle columns, visit:

http://www.jonhoyle.com/maccompanion

Views from the Ivory Tower - May 2008

By Ted Bade

The state of the Mac is today a lot better then it was when I first began writing these articles. We have moved from base hope and some nice indicators to significant increase of market share and revenue for Apple. We have seen the deliver of the iPhone and the iPod Touch, giving people more and more interesting and creative options from Apple to use in their daily lives.

At the same time, Apple has moved forward its computers and the Mac OS. We have seen the move to Intel chips, which don't have a known horizon, unlike the fading PowerPC chip. We have seen Mac OS move from a mostly 32-bit OS to a full 64-bit OS. And we have enjoyed some nice new features as well.

I can only imagine what Apple will come up with next. I expect it will be interesting.

Who is the #1 Music Retailer - I have read a lot of media lately that touts Apple as being the #1 or #2 retailer of music. Apple thinks they are number one, according to a brief article on the Mac News Network site - http://www.macnn.com/articles/08/04/03/itunes.tops.music.retail/). This is confirmed on a CNET blog article (http://www.news.com/8301-10784_3-9910409-7.html According to these articles, The NPD group http://www.npd.com/corpServlet?nextpage=corp_welcome.html a marketing research company, indicated that Apple has passed WalMart in music sales, putting them in the lead.

Whatever their position, I know one thing, Apple sells a lot of music and has revolutionized the way we buy music. I have heard that for the past several years, the sales of CD are decreasing. There are two schools of thought. On one hand it is said that buyers are getting back at the RIAA for how they handled the Napster days, their attitude toward digital music, and other less then friendly ways of the RIAA. The other school of thought is that digital formats are the preferred format for the younger crowd. http://seekingalpha.com/article/71139-cd-sales-an-improper-proxy-for-measuring-purchased-music-demand I tend to personally fall into both categories!

21%?!? more likely 6.6% - I have read a couple of articles that say that a research firm, Piper Jaffray, has said that Apple has 10% of the market share world wide and 21% in the US. It appears that the commercials (everybody talks about them and how great they are), the iPod "halo" effect (there are what two or three people in the US that don't have one?), and Microsoft releasing an update to Windows that wasn't very well received (and I might add, that runs faster on a Mac then a typical PC), have all added up to more and more consumers buying Macs. The current lack of a virus for the Mac OS might have helped as well.

I am happy for Apple. I truly hope the bean counters don't try to start maximizing profits in the short term and force Apple to fall into the same stagnation trap that Microsoft have fallen into. They would never force their users into a new OS format, or a new processor. And while these are definite inconveniences for Mac Users, they have make us learn to embrace new technologies. As much as I loved the Apple][, I am very glad we are now running our Macs on Intel chips. I expect that we ill see some amazing changes in the processors over the next few years. I believe by Intel working with Apple, it will infuse them to innovate in newer and better ways.

I then read another article on the Mac News Network site

(http://www.macnn.com/articles/08/04/16/gartner/) that said Apple has about 6.6%. They quoted an article published by the Gartner Group, a popular research company. You can read the article directly by visiting the Gartner web site http://www.gartner.com/it/page.jsp?id=648619

In a related series of articles, the same research company indicated that the Windows Market is collapsing. According to one article I read, the Gartner group said:

"Microsoft needs to make radical changes to its Windows operating system, as Gartner warns that it is "collapsing".

This article was posted on the OneStop Click site - http://www.onestopclick.com/news/Gartner-warns-of-Windows-collapse_18549677.html With People not sure about Windows and more sure about Macs, this can only mean more increase in market share for the Mac. However, I don't expect that Microsoft will just quit trying. I expect they will try some desperate move, such as Steve Jobs did to bring Mac OS out of Mac Classic days and into Mac OS X! I have two questions here. Can Microsoft do it, since they are famous for making minor changes, not radical ones. The second question is, if they do make the radical changes needed to move them onward, how will the market respond? Will this make people move back to them or create an opportunity for companies to consider other systems such as Linux and of course Mac OS X? For a long time I have considered this was going to happen. IMHO, that is why Mr. Gates pulled away from them. (Or will he do the typical Tech company leader thing and suddenly come back onto the scene to save the company, as did Mr. Dell and Mr. Jobs?) We will have to wait and see.

Well done Apple and Steve Jobs, just don't let it go to your head! ©

IBM offering Mac option to Employees - Computer giant IBM has begun allowing its employees to use Macs as an alternative to Windows. Apparently IBM would like to move away from its dependence on Windows and has begun a pilot program to allow users to use Macs and Linux based machines.

According to the web site Roughly Drafted, IBM has begun a pilot program to allow employees to use Macs and Linux machines - http://www.roughlydrafted.com/2008/04/16/ibm-launches-pilot-program-for-migrating-to-macs/#more-1752 It seems like every Mac related web site has been publishing this, but I am skeptical.

I did a lot of searching on this one and found only one article that said that IBM denied any mass migration to the Mac (although I don't think any of the articles I read suggested a mass migration, but a pilot program to try them). However, they admitted that they are trying to see if IBM software products work well on Macs.

http://www.macsimumnews.com/index.php/archive/ibm denies a mass migration to the mac/

Who knows what really happened, but I have a feeling that IBM just might be allowing employees to use Macs or Linux PCs instead of Windows. Who knows how the IT people will respond to this? Will they be happy or vexed? Will the change mean more or less work for them? We will follow this item and report any more if we find it.

Return of the Clones? - (Sorry for the obvious title, but I couldn't resist!) Well, there is one company that is attempting to compete with Apple by releasing Mac clones. Most of us recall how badly Steve Jobs dislikes them. Back in the ending days of Mac OS Classic, there were a couple of legal clone companies, which Steve Jobs, once again the CEO of Apple, almost immediately stopped once he took the position.

Recently, company PsyStar - http://www.psystar.com, has begun offering a Mac clone. The base model of this computer is sold for \$400, without keyboard, mouse, or and OS. You can choose any of a variety of OSs to be installed by the company, including Windows XP, Vista, Linux, and Mac OS X (Leopard)!

Their computers are being called, the Open Computer, I guess because it can run several different OS's. I haven't heard, as I write this, any word from Apple concerning these machines. I am sure their legal people are working out their options. The machine can be purchased without an OS and you can install your own. However, for \$155 extra, they will install Leopard on it for you.

Take a look at their web site to see the options. It seems to me that this computer, is a little more powerful then a Mac Mini. However, since it has a larger case, other items can be installed in it.

Several people, including myself, believe that Apple really needs to offer a mid-range computer without a built in monitor. Something that is more powerful then a mini, (perhaps as powerful as the iMac), but with a case that allows the user to add various options, either at the time of purchase or later in its life. Obviously, this company has seen this gap and is making a go at it!

We will have to keep our eyes on this interesting story!

Apple Q2 financial report - April 23rd Apple had its second quarter financial report session. We are pleased to see that Apple reported their "strongest 2nd quarter yet!"

Money-wise they reported a revenue of \$7.51 billion and net quarterly profit of \$1.05 billion. These numbers compare to a revenue of \$5.26 billion and net quarterly profit of \$770 million of last year's second quarter. This quarter represents a 43% revenue growth! They also reported a cash balance of \$19.4 billion.

Apple shipped 2,289,000 Macintosh computers. which is a 51% growth and 54% over last year's second quarter! However, they sold only 10,644,000 iPods, which is only a 1% growth and 8% growth over last second quarter.

In their financial statement, they indicated that: "...we have strong momentum to launch some terrific new products in the coming quarters." Which can only mean new toys for Mac and Apple fans!

This is good news for Apple, since it indicates a strong company that is making enough money to continue to grow, create new products, and money to spare to put into research and development of even more interesting technology.

The stock value rose only a few percent after this statement, due, I believe, to the fact that the iPod numbers didn't increase significantly. But tell me, what does Wall Street expect? Who is the US doesn't own an iPod? We can't all own two or three, \odot .

What this does mean is that Apple needs to create something new and creative that will take the sales place of the iPod. Something people will really, really want. Apparently, the iPhone isn't it. But then that makes sense. The phone is tied to a particular carrier. People are particular about carriers. I know our household would have one if it wasn't AT&T only! So what could be next for Apple, or will they stop the innovative products? A PDA, gaming box, or what? If you have any ideas or dreams, let us at MacCompanion know!

Until next month, keep in using your Mac!

Raíders of the Lost Macintosh May 2008: Best free downloads, shareware and demos

by Dr. Eric Flescher

Here are some of the best free, shareware and demo applications out there that I have found. Try some of these out. You will be amazed what some Mac authors have created and designed.

CandyBar 3.1.2

http://www.macworld.com/article/132598/2008/03/candybar3.html?lsrc=mwgems

http://www.versiontracker.com/dyn/moreinfo/macosx/16010

License: Free to try; \$10.00 to buy

Minimum Requirements: Mac OS X 10.4

Information: CandyBar lets you change images to customize OS X's icons. Customize Leopard's Dock, apply custom icons to files and applications. Personalize your Macs appearance.

Quay 1.1b3

http://www.tuaw.com/2008/03/04/quay-1-1b3-offers-nice-changes/

http://www.macworld.com/article/132545/2008/03/quay.html?lsrc=mwgems

License: Free to try; \$10.00 to buy

Minimum Requirements: Mac OS X 10.4

Information: Quay-enhanced Dock menus fixes aliases to folders that Leopard's stock Dock menus do not cover. Sort by label, file size, or application; invert the sort order; select how to display icons; view invisible items; navigate the contents of packages; view the number of items in each folder; and display the modification or creation date, label, or file size next to each item. And there are a number of other minor-but-useful features I enjoy.

Breakaway 1.5

http://balthamos.awardspace.com/downloads.php

Shareware

Designed to prevent the accidental unplugging your music while you are playing. Automatically resumes iTunes playback when using your headphones again. You can link your laptop's Mute key to iTunes so that muting audio pauses iTunes. Un-muting resumes playback. Other useful features include triggering AppleScripts when headphones are unplugged, headphones are plugged in, audio is muted, or audio is un-muted.



The Northern Spy

To Sleep, Perchance to Dream By Rick Sutcliffe Technology News and Views Since 1983 May 2008

iSteve is no Ichabod Crane

and Cupertino no Sleepy Hollow. Neither can he be accused of sleeping on his jobs. Quarter by quarter the little Cupertino outfit he manages for a buck a year and perks continues to introduce and refine products, open stores, persuade us to want, sell everything but the fixtures, and rack up record profits. Given enough quarters, its stash will eventually amount to real money, perhaps enough to buy a surplus satellite network so Apple can hang up on the phone companies.

Neither can the Spy (sleep, that is), though there's many nights he'd like to. This business of taking thousands of dollars worth of antibiotics a year for a painful and stubborn infection needs to stop sometime, but meanwhile the bliss of sleep is often elusive, coming and going at random with the passing of the nights.

The same is true of his (relatively) new MacBookPro. Taking their cue from the ever alert and active Mr. Lively Presentation, Apple's engineers seem, through several hardware and OS generations, never to have made sleep work quite correctly (if that isn't a contrary turn of phrase).

Fer instance, the Spy's old home office machine, a G4 tower tricked out with dual 1.8 GHz processors and 1.5G of memory, a few extra ports, and connected through a KVM switch to a 23-inch Apple monitor (who uses stock computers?), behaves much like son Joel when he was a wee one. It won't go to sleep on its own at all (the airplane engine fan betrays it even when the monitor is in energy save mode), and when you explicitly tell it, the command may have to be repeated three or four times before it obeys. Bad case of Blake--tiger, tiger burning bright.... 'Course, if you plan to switch away to another computer via that KVM switch, you must do so after issuing a specific sleep command, but before it has taken effect. Otherwise, moving the switch disconnects the USB ports, which wakes the box back up again. And, if it were now to go to sleep without a monitor actually connected, it would never properly awaken without a reboot. Bummer

And the MacBookPro? This one is an 2.6 GHz Intel Core Duo with 4G of RAM and running Leopard (though bought just before the recent minor processor bump). What the Spy likes to do is pop the machine on to a BookEndz cradle at the office, be able to KVM back and forth to a (lots-of-life-left-in-it) G5 Quad (must use above sleep procedure on each switch), back up at the end of the day, and take the machine home to an identical cradle (and KVM) there. Gotta remember to issue a sleep command first, then disconnect from the cradle before the slow flash indicates the command has taken effect. Otherwise, the machine wakes back up in the dark, gets scared, and can't display any monitor, even its own, without rebooting. And, one more thing. When it is awakened on a different cradle, the external trackball won't work until one lifts the Pro's cover and clicks the internal trackpad once. Switching to mobile use (i.e. using the built-in screen) sometimes won't work without rebooting, and Bluetooth often gets the blues under these conditions as well. Don't repeat Apple's line that the machine is supposed to be rebooted every time its environment changes. That's not how mobility should work.

At least the Spy has not had the 10.5.2 problem some have reported with getting closed-cover operation to work at all. Boot in open cover with the cradle disconnected, connect it, wait for the external monitor to light up, test the external trackball, close the lid and wait about a minute. The Pro should do a lid-close sleep than reawaken with the external peripherals still active.

Oh, always buy a spare battery for those longer flights, though take note that you cannot any longer put the machine to sleep, change batteries, then wake it up again unless the external power adapter is attached. Gotta remember to shut down, change, and restart. A backward step. That magnetic power connector is definitely all it's cracked up to be, by the way. Seems to take an Apple engineer to think of the obvious.

Speaking of BlueTooth, Kensington has a nice little combo wireless mouse/marble trackball that makes a handy mobile/presentation device. A tiny marble takes some getting used to after a Kensington Expert Mouse Pro, though. (The Spy likes cats, hates mice.)

And that KVM? Well, the Spy used to use a Dr. Bott four-port rotary switch with DVI, but the one at the office croaked, so he replaced it with a push button job from Iogear. Nice, compact, functional little box, though it has USB connectors both front and back, which makes it look a little odd. 'Course, the Spy needs all three ports. This box also switches audio, though he hasn't gotten around to setting that up yet.

The Leopard herself? Well, a month of work convinces the Spy of his initial impression--interesting, but hardly revolutionary (for the user), with two exceptions. Spaces is a nifty concept, but the whole thing has an unfinished air to it, and one sometimes finds oneself being switched from one space to another for no apparent reason than the use of a dialog or search box that is determined to live in another space.

The other worthwhile addition is Time Machine. The Spy's home router (a Hawking) died an intermittent heat death (the worst electronic kind, because the deceased keeps sitting up and taking a breath or two so you delay measuring it for a coffin). Finally, he went out and got a shiny new Time Vault router-cum-backup gizmo. Turn on Time Machine in Leopard, tell it which partitions/directories you don't want backed up, and it does an incremental archive hourly. Very nice as a secondary backup device, though the Spy will continue to back up at home and office independently.

Meanwhile, Palm continues to slouch

toward the long sleep. Latest to be tossed abed without a pillow is Opera, who were offering an alternative to Palm's simple out-of-the-box browser. Not any more. For reasons perhaps never to be revealed, Palm and its license to distribute IBM's JVM kit have been separated from one another. No JVM, no Opera browser. Too bad.

Perforce, however, the Spy will keep his battered Treo 600 awake and running a little longer, for iSteve has only in the last few days blessed a carrier in the great white north with an iPhone license (to print money). Several rumoured announce dates came and went in tense silence, with some observers expecting major market shuffles. Here's the plot: Rogers/Fido is the only Canadian carrier on GSM (the technology Apple uses), but has no unlimited data plans and charge a firstborn son for what data they do pass through the thousands of unlocked iPhones happily running on their network. (See the Spy's first and sixth laws.) Meanwhile, rivals Bell and Telus employ a CDMA network technology, so aren't in the picture. Yet.

The Spy's thinking was that the folk at Rogers dreamt they had iSteve over a barrel on this one because they were the only game in town. They shouldn't, and he wasn't. One scuttle with Rogers as its butt was a scenario that saw Apple doze till Telus switched to EDGE/GSM, then froze the recalcitrant Rogers out of the market. A similar ending had a higher level G3 twist. Either way, the net (sic) result would have seed Bell marginalized, Telus dominant, and Rogers with an even bigger black eye.

But someone woke up and smelled the money in time, because late in April Rogers and Apple announced they'd finally formalized a deal to introduce the iPhone on Roger's network, and this was accompanied by at least a hint of a major change in the way Rogers charges for data. No definite indication of a timeline, but look for new models with new capabilities first.

By the way, is it just the Spy, or is this market sector awash in acronyms? He spent an hour or so deciphering and diagramming the relationship among GSM, GPRS, EGPRS, EDGE, UMTS, HSPA, HSUPA, HSDPA, UMTS (rev 8), LTE, SOPA, UMTS-TD, UMB, EVDO, CMDA 2000 3x, CMDA 2000, WCDMA, CDMA 1xRTT, and CDMA (not an exhaustive list). Really, folks.

Doing a wakeup call on all the OS bases

the Spy dons his webhosting hat to mention his recent purchase and installation of the WHMCS system on his commercial CentOS (Linux for the unwashed) server for billing and support. While the name gives away that WHMCS was designed initially to support web hosts in their billing of cPanel-enabled machines (whose root/reseller panel is called WHM), this product is capable of being the management, accounting, and support system for other hosting environments, for domain vending, or indeed for any product a retailer might want to sell or support--hardware, software, eBooks, or services.

Returning to computing in the small, he decided to buy a license for WHMCS Mobile as well--on the Treo for now, but later on the ITC (iPhone-to-come). This latter package installs on the server with a few extra files, has its own server URL and product license, and doesn't offer the full functionality available through the full screen browser URL. However, on balance, this is a great idea, well-implemented, and worth the money. It allows a support or billing tech the ability to handle many issues effectively while away from the main computer.

And, speaking of the ITC, the Spy anticipates that the release of the SDK, even with Apple controlling the product and distribution channel, will result in an explosion of applications. In particular, expect several eBook readers to appear now that it is evident Apple doesn't want to do this themselves. Adobe, MobiPocket and others can fill the gap--assuming iSteve decides to sell the content (which appears to be the only model he will permit.)

Next Month's column

will be shorter, may include a book review, will be written a little earlier, but may not appear on the Spy's own site until after June 5. The reason: He will be in Ireland, land of his ancestors, taking several thousand pictures of sites he uses in his novels, but has never seen with his own eyes. Should be interesting. Until then.

-- The Northern Spy

Rick Sutcliffe, (a.k.a. The Northern Spy) is professor of Computing Science and Mathematics at Trinity Western University. He's written two textbooks and several novels, one named best ePublished SF novel for 2003. His columns have appeared in numerous magazines and newspapers, and he's a regular speaker at churches, schools, academic meetings, and conferences. He and his wife Joyce have lived in the Aldergrove/Bradner area of BC since 1972.

Want to discuss this and other Northern Spy columns? Surf on over to ArjayBB.com. Participate and you could win free web hosting from the WebNameHost.net subsidiary of Arjay Web Services. Rick Sutcliffe's fiction can be purchased in various eBook formats from Fictionwise, and in dead tree form from Bowker's Booksurge.

URLs

The Northern Spy Home Page: http://www.TheNorthernSpy.com

The Spy's Laws collected: http://www.thenorthernspy.com/spyslaws.htm The Spy's Shareware download site: http://downloads.thenorthernspy.com/

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Hawking: http://www.hawkingtech.com/



Under the Magnifying Glass

Emancipation of Our Digital Memories

By Steven H. Fyffe sfyffe@maccompanion.com



Jared, Grandma, and Papa were playing in a local playground yesterday. It was great fun watching that bundle of energy zooming through the maze of the wooden fortress. Yes, watching ... when Papa tried to follow, at Jared-speed, he almost knocked himself out on a low-hanging beam and then tripped on a step scraping his elbow ... the sixty year old boy was trying to keep up with the six year old boy, to no avail.

Suddenly, the scene came to a

screeching halt. Papa and his pocket camera took center stage. Jared halted in his tracks to view the video of himself on the tiny LCD ... "Papa, I want to see". Oh, the marvel of digital media ... instant gratification?

Looking Back a Few Decades

I recall a few years ago that Jared's mommy was also fascinated, watching herself on a white screen as a Super 8 movie projector flickered away. Of course, this was after a week or so waiting for the film to come back from the developer and then waiting until old Dad set up the projector and screen on "Home Movie Night".

Do you remember those the stacks and stacks (not the Leopard kind) of boxes of Kodak Carousels and sorting through hundreds of slides by holding them up to a light?

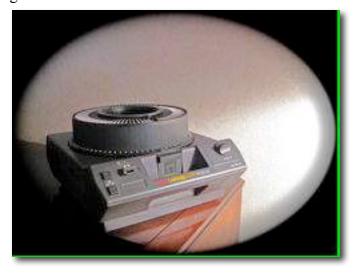


Freezing Time Digitally

Digital photos and movies have indeed revolutionized how we freeze our memories in time. For one thing the hundreds of photos and movies of my little girls have been transformed into thousands of digital photos and movies of my grandson.

You may have seen those funny advertisements, depicting digital photos being trapped in a digital camera, awaiting download ... then suddenly an ominous

sound is heard as one of the photos is about to be deleted.



My digital photos don't meet that fate, but all too often they reside deep in the inner dungeon of an external hard drive. Many of my digital movies have resided on the lonely, dark island of a miniDV tape, awaiting rescue and import into iMovie. Now, the majority of my digital movies are on flash memory, along with the photos. Their little digital hearts jump for joy, since they get downloaded much faster than before. But all too often, that gleam in their teeny pixel eyes is turned to tears, as my digital movies join their predecessors in the depth of an oubliette.

Our Digital Media is Screaming for Independence

If you hear the faint yell for freedom in the distance, you have not been transported to the jungle of Nool with your elephant friend, Horton. The teeny-weeny voice is not coming from a tiny speck where the inhabitants of Whoville reside (1). Yes, the acclamation "Let freedom ring!" is ascending from your own digital media. They are screaming in unison from their tiny throats, "Free us from our digital purgatory!!"

How do we emancipate our digital memories and bring them back out of the computer room into the living room?





I recently conducted a poll of fellow Mac geeks ... OK that immediately skews the results. Of course, Macintosh aficionados often responded by suggesting that I hook my Mac up to a television. I found this picture of one serious Mac mini (2) home entertainment center with an Elgato EyeTV (3). I could not locate the source of the picture, but my hat goes off to the guy who assembled it.

Alternatively, several of my Mac friends suggested burning them on DVDs. None suggested how to keep them organized nor instantly available at our finger tips.

I have also seen beautiful photo books from Apple (4) through iPhoto (5) which would make any coffee table proud. I can hear the digital photos mockingly telling their digital movie fellow inmates, "Na, Na Na, Nu Na Na, we beat you to the light of day" ... at least until the photo album got shoved onto a dusty shelf.

Emancipation, Almost

Well, in our home, the emancipation cries for freedom from our digital media have softened, but have not been totally silenced. The first glimmer of hope arrived in the form of an Apple TV (6) about a year ago. With the Take Two (7) firmware update of Apple TV, further progress was taken in that direction when it was no longer tethered to computers ... at least, in part.

Our Precious Digital Memories - Back in the Living Room

So now we are in the new millennium. In our living room, Apple TV took the place of honor once occupied by our Super 8 projector and Kodak Carousel.

Allow me to share, portions of a review which I wrote last year for the Northeast Ohio Apple Corps and published in their newsletter, "Apple Bits" (8) ...

"I knew I wanted an Apple product that would take all the stuff on my computer—videos, pictures, music, and so on—and make it available in my living room via an easy, remote-control—driven interface," wrote Jason Snell, Editorial Director, Macworld, in the introduction to "Macworld Apple TV Superguide" (9).

I can relate. Ever since I started dabbling in digital media, I have had the desire to stop holding digital stuff hostage in my computer. Putting it another way: "When do I get to see the pictures?" ... "Where's my music you bought?" ... "I thought you took movies of our grandson, when are you going to show them?" quote my dear loving wife. Understand that my beloved would not touch a computer with a ten-foot pole.

"Uh, yes honey. I'll work on it this weekend". Indeed, I have tried a variety of ways to transform digital stuff into a form my wife could enjoy easily whenever she wanted, in the comfort of our living room. While I had some success, all had their limitations and what I wanted was ONE solution for everything ... a digital media entertainment hub which remains purely digital ... no CDs or DVDs to burn & keep organized; no tiny iPod screens to manipulate; no Macs to navigate.



& most userall your precious digital media.

The day after I bought the Apple TV, I came home to discover my beloved listening to her music and watching hundreds of photos of my grandson gently floating on our TV. WOW!! I knew for certain that this was a great investment, because my wife was really enjoying it. She also enjoys watching her music videos or movies of our grandson, Jared. And when he comes over, with a few clicks of the Apple remote, grandma & grandson can watch the Cars movie or a TV recording of "Thomas the Train", or listen together to Jared's favorite songs by clicking on his own personal playlist ... no muss, no fuss ... pure digital !!!! Talk about "On-Demand" ... Apple TV is the most personal

friendly entertainment center you could ever want for

I included in my July 2007 review a list of those who I thought would **NOT** want the Apple TV, and those who should run right out and get one for their family ...

Who Wouldn't Want an Apple TV? Eight is Enough.

- 1. A Best Buy customer who sees the box on the shelf without so much as a demo unit attached to a HDTV.
- 2. Those who would want to have a fully functional Mac mini in their living room AND everyone in the family has enough computer savvy to navigate it (or to ignore it until the geek comes home).
- 3. Those without a HDTV, EDTV, or SDTV with component input ... you know you really want an HDTV don't you.
- 4. Those who have no geeky types around to coordinate the transition of digital media from their computer to the Apple TV.
- 5. Those still on dial-up and other cave men.
- 6. Those who have no computer ... these people don't have iPods either.
- 7. Those who have no digital photos, nor digital music, nor digital home video ... although without any content, the Apple TV's screen saver with included photos is very pretty.
- 8. Those who are still taking only film photos and Super 8 movies and think a megapixel is an elf on steroids.

Who is the Apple TV for?

Now notice, I did NOT say, "Those with no commercial movies or TV programs on their computer". In spite of the name, Apple TV is a great PERSONAL digital entertainment hub for all YOUR digital media. I believe Apple could do a much better job advertising the power of the Apple TV as a personal digital hub, not just an outlet for the iTunes Store. Even if you didn't rip DVDs, record eyeTV programs, or buy iTunes Store movies and television programs, the Apple TV is a great investment. You may already have a DVR or TiVo or Netflix that meet that entertainment need. But still, Apple TV is a fantastic, easy to use peripheral for anyone with digital content of their own, IF they want to bring that content out of the computer room into the living room with a click of a remote.

Take Two

OK, now it is 2008. Steve Jobs apparently decided to turn his "hobby"(10) into a business venture and Apple TV Take 2 has arrived. Unfortunately, much of Apple's advertisements of Apple TV ... what little there is ... focused on movie rentals (11). Ho hum. I already had access to Pay-Per-View.

Are They Finally Getting It?

What I want to know is how Apple TV Take Two improved the ability to show photos and movies of my grandson in my living room. On the .Mac web page the advertisement states, "Your friends and family hit prime time – Web Gallery is now on Apple TV" (12).

Movies Top Movies TV Shows Genres Music All HD Podcasts Search Photos Trailers YouTube My Movies Settings

Close, but no Gold Star

Oh cool, I had been asking for that ever since iLife '08 Web Galleries (13) arrived. I knew it must be possible,

since Apple TV supported YouTube, after it's first major upgrade (14). Apple TV Take Two also now supports Flickr (15), another major photo sharing web site. I was excited, but soon had water thrown in my face when I discovered that only public content on my .Mac Web Gallery (16) could be viewed.

Apple TV does not support viewing password-protected movies and photo albums, nor hidden media not appearing on my Web Gallery home page. Why not? Both the iPhone and the iPod Touch allow you to enter a password to gain access to private Web Gallery content. I was ready to purchase an Apple TV for my daughter and my parents, so they could have immediate access to photos and movies of Jared, but I want to keep them private.

Still the Greatest Entertainment Hub for Our Digital Memories



For Jared's grandma and grandpa, Apple TV has gone a long way to emancipate our precious digital media. Whenever Jared wants to watch the movies and photos of us playing with him at the park, with a minimum of geek magic, our digital memories are streaming from my MacBook Pro through our Apple TV to our HDTV. Just like when his mommy was a little girl, our living room is the center of laughter on "Home Movie Night".

Still Takes a Useful Papa

Yes, it still takes a resident geek to prepare the digital photos and movies for display on the Apple TV. Not much has really changed over the years. A few decades ago, old Dad had to figure out how to keep the Super 8 movie projector running and to repair the film when it broke. Likewise, old Dad had to figure out how to put the slides into the Kodak carrousel, so they were not backward on the screen. I guess it is a good thing that Apple TV is not too user friendly. This old, old grandpa doesn't need to watch "Thomas the Train" to be reminded that even he is still a "Useful engine"... I mean Papa.



Keep Experiencing the Joy of Discovery

Thanks for stopping by. I hope you enjoyed your visit. Until we meet again, follow Jared's example by putting your Mac "Under the Magnifying Glass".

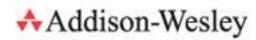
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Cross-Platform Development in C++ Building Mac OS X, Linux, and Windows Applications

Reviewed by Jonathan Hoyle



Author: Syd Logan

http://www.informit.com/store/product.aspx?isbn=9780321246424

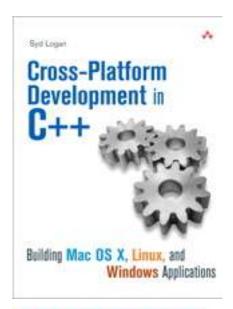
Released: November 27, 2007

Pages: 576 \$50 USD

ISBN: 032124642X

Strengths: A great introduction to cross-platform issues for the C++ programmer, including a one of the best detailed examinations of the wxWidgets framework.

Weaknesses: Rather limited in its overview of C++ frameworks, focusing almost exclusively on wxWidgets and the author's own framework.





Introduction

I can't tell you how often I have excitedly picked up a book purporting to be about cross-platform development, only to be sadly disappointed in just the first few pages. It seems that many authors define "cross-platform" to mean Windows and Linux only, with no mention of the Macintosh. That is why I am so delighted to finally be able to recommend to you a book that is both truly cross-platform and truly Macintosh friendly: Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications by Syd Logan.

Rather than treat the Mac as a second-class citizen, Logan treats all three operating systems fairly and completely. In fact, Mac OS X is usually listed first in most discussions. What is even more pleasantly surprising is finding the predominance of Mac OS X screen captures through the book! I truly felt at home reading this book.

Chapters 1 and 2 (*Policy and Management* and *Build System/Toolchain*) deal with the benefits of a platform neutral approach and give solid recommendations on choice of development tools. This section is one you will likely read many times, as project startup efforts require a number of tactical decisions which will have long-term effects down the road. Although many options are placed in front of you, Logan wisely directs you to use *Xcode* for the Mac, *Visual Studio* for Windows, and *gcc* for Linux. There are even details for those wishing to use cross-compiler make files. Chapters 3 and 4 (*Software Configuration Management* and *Installation and Deployment*) follow this up with cross-platform bug-tracking, source control and installation software options.

Chapters 5 and 6 (*Operating System Interfaces and Libraries* and *Miscellaneous Portability Topics*, respectively) deal with portability issues for compiling your cross-platform project. Differences between development environments like *Visual Studio* and *Xcode* can be subtle and lead to compilation and debugging problems down the line. The author gives great helpful hints on avoiding some of these pitfalls by configuring your environment in a way which is compatible and standards compliant. Logan also gives good advice on a number of tools useful for the purpose.

One of my favorites is Chapter 7 entitled *User Interfaces*. In it, the author describes what is the most important design pattern for any cross-platform projects: the *model/view paradigm* (which others know as *MVC: Model-View-Controller*). The *model* is the core logic of the program (which is usually fairly cross-platform), whilst the *view* is the user interface portion (typically platform-specific) presented on behalf of the model. Many programmers make the mistake of mixing this code together. Logan nicely outlines the benefits for separating these two to facilitate cross-platform development. With this approach, the developer may leverage different OS particular tools in GUI design without compromising the model. The author then describes both native and for cross-platform strategies for GUI development. This nicely segues into the remaining two chapters, the first on an existing C++ framework, and the final on how to develop your own.

The main criticism I have for this book is Chapter 8's narrow examination of cross-platform frameworks. This entire chapter, and a significant percentage of the book, is devoted exclusively to the *wxWidgets* toolkit, while only passing references are made to *Qt*, and no mention at all of any other frameworks like *CPLAT*. People interested in buying this book would certainly wish to get an overview of all the options available. The preferred framework choice of *wxWidgets* does not appear to come about from the author's opinion that it is the best one; in fact, he encourages the reader to investigate others such as *Qt*. Rather, it appears that he chose it because this is the one used in the development of *AOL Communicator* (for which he was on the engineering team). This does not seem to me to be a very compelling reason to exclude all other frameworks.

Having said that, Chapter 8 is still an excellent beginning tutorial on wxWidgets. Unlike native Mac building tools like Xcode and Interface Builder, wxWidgets is very command line-centric, making it rather awkward for most Mac developers. The information available from the wxwidgets.org web site is sometimes vague and contradictory, and it is never given from a Macintosh perspective. Unaided Mac programmers trying out this framework for the first time often feel like they are pogo-sticking through a minefield, blindfolded: things explode unexpectedly and without warning.

Logan removes much of the scary mystery by handholding you through all the installation steps. And not just for the Mac, but also Linux and Windows.

The final Chapter, *Developing a Cross-Platform GUI Toolkit in C++*, is a wonderful resource on building your own C++ cross-platform framework. If you do not need the complicated awkwardness of *wxWidgets*, and if you can ill-afford the outrageous sums demanded by Trolltech for *Qt* licenses, then rolling your own toolkit may make a great deal of sense. But where to start? Well this is the chapter for you (and could itself be a primer for a second book devoted exclusively on the subject). Putting the pieces you need in place can be both a satisfying and productive experience. Nor will you need to await some third party to fix a critical bug that stands in your way when it is your source. Putting his money where his mouth is, Syd Logan designed and developed *Trixul*, an open source cross-platform toolkit inspired by the Netscape/Mozilla toolkit *XUL*. Being lightweight and free to use, *Trixul* is an excellent starting point for those needing to tailor-make their own C++ framework.

Conclusion

In conclusion, *Cross-Platform Development in C++* is a must have by anyone interested in the subject. More importantly, it treats Mac OS X as a true first class citizen, including a plethora of Macintosh screen captures. As the Mac OS X marketshare continues to grow, outpacing even the most optimistic forecasts, developing for multiple platforms upfront is a great time and money saver. With that in mind, this book will be a wonderful resource on the desk of any C++ programmer.

How to Do Everything with Your iPhone

Reviewed by Dr. Eric Flescher



Authors: Jason Chen & Adam Pash

McGraw Hill Osborne http://www.osborne.com

Released: November 20, 2007

Publisher: McGraw-Hill Osborne Media

Pages: 296

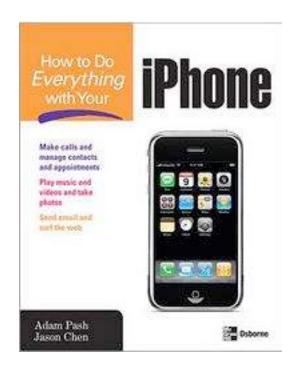
\$25 USD, \$29 CND, 15 GBP

ISBN-10: 0071497900 **ISBN-13:** 978-0071497909

Strengths: Nice tips and tricks for using the iPhone. Nice reference and IPhone exciting features listings on the inside of the back cover is handy to read and discover quite ideas to learn now. Unlocking your iPhone for use with different carriers is a great section/read.

Weaknesses: Black and white only.

Novice/Intermediate/Advanced





Introduction

The IPhone is a hit. People are snapping them up since the first day they arrived. While iPhone users find it easy to use, some want some help in learning how to use it to the fullest before you buy the iPhone or after you discover you want to learn more. In some cases you will wish you had gotten your hands on the iPhone first, "How to Do Everything with Your iPhone" is a good one to try.

The two authors have integrated their efforts to produce an easy to read and informative book. Chen is a freelance technology and consumer electronic/gadgets writer. Pash is a freelance technology and consumer electronics writer and programmer. They both have combined their skills to write an book that covers a lot within its 296 pages.

This book makes for a good read and is divided into 5 section/parts which cover most of what you will want to know in 16 chapters. There is a good index which helps. There is no glossary though. There is only black on white text, screenshots, figures and illustrations are large enough to read and understand.

There is a fabulous 22-page section in the middle of the book entitled, "Hack your iPhone". This is exactly what I wanted to know as I heard so much about hacking the iPhone but never understood the process. I mean you can't ask an Apple or AT&T salesman, so there is where you can find what you want.

Need to learn how to activate your iPhone, modify settings etc. without using AT&T? Then this section is for you. Basically it covers all your want to understand the installing of third-party software on your iPhone, unlocking it and using it with non AT&T carriers. I mean, I understand why Apple had to go with one carrier (for now). But if I was thinking about getting one, which I might, I would need this information first, because I won't use AT&T for wireless even though I use AT&T for cable and TV and they work great! Things change, but for right now you can do something now if you want.

Learn to Sync your data to your iPhone and contact others. Use your music and video working while getting help with the iPhone and iTunes, access email and the internet. Use your email and the Internet (with Safari) is also found here as well as learning ways to send, receive, and manage email and SMS messages. Synching with your appointments, takes pictures, using Google Maps, You Tube have easy to read sections. There are tips that help you become more productive. The section on troubleshooting which covers four chapters and p. 221- 267 is very well done and will help many iPhone users, especially when you are having problems.

Conclusion

There are some good hints, notes, shortcuts and good visuals to supplement the text. It might not have color, but the instructions and information are well done and cover much of what you will need to know and in-depth. The troubleshooting section and the hacking section are well worth the price of the book itself which is a good price for what you get.

How to Do Everything with YouTube

Reviewed by Dr. Eric Flescher



Author: Chad Fahr McGraw Hill Osborne http://www.osborne.com

Released: December 10, 2007

Pages: 208

\$30 USD \$39 CND 15 GBP ISBN-10: 0071498656 ISBN-13: 978-0071498654

Strengths: (How to Use Everything series of books have screenshots which are easily readable but are a little lackluster in terms of visuals. This book has a nice objective oriented listing in the inside cover of the front cover page as well as a nice website resources listing on the inside of the back cover. The index is nicely done and a helpful glossary is included. The Chapters are well thorough out and have easy to read numbered tutorials.





A few tips and notes are sprinkled within the chapters.) Good solid information for both Macintosh and PC/Windows users was well done. The index is well written.

Weaknesses: The book has only black/white text which makes the chapters a little drab. There a few screenshots and they don't have screen pointers or anything else within these to explain how to use hardware or software.

Novice/Intermediate/Advanced

Introduction

Who would have thought YouTube would have been such a success? But it has "blossomed" and grown. Even now, it is changing how we think and display all videos. Also, our elections process has integrated YouTube for video conferencing. While I have started working with YouTube, I still have a lot to learn. But I think I found a real good book to improve my work with YouTube that could also help you. It is called "How to Do Everything with YouTube". While it might not explain all you need to work with YouTube, it sure is a great one to start out with or improve your "Youtubing " skills.

The author is an author who has worked extensively with video editing, hardware and software and has created his own films and videos. While my experiences include these on a much more rudimentary level as, I have much to learn. I wanted to see what else I could learn from his much more extensive experiences, especially on how to use YouTube in many ways. And his experience and knowledge are evidence in many ways throughout the book.

There are only 7 chapters, but they are packed with useful information. These include starting off with YouTube; Shooting professional-quality videos; learning how to edit your videos with Windows Movie Maker, iMovie, and Remixer; sharing and uploading your videos; joining the YouTube community and sharing; customizing your YouTube Channel and the utilizing of special tools and finally publicizing and promoting your YouTube experiences. While I have dabbled with YouTube, the book let me know more of my potential.

What I particularly liked is his information about adding audio tracks with AudioSwap, helpful hints on using lighting and adding sound and special effects. Learning how to create a short film, vlog, or video mashup was very insightful. Optimizing and uploading, creating playlists, subscribing and customizing channels, and participating in groups and ways to promote the audience had some really helpful and sensible ideas.

Conclusion

The black on white text and the lack of color within the chapter makes things a little dull. But while the dull visuals do not "stand out", the insightful chapters do. What I enjoyed about this book is not only the breadth and depth in which the author explains how to use the hardware and software information, but even more importantly, specific helpful techniques concerning what kinds of videos to create with YouTube directing your messages, ideas, creativity and more. The screenshots will not explain visually how to use YouTube, especially if you run into a little trouble. But I have found YouTube is not that difficult to use and this book can help start and master using the Video editing and sharing capabilities. If you need more information, another book may suffice.

As a confirmed Macintosh user, I like that the author included information about iMovie 6 and the new one iMovie 8, as well as PC/Windows related information. The author includes a section about the compositional use of video involving "the rule of thirds". I thought this was really nice as I found this idea this technique only used for photography. It is "little" specific gems, like this, that are integrated throughout the chapters and really make this book a very good one for learning about YouTube.

In short, this book is "crammed" with good solid information that will not only have you "up and running "in no time but also help you in your improvement of your YouTube movies, ideas and creativity. Mostly for novice or intermediate users, even Advanced users may learn a trick or two as I did.

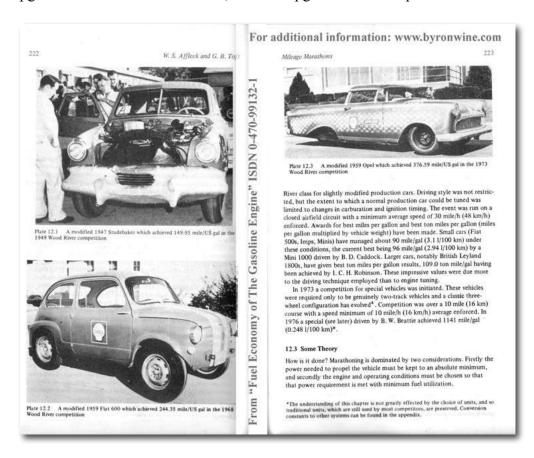


Stop whining about the cost of gasoline and do something

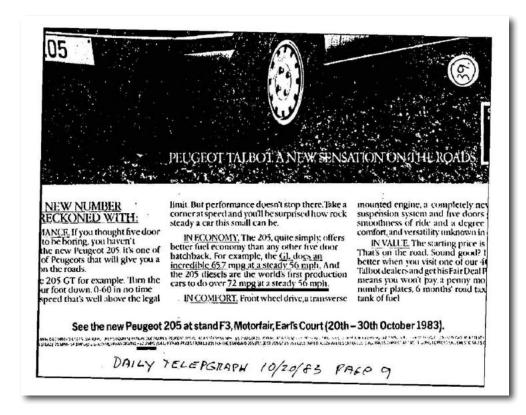
By Byron Wine

The reason for the high cost of gasoline is the failure of our US government to act in a responsible manner. The "Energy-Independence and Security-Act of 2007" - http://en.wikipedia.org/wiki/Clean_Energy_Act_of_2007 requires a 35-mpg standard by 2020. Whoop-de-do!!!

Evidently none of the people who created and signed this act did any research on available technology. To require 35-mpg is ridiculous considering the achievements of Shell Oil with modified automobiles; 49.73-mpg around 1939; 149.95-mpg with a 1947 Studebaker in 1949; 244.35-mpg with a 1959 Fiat 600 in 1968; 376.59-mpg with a 1959 Opel in 1973.



If you lived in Europe, during 1983, you could purchase a 72-mpg diesel or 65.7-mpg gas fueled Peugeot. http://en.wikipedia.org/wiki/Peugeot



Toyota is complaining they can't meet the mpg standard. Evidently some people at Toyota didn't get the memo about the 104-mpg diesel sold in Europe during 2002 -



http://driving.timesonline.co.uk/tol/life and style/driving/article814928.ece

Do you wonder why these automobiles were not available in the USA? In 2006 every congressional member of the energy committees was informed of this technology, they did nothing. Ask your members of congress for an explanation why these automobiles were not sold here. I did. They didn't respond.

A Philippine inventor, Daniel Dingel, has fueled engines with the components of water for more than 30-years - http://www.wasserauto.de/html/daniel_dingel.html

The Japanese have a water-fueled mini-van on the street - http://www.byronwine.com/files/Japan%20water%20car-1.wmv



This is not new technology. More than 200 years ago, one of the attempts to make a self-powered vehicle was fueled with the components of water. The technology is not only applicable to automobiles. Any device fueled with "fossil" oil can be fueled with water.

In January 2007, Dominion Energy - http://en.wikipedia.org/wiki/Dominion_Resources sent a "doom and gloom' letter to customers, I responded with information about commercially available water fueled electricity generators. Dominion did not respond, consider this when paying your electric bill.

You hear and read of the US presidential candidates expounding about our reliance on foreign oil. Yet, every candidate for president was offered a free computer disk with videos of six automobiles fueled with water. None wanted the disk. You are told there is an oil shortage. A chairman of Exxon/mobile doesn't think so, nor does the governor of Alaska. The governor says there is a 200-year oil supply for the USA in that state.

Documentation, and videos, for the above will be found: http://www.byronwine.com.

It is apparent there is an effort by our government, and major media, to keep the citizens in the dark concerning achieved energy technology. We must make all politicians, including wannabes, address the energy issue with truth and solutions, not rhetoric. DO SOMETHING! Don't whine about the cost of gasoline. Demand that our employees earn their salary by action. If not, replace them.

Another issue, investigate the privately owned Federal Reserve System.

Byron Wine Manassas, VA

Global Warming, the Cult of Gaia and "Edidence"

By Robert Pritchett



"'Edidence' - Take a little fact and cram it full of lies." Parish Lee, April 9, 2008

Unless you've been living under a rock or stranded on a desert island somewhere, you know this past month has grown from "Earth Day" to "Earth Month". I have been happily helping with some of the activities through the *Mid-Columbia Sustainable Business Network*, *Mid-Columbia Earth Month* and the *Alternative Energy Expo* – http://www.earthmonthmc.org

"Global Warming" TM is Globaloney TM

and has been recently updated to be known as the "Climate Change Crisis" by the Leftists. Everything gets attention if it is labeled as a crisis. We've known Climate Change for years – as "Weather". The Global Warming alarmism has been scientifically and unequivocally proven to be false! However, if the AlarmistsTM rename the latest crisis as "Climate Change", they will always be right and grab control of our lives. I don't want them gaining control of my life.



And yes, I am left-handed, so I guess I'm a "Leftist" too.; \(^\)

As I've been updating information over on the PESWiki website http://www.peswiki.com, I've been having to deal with Global Warming and have become extremely agitated by the Marxistic left-leaners and their World Order orchestrations through "Global Warming" scare tactics.

The latest "Edidence" (False Facts) comes from Al Gore, Climate Change Propagandist, at *Technology, Entertainment and Design*; "*New thinking on the climate crisis*" - http://www.ted.com/talks/view/id/243 as he religionizes his efforts and attempts to enrich himself by taxing us with a carbon credit tax (he fronts his own carbon credit company – Generation Investment Management) and cries for political activism. [By the way, I did personally shake hands with him once in WA DC. He has a great sense of humor. I wish I could get away with fleecing humanity the way he has. I have scruples.] Our former Democratic Party Vice President of course is going to go for more taxes to help us overcome our carbon-dependence, perhaps forgetting conveniently that we humans are carbon-based units. Oh yeah, he is also of the persuasion to also eliminate humanity from the planet. But enough about his propaganda film, "*An Inconvenient Truth*", of which he later openly admittedly said was full of lies and half-truths. He got his Nobel prize and worldwide recognition.

By the way, he "borrowed" a sequence from the disaster film, "The Day After Tomorrow". Sculpted from Styrofoam and later scanned into a computer, the ice shelf "flyover" *looks* real.

Al Gore conveniently ignores the fact that this past winter saw record snowfalls and record low temperatures in various parts of the world, which indicate that this warming cycle might be coming to an end - http://cassandra2004.blogspot.com/2007/03/winter-of-2007-des-moines-iowa-blizzard.html

Earth Day activities go inside

http://www.edmontonsun.com/News/Edmonton/2008/04/21/5343616-sun.html

Britain gets heavy snow on Easter

http://www.timesonline.co.uk/tol/news/weather/article3295314.ece

Temperatures cooler than normal in Alaska

http://pafc.arh.noaa.gov/ice.php

Mother Nature Stalls Earth Day Event

http://www.washingtontimes.com/apps/pbcs.dll/article?AID=/20080421/METRO/519591091/1004

"Worldwide globalization" fits with the "New World Order-speak". The real elephant is not CO2 (reference to cute animated cartoon in Al Gore's TED Keynote presentation), but those who would take away our liberty and freedom for their own gains. Please look at who is behind the curtain pushing this hot button. Understand where they are coming from.

Ambitious Environmentalism

This socialistic/communistic direction was made fairly evident in the pre-scripted results of the e3Washington event that took place in March in my community, as a guise to bring the community together under community planning and one government – and yes, again I was involved. Others took away the same uncomfortable feelings I did about the New World Order, after the Kumbiaish feel-good, hugs-all-around, Intelligentsia event.

John Coleman, former owner of the Weather Channel, wants to sue those who are committing Global Warming alarmism and cashing in on the Carbon Credit™ craze as he spoke at the *2008 International Conference on Climate Change* in New York City back in March 2-4, 2008 - http://www.businessandmedia.org/articles/2008/20080303175301.aspx I hope he is successful. The Weather Channel has been co-opted by the Environmentalists™.

Global Warmism is a cultish, godless, environmental extremist's "religion", being run and operated by the same people that brought us Marxism -

http://www.worldnetdaily.com/news/article.asp?ARTICLE_ID=54483 It is the "New Green Communism" - http://www.numberwatch.co.uk/religion.htm Vaclav Klaus, the President of the Czech Republic would know from past experience. He called it "Ambitious Environmentalism" - http://www.wdcmedia.com/newsArticle.php?ID=2936

"The environmentalists consider their ideas and arguments to be an undisputable truth and use sophisticated methods of media manipulation and PR campaigns to exert pressure on policymakers to achieve their goals. Their argumentation is based on the spreading of fear and panic by declaring the future of the world to be under serious threat. In such an atmosphere, they continue pushing policymakers to adopt illiberal measures, impose arbitrary limits, regulations, prohibitions, and restrictions on everyday human activities and make people subject to omnipotent bureaucratic decision-making."

Mark Whitney compiled this information from a presentation at the *Used Brain Academy* in 2006:

"The Earth Summit Strategy to Save Our Planet, Agenda 21 - http://en.wikipedia.org/wiki/Agenda_21 was presented in

Rio de Janeiro in 1992 and was subsequently adopted as official United Nations policy. It calls for the total regulation of every conceivable human activity. The Kyoto Protocol is but a small part of the control sought under this bloated document. Its own words proclaim its intent:

'Effective execution of Agenda 21 will require a profound reorientation of all human society, unlike anything the world has ever experienced—a major shift in the priorities of both governments and individuals and an unprecedented redeployment of human and financial resources. This shift will demand that a concern for the environmental consequences of every human action be integrated into individual and collective decision-making at every level.'

This is nothing more than Soviet-style social engineering with a layer of green paint... The late **Jacques Cousteau** delivered an address that was adopted as the unofficial preamble to Agenda 21 at this so-called "earth summit":

"An American-born child is environmentally too expensive to maintain to his or her adulthood in a world economy. American women must be subjected to some manner of regulation beyond licensing and mandatory abortion practices. Unconventional and extreme measures must be implemented and enforced by global U.N. mandate as it is deemed necessary. The bodies of these world ecocriminals should be commercially yielded for reintroduction in the world's natural systemic food and nutrient chains, in order to restore a more natural biological balance and order to our Sacred Earth."

And our State governments are falling all over themselves in trying to legislate Climate Change - http://www.roguegovernment.com/news.php?id=8408 along with the U. S. Federal Government Climate Security Act of 2007 - http://www.govtrack.us/congress/billtext.xpd?bill=s110-2191 establishing a "Carbon Market Efficiency Board" through the Environmental Protection Agency. At the International Level the International Renewable Energy Agency (IRENA) is being born - http://wagingpeace.org/articles/2008/04/15_jagger_irena_speech.php Playing the "We Can Solve It" game from both the right and left of the isle - http://www.sfgate.com/cgi-bin/blogs/sfgate/detail?blogid=14&entry_id=25803 > http://www.wecansolveit.org/ > The We Campaign > The Alliance for Climate Protection > Al Gore.

The Cult of Gaia

A fanatical devotion to a cause is being a zealot or being involved in a cult-like activity. Worship of the Mother Goddess http://www.theoi.com/Protogenos/Gaia.html#Titanes and honoring the sacredness of the Earth as Gaia, puts a lot of Environmentalists into this camp - http://www.usasurvival.org/cultofgaia.html

These ambitious environmental fanatics are known to shout down and otherwise attempt to shame and defame any and all opposition to their cause, including death threats. The Age of Aquarius or New Age Movement indeed - http://en.wikipedia.org/wiki/Age of Aquarius

"Environ-Mentalism: A New Religion for a New Age" – http://www.youtube.com/watch?v=PYl4hkFRdTk http://www.youtube.com/watch?v=gFpLST4A_lg



Just listen to the Ted Turner clip here - http://www.mrc.org/cyberalerts/2008/cyb20080402.asp#1

Ted Turner promoted the Captain Planet "save the earth" indoctrination cartoon series on TBS -

http://www.captainplanetfdn.org/aboutUs.html and http://en.wikipedia.org/wiki/Captain Planet and the Planeteers

Captain Planet theme song - http://www.youtube.com/watch?v=oO41GWNePDI
Instead of "Power to the People", it is "The Power is Yours".

"Gaia, the spirit of the Earth, is awakened from a long sleep by human activity destroying the planet. Realizing that the damage is extensive, Gaia creates five magic rings, each with the power to control an element of nature and one controlling the extra element, heart. Gaia sends the rings to five chosen youths across the globe: Kwame, Wheeler, Linka, Gi, and Ma-Ti."

There may be a movie version coming in 2009.

We really should be doing things that make economical sense and not let fear rule our lives – http://www.nytimes.com/indexes/2008/04/19/magazine/index.html New York Times "Green" Issue, but humanity does not need to sacrifice itself on the alter of "Green".

Do I believe that earth is a living creature? I believe that there are enough resources and to spare, for all of humanity – based on scriptures I've read, so, yes. We were asked to administer, cultivate, nurture and replenish the earth through stewardship over it by God. However, the Gaiasts would wish that we forget God and worship the Mother Earth itself. These New World Pagans need to be reminded of what happens when we decide to worship the creation rather than the Creator - http://contenderministries.org/UN/gaia.php Really bad things happen.

Global Warming - Fact or Fiction?



Are we really in a warming phase? Yes, but that is part of the Sun Cycle.

The weather is tending to get more and more unpredictable, but we were told certain events would happen in our time, thousands of years ago in scripture. And we are bumping up against the end of the Mayan and I-Ching calendars (2012) - http://www.youtube.com/watch?v=11iCmzGnOI8 http://www.youtube.com/watch?v=uZIfyXc8RWk

Over on the PESWiki site - http://peswiki.com/index.php/Directory:Global_Warming we made an attempt at balancing both ends of the Global Warming balance beam, however, if you hadn't noticed already, I tend to favor the "it isn't a crisis" camp myself, because of the extra-human efforts by so many around the globe we have been cataloging, who are making efforts to reduce our carbon footprint and bless humanity in the process.

Eric Sodomka has taken a more or less humorous "we should do something" approach to the topic and established the *Man Pollo Project* - http://www.manpollo.org/ as a Risk Assessment exercise.



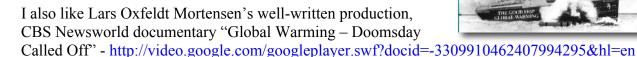


You might want to visit the website Global Warming Hoax - http://www.gloalwarminghoax.com

Among my favorites on the PESWiki site has been the YouTube CO2 maps from the Vulcan project - http://www.purdue.edu/eas/carbon/vulcan/index.php presented by Kevin Robert Gurney.

Another is the 4-part YouTube videos showing Bob Carter (James Cook University) torpedoing the good ship "Global Warming" with 8 scientifically accurate torpedoes.

Here is a 14-page PDFed version of his presentation - http://members.iinet.net.au/~glrmc/2007%2005-03%20AusIMM%20corrected.pdf

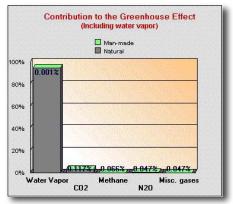






Inconvenient Facts

If we recognize that CO2 emissions are .03% of the global gases in our atmosphere, an increase or decrease based on human activity isn't going to make a whole lot of difference to the earth. The earth is resilient and self-correcting through deep sea venting, volcanic and other geothermic activity both below the surface of the seas and above ground, through weather changes and also through biological activities. Extra heat vents out to space. When there are anomalies, the earth is self-correcting. When we polluted, we have cleaned up the mess. Where we harvested forests, we replanted. Where we have destroyed parts of mankind and the earth through the



ravages of war, including nuclear, the earth revived, howbeit over time.

We also see that sea levels are not increasing, but are stable.

While watching the National Geographic presentations on Glacial Warming http://science.nationalgeographic.com/science/environment/global-warming/extreme-ice-survey-article.html, all I could think of is that when we added dams to rivers, did the oceans drop as we back up the rivers and streams? And where the measurements were taken about the ocean level having dropped 20 feet over the centuries, what of refilling the aquifers and replacing the oil underground with water to force more to the surface?

From a presentation done by **Warren Wittekind**, Ph.D, P.E. – "Energy from the Vacuum and Other True Things" presented at the Alternative Energy Expo, April 26, we learned that the earth's circumference has been expanding by 6 inches per year even as its mass has been increasing through neutrino absorption in the core. Do we see the levels of the oceans shrinking as the earth expands?

Even Al Gore knows the oceans are not going to rise, as he recently bought another house near the Pacific Ocean in San Francisco. We also know that as more ice and snow returns to water, that precipitation around the globe increases and reservoirs and aquifers get replenished. Water vapor is the largest "Greenhouse Gas" not addressed properly in the studies. Once that is included in the equation, mankind's contributions to Climate Change is dwarfed to way below Zero – http://www.geocraft.com/WVFossils/greenhouse data.html

The list of "Misc. Gases" can be found at the *Carbon Dioxide Information Analysis Center* – http://cdiac.ornl.gov/pns/current_ghg.html Of course, water vapor is indeed missing from the list, because at 95%, it is not a miscellaneous gas.

And the "next big thing" probably will be how we handle methane releases – "Methane Burps: Ticking Time Bomb" http://www.energybulletin.net/3647.html My take on the Methane thing is that it is used in biofuel development, so let's put it to use in producing more biofuel, instead of being Chicken Little and declaring that the world is ending. Do you remember the "kill the cows" campaign because they burped methane and that gas was much more detrimental to the atmosphere than CO2?

I love this quote, "Making up only about 16 molecules out of every ten million of air, methane is almost as rare as a winning lottery ticket." http://www.swsciences.com/research/tundra.html

National Geographic has been busy getting even more political with its *Preserve Our Planet*, Naked Earth and Naked Science series with the latest being the Human Footprint program - http://www.nationalgeographic.com/preserveourplanet/index.html on the National Geographic Channel.

There are glaring omissions that are not included in such studies as the 14-page report, "Growing Cooler: The Evidence on Urban Development" -

http://sgusa.convio.net/site/DocServer/Executive_Summary.pdf?docID=4021 and is countered by this scholarly article over at Demographia -

http://demographia.blogspot.com/2007/09/greenhouse-gas-omissions-growing-cooler.html

They also tend to ignore the 11-year Sunspot cycle - http://www.solarcycle24.com/ They also might want to check out the CO2 Science site - http://co2science.org/

Computer climate models are still an inexact science and should not be relied on for future projections. Heck, we can't even predict the weather locally 24 hours into the future! How can we rely on 5, 10 and 20-year projections, when we don't even have accurate data to base assumptions on, with what little we "know" of the past? There are still too many unknown variables based on assumptions and presumptions. Even the Intergovernmental Panel on Climate Change (IPCC) recognizes this - http://www.ipcc.ch/

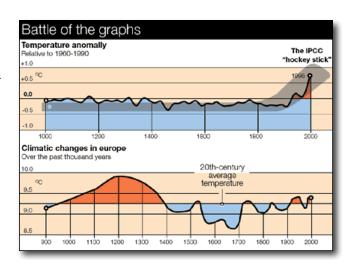
See *Unstoppable Solar Cycles* - http://www.youtube.com/watch?v=jF 2bP9n3R0

We pulled out of the "Little Ice Age" through apparently the Industrial Revolution, if we are to believe that mankind has been warming the Earth –

"Was man really responsible for pulling the Earth out of the Little Ice Age with his industrial pollution? If so, this may be one of the greatest unheralded achievements of the Industrial Age!" - http://www.geocraft.com/WVFossils/ice_ages.html#anchor2108263 "Global Warming: A Chilling Perspective"

The facts show that the world has changed from an icebox into a green garden. Forests have returned to frozen lands and frozen roots of dormant vegetation under the tundra are coming alive again. *How is this a bad thing?* What was dead, is coming alive!

Sepp Hasslberger continues gathering information in his Blog about the UN misinformation and the regurgitation of untruths distributed by the IPCC about this deceptive "hockey-stick" graph. "Constant repetition of wrong numbers doesn't make them right."



http://blog.hasslberger.com/2006/11/manmade global warming the deb.html

As more scientific information is coming forth, many previously paid global-warming scientists are doing a quick back-pedaling as better and previously suppressed information comes to light - http://www.realclimate.org/

I do believe we need to do a better job in our stewardship of the earth so we can maintain what has been give to us – or if we don't, the stewardship will be removed from our hands by Him who blessed us originally with it. I honestly believe that.

My take-away from the recent Al Gore presentation at *Technology, Entertainment and Design* is that we can make a positive difference, given the resources we have currently. It has to be done literally at the grass-roots level however and not by government "feel-goodery" edict, no matter how much edidence is used to sway our minds away from common sense. It will not be accomplished through coercion or scare tactics, but through good, honest efforts by people blessed with inspiration to improve how we do transportation or how we live.

Goofy Ideas

David Keith, environmental scientist spoke on *Technology, Entertainment and Design*, spoke about "*A surprising idea for "solving" climate change*" about throwing ash up into the atmosphere to cool the planet - http://www.ted.com/index.php/talks/view/id/192

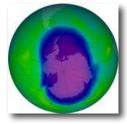
And we pay scientists to hurt humanity with chemtrails and attempt to add glass particles high in the atmosphere to shield us from sunlight —

"Scientists at the U.S. Department of Energy's (DOE) Savannah River National Laboratory in Aiken, S.C., are conducting limited tests and developing computer models of what might happen



if a huge amount of particulate matter is shot into the stratosphere." http://www.prisonplanet.com/articles/april2008/041008_geo_engineering.htm

"Our research indicates that trying to artificially cool off the planet may be a perilous endeavor. While climate change is a major threat, this solution could create severe problems for society." Simone Tilmes

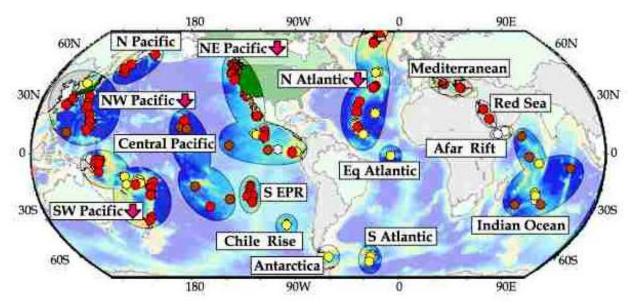


http://www.greencarcongress.com/2008/04/injecting-sulfa.html#more

Acts of God

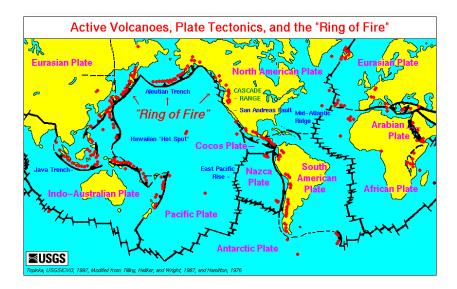
We seem to forget who is ultimately in control of our stay on Earth – God. We euphemistically refer to Him as "Mother Nature". Let us not forget our Heavenly parents.

Somehow we think we can make a real difference in changing the climate, but seem to forget that the Earth is doing a pretty good job without us. We recently discovered Geothermal venting on the Ocean floors, where living creatures thrive in 750-to-840 degree temperatures as bacteria, white crabs, tubeworms, shrimp, etc. that dissolve carbon from the ocean carbon-sink and eat sulphates for a living. http://www.enotes.com/earth-science/geothermal-deep-ocean-vents



http://departments.colgate.edu/biology/Images/DMcHugh/hydrothermal-vents-c.jpg

Are we so vain as to think we can cool the earth while undersea vents are pumping extremely high heat through the ocean 24/7? There is a proposal effort to capture that heat with undersea turbines, even as we grab heat above ground with geothermal power stations.



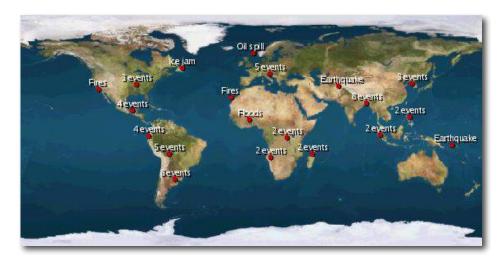
How soon do we forget about volcanic activity and what just a single volcano can do to the atmosphere?

http://www.volcano.si.edu/reports/usgs/

http://en.wikipedia.org/wiki/Volcano

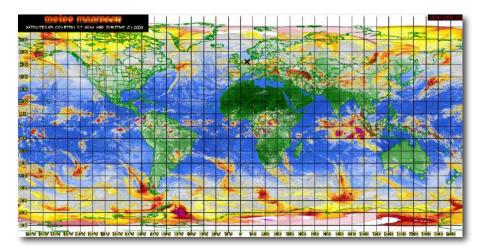
http://www.geo.mtu.edu/volcanoes/world.html

And what of the other "Natural" disasters that cleanse the planet throughout recorded history, such as cyclones, earthquakes, fires, floods, hurricanes, landslides, tsunamis, typhoons, etc.? http://www.ctv.ca/generic/WebSpecials/tsunami_map/flash/tsunami_map.html (Interactive map) http://en.wikipedia.org/wiki/List_of_deadliest_natural_disasters http://www.disasterscharter.org/index e.html



http://www.disasterscharter.org/disasters e.html (Interactive Map)

The weather is in constant change - http://www.wunderground.com



http://www.meteo-maarssen.nl/en sat im.html (Interactive Map)

Hope For Today and For the Future

Just a little over two generations ago, much of the US didn't have electricity, running water, good clean food, children suffered and died from childhood diseases, many could not read or write and life expectancies were much shorter than they are today. Death was a common occurrence. We *have* made a positive difference in the last century both here and throughout the world. We will continue to do so. Resources are not as scarce as we are led to believe.

Perhaps we can combine technological advances, such as is discussed by George Gorski in his article, "Global Warming Up to a Hydrogen Economy" at http://seekingalpha.com/article/72150-global-warming-up-to-a-hydrogen-economy?source=d_email and continue the positive presence of mankind on Earth

Or we can turn lemons into lemonade, such as instead of sequestering CO2, turning it into gold as fuel for algae to biofuel, converting it to plastic, baking soda or calcium carbonate, or directly into hydrocarbons for fuel or even building materials - http://www.ecogeek.org/content/view/1560/81/

And we can turn plastic into fuel - http://peswiki.com/index.php/Directory:Plastic and Energy

What We Can Do

Millions around the world do not have the blessings we enjoy in the US and they deserve to get them. Again, this is only going to happen through grass-roots activities and not through government mandates. I am happy to say that I belong to a global organization that has provided relief to millions of individuals and families per year through humanitarian efforts, given immunizations to children to help eradicate disease, built water wells for communities, provided dwellings for families and communities, grown food and built community facilities and improved health services with volunteer help and volunteer funds working closely with other organizations also doing similar things. That effort is not contingent upon race, creed or color, but based on willing hearts and hands interested in the health and welfare of mankind and through the wise use of local resources - http://www.lds.org.

And the Beat Goes On...

Pay attention to who is behind the curtain and pushing the buttons for world domination and control. As we strive to be come self-sufficient and improve living conditions for our immediate and extended families, we *will* have a say in what happens to us.

There are other costs associated with the Global Warming mantra at least in the U. S. A. –

"This Spring, the Senate is expected to vote on a Global Warming bill (Lieberman-Warner) that will impose a \$1.2 Trillion tax on the American people -- all in the name of Al Gore's unfounded Climate Alarmist agenda.



President Bush and the three presidential candidates are all pushing the CO2 Climate Crisis thesis - and Climate Alarmists are pumping hundreds of millions of dollars into this massive effort to create the largest expansion of government power in our nation's history. All this, while a growing body of scientific evidence is showing that man-made global warming is not a crisis at all! Read Grassfire's backgrounder on Climate Alarmism. http://www.firesociety.com/article/24204/"

http://www.grassfire.org/106/petition.asp?PID=16216085&NID=1

For more information, I have compiled a number of video resources on this topic at http://peswiki.com/index.php/Videos:Global_Warming

Just for fun, watch this 215 minute video "The Money Masters" to hear a discussion on who some of the "button pushers" are $-\,$

http://video.google.com/videoplay?docid=-515319560256183936



DiskLibrary 1.7

Reviewed by Wayne LeFevre

M Obvious Matter

DiskLibrary 1.7.5

http://www.obviousmatter.com

Released: April 5, 2008

\$39 USD, \$39 CND, £19 GBP, 24€ Euro

Requirements: Mac OS X 10.4.6 or later; Universal

binary.

Strengths: Batch importing, drag-and-drop support, thumbnails stored with app, keeps with Mac GUI interface guidelines.



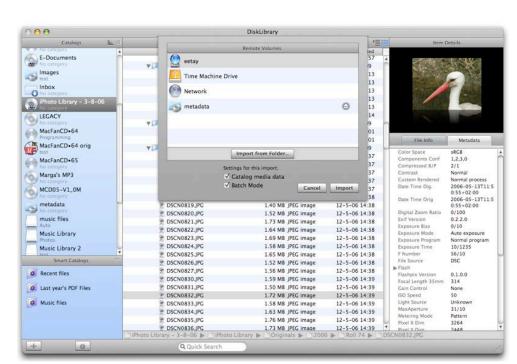


Weaknesses: Doesn't feel finished, not many options, no way to control catalogs.

For a demo of this product: http://www.obviousmatter.com/app/DiskLibrary-1.7.dmg.zip

Introduction

DiskLibrary is an easy- to-use media cataloging application. As more and more media starts to become more prevalent on your hard drives, there comes a time when you just have no choice but to dump media that you don't often access on some sort of external storage device, be it CDs, DVDs, or external hard drives.



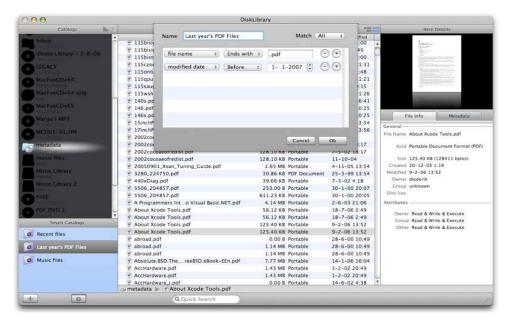
Yes, hard drives are becoming cheaper and larger, but there comes a time when you just can't or don't want to keep buying more drives. Once you do, you have to put them into an enclosure and then decide whether you want them to stay daisy-chained into your system. That, however, can produce even more problems.

Unfortunately, there comes a time that you just have to watch a certain Simpson's episode, but have no idea which season it's from, much less the hard disk or DVD the iPod version of the show is residing. Or maybe you want a certain type of background for a layer in your latest Photoshop creation. That's pretty much what a disk cataloger is for. To find your file, and tell you where it's residing on your external, offline media.

Getting Started and using the software

Installation was a snap and follows the normal procedure of most Mac software out today. You do have the option of at anytime being able to import other disk cataloging application's export files. These include CDFinder, WhereIsIt, FileFinder and DiskTracker. This is where I personally started having some difficulty.

I have most of my offline media cataloged by CDFinder. For some reason, when I import that catalog into DiskTracker, a lot comes up missing. For example, I can import a DVD that has Eye.TV raw media on it. When I view it on DiskLibrary, the only thing it shows on that DVD is two files. Desktop DB and Desktop DF. One, I don't want to ever, ever see those two files anywhere! But the biggie is, where are my EyeTV files? CDFinder displays them fine, they are listed in the export txt files, but disappear in the import process. Manually cataloging that same disc with DiskLibrary produces the correct results, fairly quickly and accurately. So whose fault is it? CDFinder or DiskLibrary? Don't know, don't care. If your going to have an Import/Export feature in your program, make sure it works.



As far as aesthetics go, DiskLibrary is very Mac like, looking very much like the standard that is iTunes. The left pane shows your catalogs and Smart Catalogs, which I admit is pretty nifty but I feel is poorly executed. More on that in a minute. The middle pane is the Catalog Items, and the far right pane is Item Details

Catalogs is where all your disks, (catalogs,) wind up. Every separate disk is it's own catalog, and unfortunately, there is no way to group the catalogs into different folders or other catalogs. Like iTunes, it's like only being able to see your music in the library. There's no way to group them into "Playlists" or folders. Except for Smart Catalogs.

Smart Catalogs are akin to smart playlists. They are as easy to set up as a smart playlist. You can make many different catalogs, being able to match All or Any separate parameters ranging from file name to dates to locations. Here's the rub, though. Smart Catalogs will show you ever file matching your query. So it's really more like a saved search. If you have a Smart Catalog named Doctor Who, and the query shows the file name contains Doctor Who, it won't show you all the catalogs, (disks,) containing Doctor Who and let you drill down from there, it shows every single file with Doctor Who in it, and it's up to you to find what you want from there and where it's located.

So, as far as it being like Smart Playlists, it's exactly like it. But for files and not music, I'm not sure how well it will really work with a workflow. If I try to narrow the field by saying "Kind" "is" "mp3", it still shows me every file that says Kind is MPEG-4 Audio File (Protected). If it has Doctor Who in the title, it shows it.

There are some great redeeming qualities of the application, however. For starters, It shows in the details pane all the file info and metadata, including a thumbnail picture. You can add comments, categories and locations to the files. The files metadata information will also be displayed if it's there, which works very nice with mp3s and video files. If importing from another application, it seems this information either doesn't follow it or it doesn't import it. It could have been just me, because the developer's site does state that many if not all graphics files should have the metadata information included in the catalog.

There is also the ability to look inside of archives, which can really be a boon to all. There's nothing like coming up against a file named pictures01.zip and not knowing what is inside it without finding the disk and un-archiving it. The search feature can search on all information, including file names, dates, metadata, etc.

Conclusion

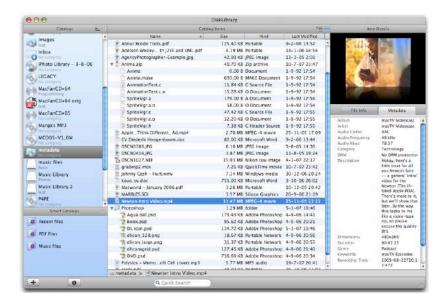
The difficulties and inquires that I made to the developer where answered quickly and politely, which goes a long way in my book. I can often overlook some trivialities just by the attitude of the developer and the fact that they respond in a quick manner and actually want to help. That is what I found with Diederik at Obvious Matter Support. He did acknowledge some of the problems I was having, and most of them are slated for correction in the next big update of the application, if not the next bug-fix version.

One of the items I would like to see out of the next version is the ability to change categories without having to go into the info pane and add categories on the fly, without having to stop the workflow and run up into the preference pane. Another is tags and also the ability to display, batch change and sort locations.

Recommendation

DiskLibrary is a solid disk cataloger that works well with what it does. It could do so much more, though, and I really hope that it continues development and most of my concerns are addressed in version 2.0.

If you are using another catalog program such as CDFinder, I see absolutely no reason to change. If you don't use an application like this, pick it up and play around with it. I think you will find that the more media you put offline, the more these apps will help you out. On the other hand, I would also pick up CDFinder and compare the two. It is your money and to me DiskLibrary seems a tad on the pricey side, so you should really see what a polished cataloger can do as an example.



Parallels Desktop version 3

Reviewed by Ted Bade



Parallels Desktop version 3 http://www.parallels.com

Released: June 2007.

\$79 USD

Requirements: Intel-based Macs only, Mac OS X 10.4 or later; 512 MB RAM; 70 MB Hard Drive Space for software

plus drive image(s); CD-ROM/DVD-ROM.





Strengths: Easy to use, easy file sharing between Mac and virtual PC, ability to move data and OS from your old PC, great recovery features.

Weaknesses: Won't be as fast as running directly in hardware.

For a demo of this product: http://www.parallels.com/en/products/desktop/

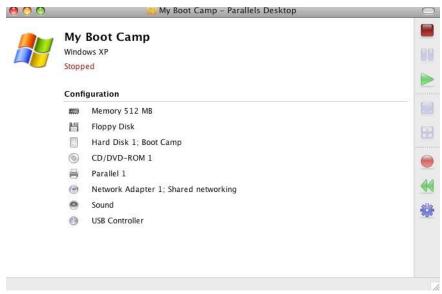
Introduction

The latest version of Parallels Desktop for Mac OS X offers a lot of features that make using any Intel-based OS on your Mac a lot more convenient. Parallels Desktop makes setting up and controlling the virtual machine a snap. Any Intel Mac users who has a need to run any other OS, Windows, Linux, or even some of the older ones, should seriously look at Parallel's Desktop for Mac OS X. If you have or are planning to switch to an Intel Mac, Parallels offers the ability to bring your old PC's OS and data along. This is one terrific program \odot

Parallels does its work by creating a virtual machine, essentially a program that runs along with Mac OS X that provides the resources to run the Guest OS. This means that you can run the Guest OS concurrently with Mac OS X and all it's applications. BootCamp, Apple's solution to running Window's XP and Vista, requires that you reboot your Mac. Parallels lets you run simultaneously. My only concern on this topic is processor power. If you need a lot for what you are doing, you might be better off rebooting and using all your Intel cores for the project. However, if you are a typical Windows home user this won't be an issue and Parallels Desktop is an excellent solution.

When you run Parallels for the first time, it begins by offering options for creating the first virtual machine. Since my Mac already had a BootCamp partition, it was happy to access that partition and use the data in it. Parallels adds a few files to the Windows BootCamp data, and sets up its internal data to allow the virtual machine to boot using this partition. The good news is that the partition is still usable to boot directly into and that doing this means that Parallels makes a hard drive file to work from.

The bad news is that XP (at least) recognizes this modification as a change in hardware and I had to call Microsoft and get yet another code to let my copy of XP work. It is a minor annoyance, but the Microsoft Customer Service people seemed to understand when I explained I was experimenting with an Intel Mac and various options for running Windows.



(Virtual machine configuration tools)

If you plan to install XP or Vista from a CD, Parallels streamlines the process for you, although it still takes a goodly amount of time. The program includes an Express installation feature that asks you a few questions before you start, then automates the process of installing Windows. That is to say it automatically inputs the data required during the installation, clicks yes for you and so forth. Once you give it the data, press go and take a long coffee break, when you return, Windows might be up and running.

Until the Parallels Tools are installed on the Window's image, your mouse and keyboard can work in only the Guest OS or Mac OS. Once they are installed, the program gives control of these items depending upon where the mouse is. It is pretty slick. Parallels adds a couple of utilities that let the virtual PC perform as well as it can.

I also installed a version of Linux during my test. The installation process was a lot more complicated, but it worked okay. My lack of experience with this type of installer was more an issue then anything else. Which leads me to one point about using a virtualization program like this. It is up to you, the user, to understand the issues with an installer.

Parallels has made the most common installations, Windows XP and Vista, easy. If you have a need to run another OS, you need some experience with it, or in a business environment, someone that does. Hopefully, if you plan to install an odd OS, you will be familiar enough with it to make it worth your while.

Parallels offers some very useful features that make working with virtual machines a lot easier. Some of the more important ones to me were "coherence", file sharing, adding commonly used window Apps to your favorites list or dock, snapshots of the drive image, expandable rather then set drive images, and the utilities for bringing you OS and data from an older PC to your Mac. I will talk a little more about these next.

Coherence is a really nifty feature that hides the Windows desktop. So it appears you are using Windows applications without running Windows. This feature supports XP, Vista, and Windows 2000. When you turn this feature on, rather then seeing a window which contains Windows OS and whatever applications you have running, the window for the application sits on the Mac OS X desktop, just like any Mac application. Of course parallels is running whatever version of Windows, but you don't have to see it. I found this mode a lot less cluttered then running in windowed mode. Instead of having a window containing Windows and within this a window for the application. You just see the window of the application. So, without seeing the Window's desktop, how does one run an application?

Parallels offers a couple of nice solutions to access programs. First of all you can have the Windows Start bar reside opposite where you have the Dock placed, or just above the Dock. This is handy, but cluttered. You can also keep icons in the Dock for the Window's based applications you regularly run. With Parallels running, you can start these applications by clicking on their icons in the Dock. (Of course, this feature works with or without coherence turned on).

The major complaint of BootCamp is the inability to easily share files between systems. Parallels makes this a real breeze and adds a few nice features as well. You can copy from a Window's document and paste into a Mac one. You can also drop a file onto a Window's application to open it there. Parallels also allows the user to set up preferred applications (Win or Mac) that are the default for opening a particular file type. So when you double click on the file, the right application opens. This would be very handy in an environment that sometimes works with documents that require a Window's application. You click on the file and the computer runs the proper application. This makes working with both operating systems very easy. So easy in fact that I wonder why any company wouldn't buy all Macs, just click and go. The user doesn't even have to know what OS is needed!

Invariably, when running Windows, something goes wrong. You install a program and it over writes some important System file or some other thing goes wrong. Generally, when things suddenly start going wrong it is safe to assume that the last application you installed or a recent thing that was done when using the computer is the cause.

Besides it's own bugs and issues, Windows seems to have attracted a lot of malicious software. Viruses, spyware, Trojans, they can all cause issues with your Windows machine. In the Window's world, reformat and reboot are sometimes the only solution. However, when using Parallels Desktop there are some options to easily recover. First of all, you can make a copy of your virtual Hard drive in the Mac OS X domain, then just replace the affected image with the older one. You might loose some changes, but you quickly get back to where you were.

Parallels offers a "Snapshot" feature that can easily get your system back without the problem. When you use Parallel's Snapshot feature you capture the state of your virtual machine at the moment. It doesn't make a backup of the hard drive image, but records what is there making it easy to go back. This feature is useful if you plan to change the OS in any way. Before you start, take a snapshot. Make the change and see how things go. If you like it, just keep going, if not, you can return the virtual machine to the state it was in when you took the first snapshot. If you are doing a series of actions, you can take snapshot at various points of change, giving you the ability to return to any point along the way.

The Snapshot is like a sequential backup. The successive images only refer to changes and don't include all the data. This is also a space saving way to back up your guest system. Take snapshots as you use it, if you realize something is not going well, go back to an earlier point. This makes recovering from goofs and issues really easy.

If you don't have snapshots in use and plan to add something to your guest system, Parallels has an "undo disk feature. This feature remembers the state of the disk image when you turn it on. It then records changes as you do whatever you do. When you are done, you decide to leave the image the way it is or revert to the way it was when you started. This feature would be useful if you are trying to see if a piece of software works and it doesn't, or if you are playing with a beta version of something. I even imagine if you were planning to visit various URLs on the Internet, you could erase what happened simply by reverting the drive to it's starting state when you are done!

Another method of recovering is to clone your Virtual Machine. What this does is makes an exact copy of the machine as it was when you clone it. Keep the clone around, so when someday, you realize that things are really a mess, delete the current machine, make a new copy of the clone and begin afresh! You could choose to clone the drive after you have installed all those essential pieces of software that you trust. Just remember to save any files you created in the virtual machine you decide to delete to old one! Better yet, keep the old image around until you are certain all your important data is transferred. Parallels offers a utility for transferring files from a drive image without actually booting that image, so you can get what you need anytime.

You cannot use the snapshot feature if you have undo disk turned on and vice-versa. If one is active, the other cannot be. Also, neither work with BootCamp partition systems. The clone can be made of your virtual machine at any point. With these ways to recover from malicious software and errors, working with Windows is a lot easier.

Just be sure to not clone your system after you install a virus ©

Now for something really terrific for people moving from a PC to an Intel Mac; If you are a switcher and would like to bring your old operating system and data files along, Parallels offers the tools you need. As part of the Parallels Desktop for Mac OS X package you get the Parallels Transporter package. This application can bring your older OS and lots of other data from your Windows or Linux machine over to a Mac. It also imports BootCamp images from other Macs as well as third party virtualization drive files. (For instance the competing virtualization program as well as older VirtualPC application hard drive images.)

Using the Parallels transporter application requires a bit of know how on the part of the user. You need to install and run an application on the source computer (your old one), then find a way to move the resulting file onto your Mac. The application supports several data transfer formats. I think the biggest problem will be finding one that works easily on the PC! Transfer options include: networking, FireWire, or any removable data device (like a CD or DVD). If you cannot use a network to move the files you need to be sure that your removable data option has enough space to store all the data that is being moved.

The transporter application makes changes to the data so that the old OS will work on the new hardware. The program can handle many hardware changes but they provide a means of installing additional drivers if this comes up. The biggest limitation of the Parallels Transporter system is that it won't bring the entire package over. You are limited to 2 or 4 Gigabytes of data depending on if your old system was Fat16 or Fat32 format. However, it does get your data and OS up and running. You can then install any applications from that older machine that you really need to run. I would suggest only installing those applications that have no Mac equivalent, allowing the switcher to learn to use the Mac stuff. With this feature, there is now no excuse to no move to a Mac. You can bring your old PC along as a virtual machine.

While this is pretty common in the virtual machine domain, expandable drives are a real benefit. What this means is that when you create a 32 GB partition for your virtual machine, it only takes up enough space to fit what you install on it. If you only install 2 gigabytes of data, that is as large as the file is. However, as you add things to your machine, the size increases as it needs to, up to the maximum.

While I am not a big fan of compressing hard drive data, Parallels does offer a feature that allows you to compress the data on your hard drive image, so that it take up less space. This would be a real benefit for anyone that has limited hard drive space and still want to run a virtual machine.

Another handy tool included in the package is Parallels Explorer. This utility allows the user to transfer files in and out of the virtual hard drive image without running the OS that is on it. Of course, you will have to know where that file is located on the virtual drive! You can make this task easier by creating a folder in the root level of the hard drive image to put things that need to be transferred later.

If you are cruising the Internet on your Mac and come across an application that you might like to try on your virtual machine, download it, move it to the hard drive image, then next time you run you can install it. Parallels has a utility to enable Spotlight to categorize the files on your virtual machine. Which means you can use Spotlight's easy features to locate files on your virtual machine hard drive image!

My Experiences

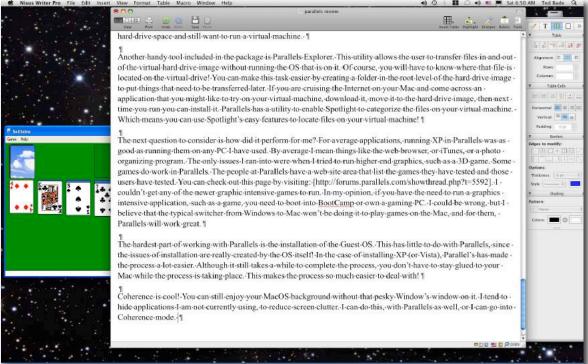
The next question to consider is, how did it perform for me? For typical applications, running XP in Parallels was as good as running them on any PC I have used. By typical I mean things like the web browser, or iTunes, or a photo organizing program. The only issues I ran into were when I tried to run higher end graphics, such as a 3D game. Some games do work in Parallels. The people at Parallels have a web site area that list the games they have tested and those users have tested. You can check out this page by visiting:

http://forums.parallels.com/showthread.php?t=5592

I couldn't get any of the newer graphic intensive games to run. In my opinion, if you have the need to run a graphics intensive application, such as a game, you need to boot into BootCamp or own a gaming PC. I could be wrong, but I believe that the typical switcher from Windows to Mac won't be doing it to play games on the Mac, and for them, Parallels will work great.

The hardest part of working with Parallels is the installation of the Guest OS. This has little to do with Parallels, since the issues of installation are really created by the OS itself! In the case of installing XP or Vista, Parallel's has made the process a lot easier. Although it still takes a while

to complete the process, you don't have to stay glued to your Mac while the process is taking place. This makes the process so much easier to deal with!



(Coherence mode - is that Win's Solitaire on my Mac desktop?)

Coherence is cool! You can still enjoy your Mac OS background without that pesky Window's window on it. I tend to hide applications I am not currently using, to reduce screen clutter. I can do this, with Parallels as well, or I can go into Coherence mode. Coherence mode, just keeps the window of the application open, you don't see the Windows desktop. I even went as far as turning auto hiding on in the Window's Task bar. (I do the same for Mac OS X Dock. While I don't recommend it, I had both taking up space on the bottom of my screen. I didn't find it that hard to get to the Dock/Bar of my choice! I saw a little hesitation when running several Mac applications and Parallels in coherence mode, but it wasn't anything terrible.

Conclusions

Overall, Parallels is a terrific application. It works very well. If you have need to use some Windows applications it will perform well for just about any needs. If you are switching from a PC to a Mac, it not only will serve you very well, but will be a real money saver, since you won't need to buy a new fresh copy of Windows to use on the Mac. That alone is worth the cost of Parallels. If you have the need to run any non-Mac OS X operating system on your Macintosh, I highly recommend Parallels Desktop for Mac OS X. It offers the tools to make doing this as easy as possible. Parallels Desktop is a top notch application and a real asset to the Macintosh community.

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Besides our website and consulting efforts, we also create *macCompanion* as a freely available PDF-based monthly. It averages about 100 pages per month. July 2006 was the 4th-year anniversary of this labor of love. The *macCompanion* staff is an all-volunteer team of writers and reviewers from many parts of the globe, and they also have a great wealth of knowledge and experience in their backgrounds. That base of talent also continues to keep growing as the Macintosh Professional Network expands.

Statistical Analysis

We are very excited about our site statistics! The multilingual-capable <u>macCompanion</u> website is close to 2 million page views a month and readership continues to increase rapidly through our "whisper campaign". (Just don't put too much attention to web statistics and you will be okay though - http://www.goldmark.org/netrants/webstats/.)

We continue to get greater visibility every day. Many of the various 35 computer operating systems (with many moving towards the Mac® OS XTM environment), 115 online search engines, 269 countries and domains and 319 online robots have discovered us – and continue to do so. So far, over 201 other websites have also linked to us. Many of our readers have made our site one of their favorites. While nearly 70% of our readership stops by for a quick visit via RSS feeds, over 23% spend between 1/2 to 1 hours at a time going through over 250 different pages on our site (mostly archives). Many of those who quickly drop by, come to get the monthly PDF issue of *macCompanion*. Over 35GB of bandwidth was used in December 2005 alone for download purposes. Previous months have averaged around 20GB. Trend analysis indicates that will continue to increase as folks decide to "Move to the Mac".

Advertising with macCompanion

We have some advertising options you may choose from, and multiple months receive a 20% discount for both website and PDF-based ads. All advertising must be paid in advance. We accept credit card payments via PayPal, checks, money orders, by regular mail and cash in US currency by hand, if you meet us face-to-face.

Site Ad Rate

Talk with Dennis Sellers about advertising rates. Negotiable. Following the KISS principle, we accept banner ads in only one size at this time - 468x60 pixels (per the <u>Interactive Advertising Bureau</u> standards for a Full Banner Ad Interactive Marketing Unit.) The ad will be rotated through with other ads, and there is no limit to how many you want to include.

The billing cycle begins based on the first day the ad placed on the site and is renewable on a monthly basis. This can begin immediately or at any time.

Affiliations

We do affiliations, and work with those who have made arrangements with online affiliate systems, or we deal directly with you if you have created code, and have a contract we can sign. Check out the Bazaar on our website at http://www.maccompanion.com/bazaar/bazaarindex.html

Sponsorships

We also accept sponsorships. Please let us know if you would like to sponsor *macCompanion*!

If you are as excited about our *macCompanion* readership as we are, please download the contractual terms and conditions documentation that are online in PDF format, or we can send them to you as an attachment. We'd enjoy having an ongoing working relationship with you too.

Well that's it for this issue. Please come back again next month! The *macCompanion* Staff