

macCompanion

YOUR GUIDE TO ALL THINGS MACINTOSH

Spring
has
sprung!



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VOLUME 3 ISSUE 4 April 2005

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Masthead

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And our special thanks to those who have allowed us to review their products!

Letter From the CEO

Mac is the Word

Apologies up front to Barry Gibb of the BeeGees (<http://www.beegees-world.com/>) for changing the word Grease from the song *Grease* to Mac, but today it fits, doesn't it?

Mac is the word, is the word that you heard.

It's got a groove, it's got a meaning.

We'll solve the problems and we'll see the light.

We got a loving thing, we got to feed it right.

There isn't danger we can make it so far.

We start believing now that we can be who we are.

Mac is the word.

They think our love is just a growing pain.

Why don't they understand?

It's just a crying shame.

Their lips are lying, only real is real.

We start believing now that we can be who we feel.

Mac is the word.

Mac is the word, is the word that you heard.

It's got a groove, it's got a meaning.

Mac is the time, is the place, is the motion.

Mac is the way we are feeling.

*We take the pressure and we throw away
conventionality, belongs to yesterday.*

There is a chance that we can make it so far.

We start believing now that we can be who we are.

Mac is the word.

Mac is the word, is the word that you heard.

It's got a groove, it's got a meaning.

Mac is the time, is the place, is the motion.

Mac is the way we are feeling.

Mac is the word, is the word that you heard.

It's got a groove, it's got a meaning.

Mac is the time, is the place, is the motion.

Mac is the way we are feeling.

Mac is the word, is the word, is the word...

Why do I think Mac is the Word? (And we are not referring to the New Testament scripture reference in the Book of John.) Well, more like Mac OS X. Tiger is really the Word, but you will probably see it publicly released this month and there has been this on-going dialogue about Mac OS X and malware. For example, below is a piece from our *macCompanion Blog*. I would suggest you pay attention to the *MacDailyNews* link with comments by *Sure Am Relieved*, who links to a number of myth-breakers about Macs and malware. Thankfully Jack Campbell nixed the contest on his DVForge website:

Get paid for spreading computer viruses on the Mac!

Lamebrained? You bet! Destroy Mac OS X for only \$25,000 USD. Just remember a few others who went to jail for a time for spreading malware for nothing. Unintended consequences?...

[http://macdailynews.com/index.php/weblog/comments/mac os x virus prize 2005 offers 25000 cash prize/](http://macdailynews.com/index.php/weblog/comments/mac_os_x_virus_prize_2005_offers_25000_cash_prize/)

Then see Chris Seibold's analysis at Apple-X:

<http://www.applematters.com/weblog.php?id=P309>

If you search in our Blog (<http://www.maccompanion.com/ExpressionEngine1.2/>) in the Security Category, you will see a *ton* of references to why Mac OS X is more stable (not perfect, but stable) compared to other Operating Systems. After 4 years and only one rootkit (named Opener) that has to be physically installed at a workstation after getting permission from the system owner, we can still say that there is no Virus, Trojan or Worm that affects Mac OS X directly, in spite of the FUD spread by the anti-virus mongers. Four years! Oh, and there those macro issues associated with legacy 3rd-party software that competes with iWork™ (you know who you are in Redmond, WA).

Yes we pay (and pay well) for anti-malware, not so much to protect our Macs, but so as to be good netizens and not spread malware to other non-Mac systems. Isn't that nice of us? It isn't so much self-defense, as just being prepared in case anything untoward could, maybe, perhaps someday, happen to really try and damage our productivity systems.

macCompanion Forum Contest

Now on to something we are excited about as well. We have begun a contest to gather subscribers to our *macCompanion Forum* at <http://www.macompanion.com/forum/>. The great folks at Prolific (<http://www.prolific.com/>) have given us 3 screensaver applications worth \$20 USD each to distribute in June to 3 registered people who have provided the most value-added content to our *macCompanion Forum*.

Those 3 really enjoyable screensaver applications are *Goldfish Aquarium* (<http://www.lifeglobe.com/?ref=maccomp&>), *Marine Aquarium* and *Marine Aquarium Time* (<http://www.lifeglobe.com/?ref=maccomp&>) for the Mac. *macCompanion* staff, immediate family members and *macCompanion* affiliates are not eligible for this contest. This contest is open to everyone else, anywhere in the world until June 1st, 2005. The versions of the software are for Mac OS X. Prolific provides non-Mac versions of this software as well. Look at the reviews in this issue of *macCompanion*. Disclosure: Yes, MPN, LLC, publisher of *macCompanion* is proud to be an affiliate of *Prolific* for these products.

When it comes to computer systems, Mac is the Word and you can contribute your words in our *macCompanion* community, by registering in our *macCompanion Forum*.

MPN, LLC

By the way, as MPN, LLC (Macintosh Professional Network) we purchased the domains for *macCompanion.org*, *macCompanion.net* and renewed our license for *macCompanion.com*. We also repurchased *proapple.com* and added *proapple.org* and *proapple.net* to the mix.

If you go to our home page, you will see a few advertisers (and there are others being added in our *macCompanion Bazaar* <http://www.macompanion.com/bazaar/bazaarindex.html>) and we continue to tweak the website as we learn by doing.

Sincerely;

Robert L Pritchett
Publisher, *macCompanion*

Letter From the Editor

Spring has sprung!

It is April already. Time for Spring Break (planting and farming anyone?) and submitting tax forms to the IRS (if you are a US citizen or work in the USA). It is also the month for Earth Day (I know that because in my immediate family, one of our daughters has a birthday on Earth Day).

We are looking forward to the public release of Mac OS X Tiger – but that will be a topic later.

Our *macCompanion* Staff and others have been busting our combined tails to get you information this month on Books, Games, Hardware, Shareware, Software and Training reviews that isn't just for the Mac, but we would like to think you either have a Mac or are getting a Mac mini in the near future so you can enjoy using a system free of malware.

Go read our reviews. We probably have provided a little something everyone will enjoy. And let everyone else know *macCompanion* is alive and well because of each of you. Thank you for dropping by.

Come join our *macCompanion Forum*, download the current and/or back issues, and add comments to our *macCompanion Blog* and make some purchases from our advertisers and affiliates so we can continue to provide you with interesting information every month.

Sincerely;

Robert L. Pritchett
Editor-in-Chief (for now)
macCompanion

Views from the Ivory Tower

By Ted Bade

Let me start on a sad note:

In case you haven't heard, Jef Raskin, considered by many to be the grandfather of the Macintosh, passed on in late February. (2/26/05). He was the engineer that saw what Xerox was doing with the mouse and graphical user interface, and dragged Steve Jobs to see this and eventually began the creation of the first Macintosh. I had the opportunity to correspond with him when I was freelancing for *MacHome* magazine. He had a great wit and was a very bright person. He will be missed.

Imitation is the best form of flattery - If you haven't heard, Intel demonstrated a concept PC that looks like a Intel clone of the Mac mini. Some people believe that PC manufacturers are a little concerned about the Mac mini. The Mac mini included the design elegance of the iPod in a computer.

Let's face it, years ago when only geeks bought computers, only geeky things sold computers. Then the computer industry started selling to the average person. They followed (sometimes blindly) the geek footsteps, mainly because they didn't know enough to make their own choices. Today, Apple with its innovative design, elegant and easy of use operating system, is placing itself in a position to grab people interested in having bragging rights!

All computers (PC or Mac) can do all the basic stuff, Web, email, word processing, and so forth. When a friend announces that he or she just bought a new computer with X Megabytes of ram, a Y video processor, a W CPU running at xxxGHz. Most people have no idea what the symbols mean and most people wouldn't really care. But if I said I just bought this cool looking Macintosh that looks like an iPod, fits in the palm of my hand, and even burns CDs, now that is COOL!

Take a look at the ZNET.com article on the Intel concept PC for yourself:

<http://news.zdnet.co.uk/hardware/0,39020351,39189919,00.htm>

Interesting news for audio book lovers - A library in Long Island NY recently began loaning out audio books on iPod Shuffles. What an interesting idea. While a real dedicated audio book listener probably already has an iPod and a subscription to Audible.com, many people don't. Perhaps they don't have a trip long enough to justify listening to an audio book.

In any case Wired Online news reports that the South Huntington Public Library began loaning iPods with one audio book on it.

http://wired.com/news/mac/0,2125,66756,00.html?tw=wn_tophead_4

According to the article not only does doing this give people the opportunity to listen to an audio book, but the cost of the MP3 audio book is less than the CD version, which means a savings for the library. I am sure that the savings on the actual audio book quickly makes up the purchase of the Shuffle.

What a great idea. I wonder if my local library (a Pro-Mac library that applies Macs for as many aspects of its operation), will try this out?

It's like getting your nutrition information from a candy company - *Mac News Network* has an interesting take on a Microsoft.com information web page. The page is about the "anatomy" of a flash player. Their take on this article is that it is geared against the iPod Shuffle. According to the article, there are six important things to look for in a flash player. The emphasis is placed on those things the Shuffle doesn't have such as a display, extra goodies like a radio (oh God, I wanted an iPod because I am sick of the commercials and talk, talk, talk of the radio, why in heavens name would I want a player with a radio?), and the ability to shop at any online music store.

The article does have some useful information, which would be useful if you were trying to buy a flash player. However, there was one part missing from the article, the part that says it must make money for Microsoft!

If you are so inclined, take a look at the web page yourself.

<http://www.microsoft.com/windows/windowsmedia/devices/flash.aspx>

Then pop over to the MacNN website and read their take on this:

<http://www.macnn.com/articles/05/03/23/ms.flash.mp3.guide/>

Well, that's all I have for this month. Perhaps next month Apple will finally release Tiger or upgrade one of its computers. Have a great April.

Guest Editorial

My Workstation OS: Mac OS X

By Joshua Wood

<mailto:writer@utopia.net>

My work involves administering Unix Web servers and a mix of office desktops, along with developing the applications we run on them. I use Mac OS X to do it because it is something like a superset of those other popular OS choices. While much of the software I deploy is free, both as in speech and as in beer, I'm willing to open my wallet for Mac OS X.

I need to connect to, and develop for, more than one platform, and Mac OS X lets me keep all the tools I need in one (really shiny) toolbox. The Mac helps filter complexity for me as I use it, working with a variety of systems, standards, languages, and networking protocols, but presenting them in uncluttered, simple ways.

I can still choose to peek into the operating system source, because Mac OS X's kernel and low-level services, together called Darwin, are free software. But I can also choose to work without distraction in beautiful surroundings, tuning and tweaking on software and servers instead of on the machine I should be using to do that work.

I can mount Windows or Samba shares by browsing for them in the Finder, the Mac file manager. Connecting to NFS to grab some files from my old Debian desktop is also built-in and easy. Both are common enough features today. Getting the open source applications I can't live without is generally a simple procedure as well, with either binary or source from two community-backed Mac OS X package systems: BSD ports-inspired [Darwinports](#), and Debian dpkg/apt-inspired [Fink](#), both growing repositories of software ported to Mac OS X. Even if I need to build an obscure package from vanilla source, the task has been made easier with each successive release of the OS, as the BSD core seems to grow more "stock" in its location and integration of standard Unix features. X11 applications are even accelerated by the Quartz 2D graphics engine, and also manage a good approximation of the Mac OS X Aqua user interface (UI), thanks to the included rootless X server/window manager combo.

The free Developer Tools kit includes tons of utilities, example source, and documentation, organized under XCode, one of the slickest integrated development environments around. These tools can help tinkering-addicted Linux converts keep up bad habits, like compiling custom kernels. The time it takes me to do those chores is reduced by using XCode's support for distributed builds via [distcc](#). I can automate and link my work together with familiar Python, Ruby, and PHP scripting, all included. Not to mention development using the native Application Programming Interfaces (APIs): [Google for "OpenStep"](#) to get an idea of the high regard developers have long held for the API that is today known as Cocoa. Tim Berners-Lee used Cocoa's predecessor to create the first browser for the World Wide Web.

A polished desktop system

Above the appealing microkernel-Unix system is a complete and polished multimedia desktop, with real-time scheduling for the media subsystems, standards-based format support, and simply the premiere features for personal video and audio/music editing, consumption, and sharing. This satisfies the "personal" part of "PC" for me. I no longer need a second machine for Quake, Unreal, home movies, iTunes, and the fun stuff I do with my computer. Other, Mac-only, commercial software is some of the most innovative around: Omni's excellent Graffle is one I use, an app that has unique features for creating UML and network diagrams, while still importing and saving the common Visio XML file format.

The X11 implementation that ships with the system allows you to replace even these graphical proprietary apps with free choices, among which [the GIMP](#) runs especially well [under Mac OS X](#). Better yet, there is some very cool and totally free Cocoa software out there. Some of the better apps I've toyed with in this category are [Books](#), a library cataloging app, and [CocoaMySQL](#), a GUI database manager that I use almost every day.

My favorite Mac OS X feature may be the Services concept, a simple interface for applications to expose their functions to other apps. I can highlight a URL in any Mac OS X program, and a single click in the Services menu signals my Web browser to open it. Yes, other terminal apps exist that do some string highlighting or the like to open URLs, but Mac OS X Services are a generalized, system-provided interface that any app can use to implement new features and share them. Existing services do things like total a selected string of integers, or search for a highlighted phrase at Google, and this is barely the tip of the iceberg.

Hardware support

Using a Mac makes it easy to forget how hard this can be in the PC world. Apple makes "the whole widget," as Steve Jobs likes to say, and this creates a setup experience unavailable anywhere else. You just turn it on. Attaching devices is similarly simple. Macs don't offer the broad hardware support that the Linux crowd might seek; hardware support under Mac OS X is instead deep rather than broad. Everything that I and our small office needs just works, and usually with a smoother, simpler, more thoughtful software interface than the same hardware under other platforms. The only casualty of my Web-designer partner's upgrade to Mac OS X was a decrepit scanner that was well past its prime. The rest of her OS9 graphics tablets, cameras, Zip and Jump drives came along to Mac OS X. Standards like FireWire and USB, introduced in Apple products, have gained enough traction in the PC market to provide me with more than enough choices for add-ons.

Mac OS X and its bundled "digital lifestyle" apps really shine when driving a camera, still or video. When it's that easy to be creative, you try it, and the camera capabilities have actually added a whole new dimension to my computing life since I switched to Macs both at home and work. Usually a command-line junkie, I find myself editing [iMovies](#) of our cat an awful lot these days. The Mac OS X hardware experience follows the careful integration of the software and expands to include your LAN: iTunes music sharing and iPhoto sharing; remote camera and scanner control; discovery of file shares, printers, and Web sites on other computers. Services and devices across the LAN work when you plug them in, making network resources as perspicuous as USB devices. Seeing all the [Rendezvous](#)-enabled personal sharing features hooked up on a wireless home LAN, hearing an iTunes library broadcast through the air to a home stereo, is an impressive and futuristic glimpse of how things *ought* to work.

Envy steers me right

I needed a development and system management workstation to run all my infrastructure on (preferably RISC) multi-processor hardware, without forgoing the proprietary software I want (iTunes, OmniGraffle) or have (Word, Java) to use; that would let me build Python and PHP Web code against Apache and a free OS, but not get my hands dirty just keeping my desktop running; that would be friendly with the Windows and *nix machines around me, but without hand-configuring each connection; so I chose Mac OS X. Working with illustrators and artists led me to a choice I might not have considered otherwise. I'll admit my interest began with envy: of the drop-shadows, gorgeous fonts, and the System Preferences controls I saw running on their curvy dual-processor PowerPC machines. With Mac OS X, having my Mac is like having access to the key features of several systems on one stunning piece of hardware, capped by a UI that's the cleanest, most conveniently integrated, and most elegant in form and function currently available.

I continue to use completely free software for everything but my personal workstations, and sometimes I feel a kind of claustrophobia with a partially closed system like Mac OS X. However, Mac OS X's flexibility without complexity trumps my hangups, and frees me to get useful work done with the free software our business is built on.

Josh Wood is systems administrator at Utopian.net, where he harnesses a heterogeneous herd of systems to help provide development, Web hosting, and consulting services for creative professionals.

Defining the problem is the first step, and it doesn't occur to many people that the problem may be confined to that specific document. The very first thing you should try in chasing down such a problem is to open a new document using the same application (program), enter into it a few items of the same kind as are in the problem document (text, graphics, whatever), and see whether the new document exhibits the same problem. If it doesn't, you can assume that the problem document has become corrupted in some way.

What you need now is some way to extract the data (text and graphics) from the problem document while leaving the corrupted elements behind. Since you don't know exactly where the problem lies, this is a matter of trial and error, but there are a few methods you can try:

1. Open a new document, and cut-and-paste the entire content of the problem document to it. Save with a new name.
2. Save the document in an earlier format. If the Save As... dialog offers you the option of a format that is an earlier version of the one you're using (e.g. AppleWorks 5 rather than AppleWorks 6), try that.
3. Save the document in a generic format which will retain at least some of the formatting data. If it's a word processing document, save it in the RTF (Rich Text) format. If it's a spreadsheet, try the SYLK format.
4. If you get to a stage where the problem still exists but the file is openable using a different application, try doing that; then resave in the same format. For instance, if you're using Word and have saved in the RTF format, this is also readable by AppleWorks. Open the document with AppleWorks, and resave it with a different name in the same (RTF) format. Then open the resulting file with Word once again.
5. Save the document in a very basic format that carries very little if any formatting data. Try TEXT for a word processing document and Tab Delimited or CSV for a spreadsheet.

Each of these methods will strip out at least some of the formatting of your document. You may have to reset fonts, margins, columns, formulae, tabs, and so on. Some methods will lose any graphics in the document. The further down the above list of methods, the more formatting you will lose, so try them in the order shown.

Your hope is that at some stage, the data lost will include whatever it was that was causing the problem.

Books

Adobe GoLive CS Tips and Tricks Reviewed by Dr Eric Flescher

AdobePress

Training and inspiration for digital communicators

Authors: Adam Pratt

<http://www.adobepress.com/authors/bio.asp?a=4a2a4ce7-0543-4bea-9481-24ce8f9c2c54>

Lynn Grillo

<http://www.amenco.com>

Adobe Press

1249 Eighth Street

Berkeley, CA 94710

www.adobe.com/products/golive/main.html

Booksite: <http://www.adobepress.com/title/0321278771>

Pages: 352

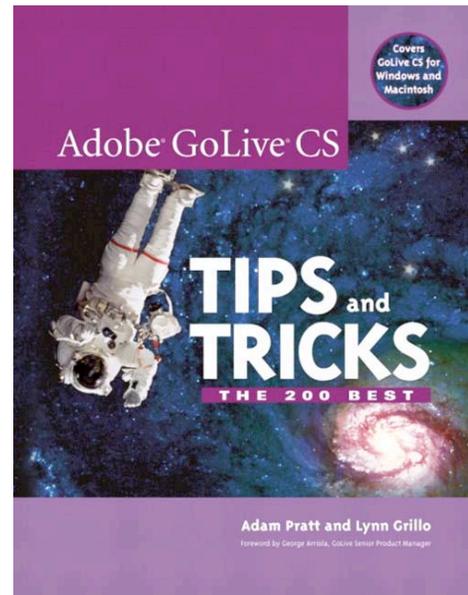
\$15 USD, \$22 CAN, £ 11 GBP, €12 Euro

ISBN: 0321278771

Level: Beginning, Intermediate and Advanced.

Strengths: The book is easy to read. Visual CSS authoring is well done. Redesigned interface. Strong XML and portable-device support. Outlines a series of good tips for using Golive CS and comparing the differences to earlier version should one want to upgrade. The arrangements of tool palettes is new, but can possibly be rearranged to follow visual feel of previous versions if you prefer. Tips outline a full array of Golive information. Screenshots are for the most part well done and easy to view.

Weaknesses: Missing Dynamic Content module. Possibly this book is better suited to intermediate and advanced users.



I did not want to use straight HTML code when learning how to create a website. A visual-based webmaking software program was what I wanted. But I also wanted ways to tweak the HTML when I desired and wanted more versatility. Claris Homepage was my first choice when I starting website creation but after awhile, I wanted to do more with websites and felt that I needed a more powerful one that had more “tools.” I purchased and started with an authoring program called Dreamweaver. But it was a nightmare, literally. Even with three other books and much time trying to figure out what to do, I could not find the tools. I found the program cumbersome, non-intuitive and very difficult to use. What I wanted to produce was now a laborious “find and search” mission instead of a “creative mission.” There have been only a couple of programs that I found impossible to master and could not learn how to work with sufficiently. Without the results I desired, I quit this program in disgust. It might be a so-called “standard” but I wanted to see if there was a better program to suit my needs.

I turned to Golive 5, which was one I had thought of previously before the nightmarish episodes. A number of years before, I had seen it as Cyberstudio. Then it was bought and taken over by Adobe to compliment their Photoshop suite of software and renamed as Golive. I was hoping that this program would be friendlier. I had seen reviews that said Golive and Dreamweaver were “neck and neck” in terms of power and flexibility. Trying Golive 5, I found it to be more intuitive, friendly and better functioning. I was able to start a website using the powerful tools. Within a week or so, I definitely felt much better! Later I started looking around for a book to help me use the program for further designs.

I found another great book to work with called *Sam Teach Yourself Adobe Golive 5* by Adam Pratt, Lynn Grill and Jennifer Smith. User friendly and extremely well written, this book was a remarkable extension to the learning and using Golive. These authors had written a very nicely accomplished book that was a pleasure to work with in terms of developing my websites to even greater heights. Adam Pratt and Lynn Grillo, I found are Application Engineers at Adobe and have extensive experience using, teaching, supporting, and documenting Adobe GoLive and of Adobe's Creative Suite Products. They are also Adobe Certified Experts in GoLive and many other Adobe applications and I was very impressed with the way they wrote this last book and user friendliness and the breadth and depth of their knowledge.

By 2004, I still had not upgraded to Golive 6. Golive CS then arrived in 2004 and I began to think seriously about purchasing and upgrading to Golive CS. Around the first quarter of 2005, I still had not made up my mind. I wanted to see what was on the market first and what were the developments with the software package since Golive 5. So I went searching for a possible new edition of Pratt and Grillo's book. I did not find exactly what I was looking for, but I found Pratt and Grillo's new book, *Adobe Golive CS Tips and Tricks: The 200 best*. I wondered what could this book and the authors provide about Adobe Golive CS that would help any user understand Golive as a webmaster tool? What could I learn about new techniques, tips and much more, that might assist me, and possibly others, about decisions for upgrading?

This book is targeted for the beginner, intermediate and advanced users. Eleven chapters are packed into the 352 pages of the book working with the 200 tips. The tips are posted on the pages in the inner portions of the pages while additional ideas, tips and information are highlighted nearer the page's outer edges. Black and White screenshots are sharp and well defines and help illustrate visually what the authors are trying to focus upon and what can be learned during each tip. In addition, observing these screenshots also gave me a better intuitive feel of the new characteristics of the Golive CS version compared to my Golive 5 version. Small lines pointed to areas on the palettes' screenshots, specifying the functions of certain icons involved in the tips and how these are used.

Ten tips highlight the first chapter, "Getting Started." This is certainly the place to start if you are a novice to Golive. The tips deal with welcome screen, customizing keyboards, setting preferences and working with the palettes (the menu areas that can customize specific functions). It is here that the Inspector palette (the area that you edit and customize selected objects) is first mentioned (page 7). Customizing the workspace, "helping yourself" and updating software automatically rounds out this chapter. These tips give the beginner a better idea of what to do with the program. However, I am not sure whether true beginners might still become a little overwhelmed with all the tools and starting out with the program. Some beginners might need to use the Golive manual or another book to start out with first and then use this book especially as their website making progresses.

Chapter Two, Tips 11-21, "Working with Sites", is most useful to novice as well as intermediate users. Working with your Site (new, imported or currently used) takes you into the heart of managing Golive and it's unique characteristics. Understanding and using the site (pages that include your web pages and additional files) is fundamental with Golive. Adding, moving, renaming and deleting files are included here as well. Changing file view modes, dealing with site window tabs and selecting multiple files are easy to understand if you have used other OSX related programs. Viewing the Inspector, counting file usage and managing URLs and email addresses ends this section.

Chapter Three, "Working with Pages", includes Tips 22-63. All users will find the tips helpful for creating, editing and managing their web pages. These tips cover a variety of helpful ideas for the learning, designing and reconfiguring your pages using Golive CS tools. The book's tips highlight the new ways Golive CS give the user a better visual and intuitive feel for the use of the software. Along the way, these tips give users new ideas for creating pages and improving their style and content. Designing hints, troubleshooting, and managing the variety of Golive CS tools to accomplish what you want are well done.

Chapter Four, Tips 64- 92, "Advanced Page Editing", takes this information even further, for the intermediate and the advanced users. Dealing with frames, customizing and rewriting source codes well as the rest of these tips.

Chapter Five, Tips 93- 106, “Working with Custom Style Sheets (CSS)”, occupies this chapter. I was most interested in this part of Golive CS. Tip 93 (which spans two pages 138-139) was most insightful. The code for CSS, in this version, has been rewritten to include new features. I have resisted using CSS since I started with Golive few years ago, as I read a certain portion of computer users that do not use these more advanced features of Internet Explorer or other web browsers could not “see” by WebPages if included CSS components. I wanted to make sure that all my readers who wanted to see my websites could do so. CSS is now more commonplace a tool as well. Since fewer computers are at this stage currently, I might try using CSS. I now have a better understanding of their use and importance for stylizing websites.

Chapter Six, Tips 107-117, “Automatically Repetitive Tasks”, talks about actions that are repeated over and over again. These include use of components (which I have found very handy for making the same changes-for example toolbar menus, over and over again as these are updated), stationary, snippets (repetitious codes or information) and templates, spelling-checking and changing documents site-wide. The “look and feel” of the CS version for these tasks is well done and could help make pages more efficient.

Chapter Seven, Tips 118-143, “ Creating Suite Integration”, shows how Golive integrates into the other Golive CS suite programs (InDesign, Photoshop and others) are integrated into Adobe CS. Smart Objects). While I use Photoshop I have not used Smart Objects but I had definitely been thinking about this set of objects. Smart Objects are special files that allow the updating of files that are made with the integration of tools like Photoshop, Imageready, Version Cue (new tool in the arsenal), InDesign. These are called “smart” objects as these files “automatically” update files that are editing with the other programs. These are somewhat like the component tools in that these files automatically update files. Instead of having to redo these files, one by one, throughout webpages or throughout your site, these files automatically are updated to reflect your new changes whether these are graphics, text or much more. I have used the component tools as a means to upgrade newly edited parts of my websites’ toolbars so that these newly updates are reflected in each webpage. So I definitely could see that Smart Objects could help in the future to apply new updates to graphics, pages and much more.

Chapter Eight, Tips 144-159, “ Adding Interactivity”, has additional information. Rollovers are actually the popular website “cool” graphics, which hide and appear upon touching and then accessing other webpages upon clicking. I enjoy using rollovers and while they take some work, the use of these tools adds some added color, action and style all at the same time. JavaScript, creating forms QuickTime and SWF objects, image maps and more are covered in a concise manner here.

Chapter Nine, Tips 160- 171, “ Advanced Site Management”, assists with site management. Find and replace, searching and loading, diagramming the site, cleaning up a site, finding site differences are all helpful tips that all web users will like to know about.

Chapter Ten, Tips 172- 182, “ Publishing Your Site”, then offers ways to have your site published. These tips help manage the settings, connection to servers, uploading files and troubleshooting.

Chapter Eleven, Tips 183-200, “Third- Party Actions and Extensions”, includes several third party ideas to help your website making. Installing extensions, building drop down menus (DHTML), cleaning garbage code, adding tools like a search engine, adding a tell a friend link and a nice number of helpful actions include information you may not have found anywhere but may help the functionality of your site.

Lastly, three Appendix sections are found at the end of the Tip’s section. Appendix A “Hidden Keyboard Shortcuts”, Appendix B “Objects Palette Description” and Appendix C, “Golive Resources on the Web”. An index ends the book and helps find specific tips targeted to certain tools and more.

It was time to backtrack and take stock of the tips that might be most advantageous or disadvantageous to upgrades to Golive CS, so as to make up my mind.

Golive works quickly on my 1 GHz iMac with 750MB of RAM with Golive 5 but I found out, through some research, that Golive CS also worked well with 1.8GHz G5 with 2GB of RAM (and does not work as speedily with Dreamweaver).

I became acquainted with the Golive Palettes and became used to them, but the new Palette arrangement in a vertical fashion with pull-down small triangles seem like an improvement and eliminates some clutter. It also seemed that the color, inserting tables, QuickTime, creating components, form elements and other assorted tools could be easily found and were intuitively placed. One improvement is that drag and drop Palettes are now in the program save custom palette arrangements (called Workspaces).

With the GoLive's CSS Editor, has possibly better flexibility with HTML coding is possible.

But the proofs of liking this book are several. How well this book reads with the tips and how it blends in with Golive CS is important whether you are starting out with CS or trying to learn some enhancements. The book needs to give a series of good techniques and ideas.

There are some characteristics that I like about this new arrangement of tools and additional enhancements in Golive CS. This book for example, includes a section in rollover (Tip 144). The screenshot outline the techniques and include some highlighted text, there is one little arrow but are no lines to indicate where in the screenshot, the techniques need to be used (although with a little searching this can found). The New automatic Rollover detection technique (Tip 145) could be very useful.

I found an “errata sheet,” at the website with corrections that needed to be edited in the current book. This was not a big deal, but it might help make sense of some of the information with certain tips. Some of the tips may be too short for novice Golive users and don’t really convey the full meaning or what one has to do, to develop some of the tools and ultimate outcomes for your webpage. In that case you have to do a little work with figuring out how the tools work, especially if you are a novice to Golive CS or upgrading, but in particular to novice web designers.

These tips and tricks should help use Golive CS users and learn how to make their websites better. This well-done tip guide will help Golive CS users. It is not a full-fledged tutorial type book, as I found with the SAM book for Golive 5. Possibly the authors were interested in developing a new guidebook and found this a new style software tutorial that would meet the needs of users. In any case, I recommend this book to intermediate and advantaged Golive CS web designers and to those upgrading from previous Golive versions. If I was starting out with Golive CS and first learning how to make web pages, I might be a little overwhelmed. But since I have already used Golive and am upgrading, I “see” there aren’t “roadblocks” in the text and the way it is written and in my case, a confirmed Golive user, this book is a good source of information. Novices beginning Golive CS who are upgrading from a prior version of Golive can possibly do a good job of learning about the new version CS with this book and the tips to either use the new CS version or making up their mind about upgrading.

Aggressive Network Self-Defense Reviewed by Robert Pritchett

SYNGRESS

IT BOOKS AND CERTIFICATION SOFTWARE

Authors: Neil Archibald

<http://www.oreillynet.com/cs/catalog/view/au/2163>

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<http://www.oreillynet.com/cs/catalog/view/au/2161>

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<http://www.oreillynet.com/cs/catalog/view/au/1381>

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<http://www.oreilly.com/catalog/1931836205/>

Released: March 2005

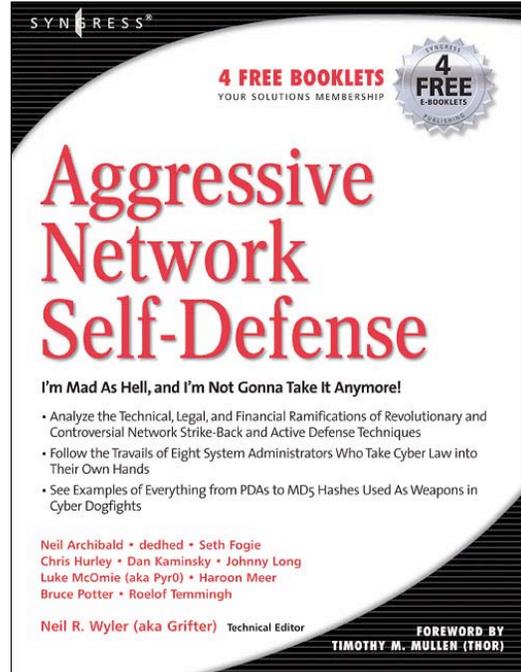
\$50 USD, \$73 CND £20 Net UK €40 Euro

Pages: 560

ISBN: 1931836205

Strengths: Shows the cyber dogfights and how they are won.

Weaknesses: Some unnecessary swearing in one story.



Aggressive Network Self-Defense by Neil R. Wyler (aka Grifter), Neil Archibald, Seth Fogie, Chris Hurley, Dan Kaminsky, Johnny Long, Nathan Marigoni (a.k.a. dedhed), Luke McOmie (aka Pyr0), Haroon Meer, Bruce Potter and Roelof Temmingh discusses how to use technology to go after the malefactors who make Internet Life miserable as they explore strike-back techniques to protect themselves and their computer-based networks.

The examples discussed in the 12 chapters of the book are divided into two parts: fictionalized case-studies covering vulnerabilities of PDAs, WLANs, pre-release software, VPNs, humanizing cyberattacks, patch management, cyberspace dogfights and trust relationships are in the first part, while part two covers the nuts and bolts involved a strike-back defense strategy and rules of engagement.

The book tends to get deep into both the processes that make attacks possible and methods on how to prepare to defend and counter-attack and presents mis-intended consequences of both that are almost twilight-zonish.

Motives. Methods. Counterstrikes. Discover how to prepare for combat in – The Cyberwar. What happens when one becomes the attacker instead of the attackee? What do we do with the new knowledge we are armed with once we use computer forensics to find the perps? How can we discover who is owning who, without stepping over the line into the dark side? How can strategies be used to best effect for footprinting, network recon, vulnerability scanning and exploit code?

No one person can have all the strengths and abilities needed to meet the cyber-challenge of unintended consequences of counteracting the efforts of those who have way too much time on their hands. The authors have compiled a number of scenarios (some of which seem to be proponents of “kill the messenger” that do not leave a good taste in the mouth) intended to teach from experience.

This book is a fine balance between hi-tech entertainment and lessons-learned regarding protecting yourself and your career, if someone has breached your system and used it to destroy or get gain unlawfully. Learn a thing or two about taking the cyberlaw into your own hands. You might even learn a little about the Law of Retaliation or *Lex Talionis* (<http://www.coursework.info/i/12754.html>).

I think perhaps the most I’ve learned from this book is about ethical consequences and “neutralizing agents” on how to protect from continued attacks online.

Why not get a copy of the book and learn lessons from those who deal with this kind of thing on a daily basis?

Apple I Replica Creation: Back to the Garage Reviewed by Robert Pritchett



Author: Tom Owad

<http://www.oreillynet.com/cs/catalog/view/au/2009>

John Greco

<http://www.oreillynet.com/cs/catalog/view/au/2124>

Steve Wozniak

<http://www.oreillynet.com/cs/catalog/view/au/2115>

Author's site: <http://www.Applefritter.com>

Syngress Publishing

Booksites:

<http://www.syngress.com/catalog/?pid=3180>

<http://www.oreilly.com/catalog/193183640X/index.html>

\$40 USD, \$58 CND, £23 GBP, €32 Euro

Published: February 2005

Pages: 416

ISBN: 193183640X

For anyone wanting to go Retro all the way with Apple.

Requirements: A desire to be an electronic shade-tree mechanic, a wish to learn archaic programming techniques, Mac OS X, some electronics knowledge and adept fingers.

Comes with: CD and McCAD EDS SE400.

Apple I Kit:

<http://www.applefritter.com/briel>

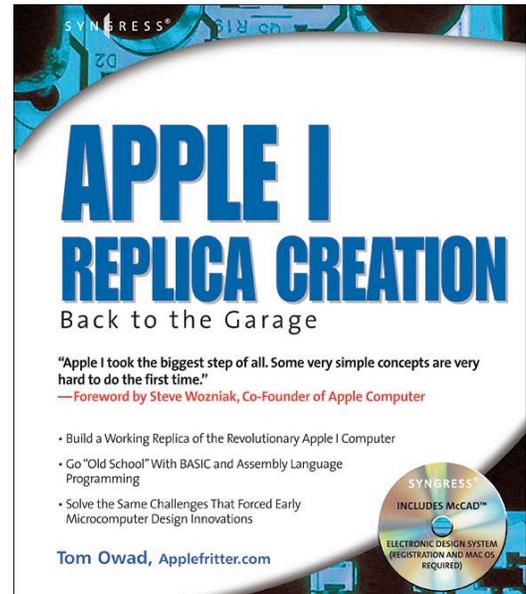
Other hacks: <http://www.applefritter.com/hacks>

Strengths: Teaches basic Micro Electronics in an engaging manner.

Weaknesses: Requires kit to build.

Apple I Replica Creation: Back to the Garage by Tom Owad, with John Greco as Tech Author and Steve Wozniak as the creator of the Intro is a step back in time to when the Apple I was created (around 200 of 'em!).

Tom gathered a number of personal experiences from various Apple I pioneers (and the Apple I Owners Club history) before jumping into hunting and gathering of parts and pieces and teaching Digital Logic and stepping through the build process of the Replica.



Open your eyes to just how great the minds were that began this process of micro-computing. It is truly fascinating to see how microcomputer is designed, then put together, then programmed.

It reminded me of the first kit I built of a parallel printer for Central Washington University. Kits were all the rage over 25 years ago. It was the only way to get systems on the cheap and I was able to put a printer together for the Maintenance Department that worked before I moved on to become part of the Computer Support Department for the University. Did I have flashbacks? Yep.



What comes with the CD is a copy of McCAD, but to register there is a card hidden in the book. And no, you can't just link and register, unless you want to pay the real price for the software – around \$500 USD. All the schematics are there for the Apple I on the CD.

There are 7 chapters covering History, Tools and Materials, Digital Logic, Building the Replica, Programming in BASIC (with a Steve Wozniak touch), and Assembly ((using the MOS 6502 chip) and Understanding the Apple I. Chapter 4 has the parts list. Chapter 5 steps through a tutorial on BASIC and then jumps into a game scenario on Richard III. The last chapter brings everything into focus.

Now remember, this was the first Mac mini. And you had to provide not just a Monitor, keyboard and mouse, but also a Power supply etc. If you really desire to be an electronics shade-tree mechanic, this is a great place to start.

I also listed a couple of other web links above to the kit page and hacks.

The last part for the book has some interesting Appendices on ASCII Codes, Operation Codes and Status registers, Op Code Matrix, Instructions by Category, and a most interesting “hidden” chapter on Hacking the Macintosh covering such things as rebuilding an early Mac in Lego™ blocks, putting an LED in an early iMac mouse, adding skins to the G4 Cube, and links to other desktop, laptop, electrical and optical hacks, Case modifications and software. And the last Appendix covers electrical engineering basics and schematics including common engineering mistakes and links to other electronic resources for electrical engineering and electronic components.

The replica I kit contains the Apple EPROM ROM or you can build your own with an EPROM burner and an original Apple ROM image.

I added the links to the Replica I on Applefritter because I didn't find the link listed in the book.

This is what Tom Owad had to say about the kit over on Amazon.com:

"The Replica I kit described in this book can be purchased from Briel Computers for \$119 (a bare-bones kit is available for \$60). For advanced builders, Briel sells just the specialized chips (programmed EEPROM, etc.) for \$30. The book's CD includes a full version of McCAD EDS SE 400, the best schematic capture and pcb layout software for the Mac. The Replica I's schematics, pcb layout, and fabrication documents are all included on the CD. Send the included gerber files to a pcb manufacturer and get your own prototypes made or modify the schematics to design your own custom boards."

And what he had to say about the McCAD package:

"McCAD EDS SE 400 is an excellent piece of software which I worked very hard to get included with the book. The full EDS-1 package retails for \$1495 (the book includes a coupon for 50% off any McCAD product, by the way). This special edition of the McCAD software was written exclusively for inclusion with Apple I Replica Creation and is not available from any other source. The SE 400 version of McCAD EDS includes all the features of the full version, but limits the design's complexity so you can't design anything much more complex than a typical 8-bit microcomputer. You'll be hard pressed to find a similar software suite for under \$500. The interface is without equal. While evaluating the software, I got into an argument with a McCAD programmer over the proper layout of the buttons in one of the dialog boxes, each of us backing up our position with extensive references to the Apple Human Interface Guidelines. He won (but only on a technicality!). These guys take user interface very seriously and I'm happy to say I've never used a more intuitive design package. The McCAD package is Mac OS X native, but also compatible with Mac OS 9. If you don't have a Mac, you may want to consider picking up an old \$50 iMac just for this software. PC users might want to try running it in Basilisk."

Steve Wozniak wrote in the Forward:

"The Apple][was really the computer designed from the ground up that would kick off personal computing on a large scale. But the Apple I took the biggest step of all. Some very simple concepts are very hard to do the first time. This computer told the world that small computers should never again come with geeky front panels, but rather with human keyboards, ready to type on."

Why not learn how the Personal Computer really got off the ground? Step back in time and learn the fundamentals that created an industry that has changed the world.

AppleScript: The Missing Manual Reviewed by Robert Pritchett



Author: Adam Goldstein

<http://www.oreillynet.com/cs/catalog/view/au/1988>

<http://www.goldfishsoft.com>

Booksite:

<http://www.oreilly.com/catalog/applescripttmm/index.html>

\$25 USD, \$37 CDN, £17.50 GBP, €23 Euro

Published: February 2005

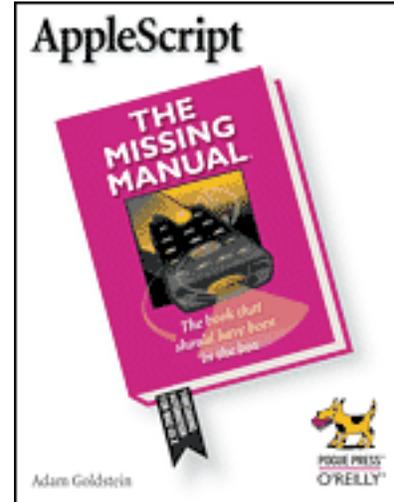
Pages: 350

ISBN: 0596008503

Requirements: At least Mac OS X Panther; Apple Studio
(<http://www.apple.com/applescript/studio/index.html>).

AppleScripting extras:

<http://www.missingmanuals.com/cds/applescripttmm/index.csp>



For Novices to Experts.

Strengths: Easy-to-understand AppleScripting. Great prep work to Tiger's Automator.

Weaknesses: Very “conversational”.

AppleScript: The Missing Manual by Adam Goldstein is an excellent “How-To” kind of book that is filled with humour, yet is also packed with great instructions for implementing AppleScript (<http://www.apple.com/applescript/> in new and interesting ways).

If you feel that AppleScript is “difficult”, think again. This book takes the fear out of using the real power that is behind Apple's Operating Systems.

I feel strongly that this book is an excellent precursor to Tiger's Automator (<http://www.apple.com/macosx/tiger/automator.html>). I've been told that Automator won't supplant AppleScript, but will act more as a Superstructure to it. By going through *AppleScript: The Missing Manual*, the effort to “learn something new” will be very doable.

Adam Goldstein has created a balance between a tutorial and a tome. I think Sal Soghoian (<http://homepage.mac.com/applescript.guru/>) would be proud.

This book is built into four Parts: Part One: AppleScript Overview. Part Two: Everyday Scripting Tasks (where the meat is). Part Three: Power User Features (for those who want to get geeky) spread over 15 chapters and the Appendixes covering Support in Common programs, moving from HyperCard to AppleScript and finishing up with websites, discussion lists and other books.

Following standard O'Reilly formatting with sidebars (bottombars?) the book is full of Frequently Asked Question, Power User's Clinic, Up To Speed and Gem In The Rough sections.

I especially enjoyed the chapter on AppleScript and Unix (running Unix from AppleScript) and like the rest of the book, it exudes quality.

The Missing Manuals website listed above has a "Missing CD" for this book that provides examples and samples for the 15 chapters in the book of AppleScripts discussed.

Adam Goldstein has done a great job with this book and I'm looking forward to many more from this relatively young author. Errata in the book can be found on the website posted above. Overall, not bad for a first printing.

If you dread digging into AppleScript based on your experiences with other scripting languages, dread no more. If you are looking for commercial applications (Enterprise level) for AppleScripting, you may need to dig elsewhere. After all, this book isn't intended to be soup-to-nuts, but a smorgasbord taste-test of what is available today. Now when Tiger is released with Automator...

Black Hat Physical Device Security: Exploiting Hardware and Software Reviewed by Robert Pritchett

SYNGRESS

IT BOOKS AND CERTIFICATION SOFTWARE

Authors: Drew Miller

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Rob Shein

<http://www.oreillynet.com/cs/catalog/view/au/1751>

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<http://www.oreillynet.com/cs/catalog/view/au/2125>

<http://www.blackhat.com/>

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<http://www.syngress.com>

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<http://www.syngress.com/catalog/?pid=3060>

Released: February 2005

\$50 USD, \$73 CAN, £20 Net UK €40 Euro

Pages: 448

ISBN: 193226681X

For Network Security wannabees.

Digging Deeper

<http://www.itfaqnet.com/>

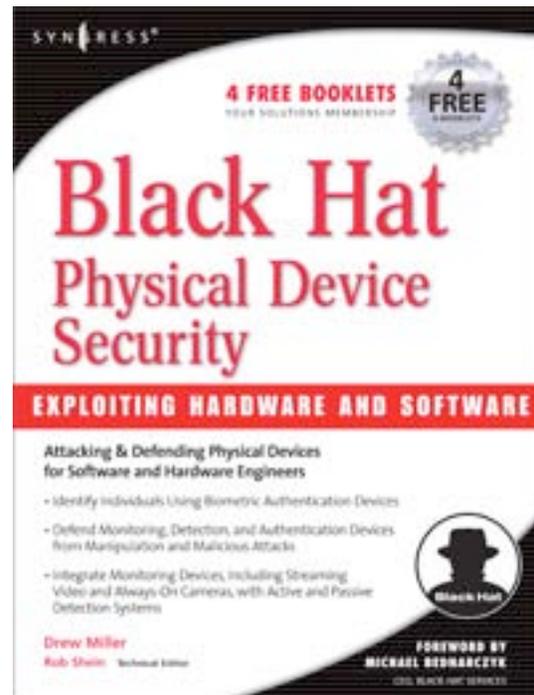
<http://www.syngress.com/solutions/>

<http://www.faugnhan.com/ccfraud.html#OnAndOn>

Strengths: Adds horse-sense to software and hardware security issues.

Weaknesses: Some minor printing goofs. Could have dug much deeper.

Black Hat Physical Device Security: Exploiting Hardware and Software by Drew Miller and Rob Shein with Michael Bednarczyk of Black Hat Services, Inc providing the Forward provides insight into the fallacies of trust and breaking down the word “assumption” in regards to electronic transfer of information. Misconceptions are exposed and explored as the authors look at various hardware and software configurations and provide options to resolve security issues and exploits. This is a “How and Why” book.



If you don't exhibit some level of paranoia once having read through this book, you didn't read it. The author has experienced identity theft and probably is one of the reasons why he has become an expert in the efforts to thwart online evil and organized attempts to ruin individuals and enterprises. Recent news items regarding sensitive information given to so-called legitimate businesses (since proven to be fronts to organized crime) shows that we are more vulnerable than we ever thought possible.

This book weighs risk versus money related to anything that relates to either software or electronic intelligence. Bottom line; Remote Access should not be allowed.

What I learned from the book was attention to "programming defensively" and thinking about making software and network access (anti-spoofing) less accessible to crackers.

There are 9 chapters discussing designing systems not to fail, factoring risk from processes, keeping secrets and securing communications, mitigating exposure to injections (SQL and XML) and monitoring software exposures (including poisoning Domain Name Services and Address Resolution Protocols) and logging. Beginning with Chapter 6, the book migrates over to hardware, human authentication, active and passive detection, and finally, notification systems. The Appendix has a Terms in Context (Glossary), a construction of quadratic relationships and factoring source code for fun.

There are a few typos in the book and I would have guessed it would have started with the physical layer first instead of hitting software before getting into hardware, but I didn't write the book. The first part (including the Introduction) sets the stage basically looking at the criminal element mind-set and why folks who want to mess things up for others do what they do (low risk of getting caught and anonymity).

I liked some of the suggestions of adding warnings to network password failure attempts that serve notice that crackers are being watched and logged and limited through setups as to how many attempts can be made before access is completely denied.

I also enjoyed the story of how one company spent millions on security, but neglected to even lock a door that led to a closet full of network access devices left open out in the hallway and pointed out during a security audit. Sometimes there really is a "duh" factor involved.

I also got an epiphany regarding biometric devices while reading the book – and the author suggested it - add some kind of heartbeat monitoring as part of the security function so fingerprints come from a real person and are not faked in those types of security devices.

The book follows the Syngress format of having sidebar items such as Notes from the Underground....Tools & Traps..., Damage & Defense... and ending each chapter with a quick Summary, a check-off section, Solutions Fast Track and Frequently Asked Questions.

"The only criminals we know about are the ones who are caught."

The first step to recovery is to be able to identify that a problem exists. The 2nd step is knowing what to do about it. This book does that justice, but could dig deeper.

Creating a Database in FileMaker Pro: Visual QuickProject Guide [VQP]

Reviewed by Harry {doc} Babad

Edited by Julie M. Willingham



Creating a Database in FileMaker Pro



Author: Steve Schwartz

<http://www.peachpit.com/authors/bio.asp?a=85ff82d4-18d8-4ff9-91cc-fee00b54d28b>

Peachpit Press <http://www.peachpit.com/>

Booksite:

<http://www.peachpit.com/title/0321321219>

Published: January 27, 2005

Pages: 160

\$13 USD, \$18 CDN, £ 10 GBP, €11 Euro

ISBN: 0321321219

Experience Needed/Audience: FileMaker Pro (FMP) newbies and non-expert users on both Macintosh and PC platforms. This book requires FileMaker Pro 7, or, at a minimum, FileMaker Pro 6. FMP 7's 'wizards,' the tools the software developer has created to help users get started in database creation, are stronger in version 7. [<http://www.filemaker.com/products/>]

Strengths: A smart, focused, full-color guide is the complete package for users who want to create their first FileMaker Pro database--now! Using VQP series' strong visual approach and concise explanations, I agree with the publisher that Steve Schwartz makes a daunting topic--databases--easy and approachable.

Weakness: I would have preferred the focus of the book to be on something I needed, such as address book or PIM list consolidation, but I wasn't asked.

Publisher's Book Overview

The problem: Your boss has demanded a database, and you don't know how to create one. It doesn't matter that it's just a simple one (for tracking invoices, inventory, and contacts), or that flexible, powerful software (FileMaker Pro) has already been purchased. If you've never created a database before, the task can be daunting.

The solution: This low-priced, compact guide! Recognizing that you don't necessarily want or need to know about every FileMaker Pro feature, this focused, four-color volume demonstrates the quickest route to creating a functional, organized database—nothing more and certainly nothing less. Using large color illustrations and a minimum of verbiage, it provides the basics you need to get going without bogging you down with detailed explanations of all of FileMaker's intricacies. It also serves as noted by the publisher, as the perfect jumping-off point for more extensive database exploration—for example, through FileMaker Pro 7: Visual Quick Start Guide.

Introduction

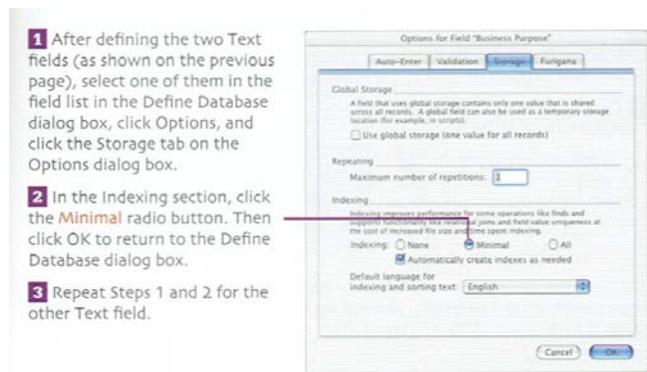
I have created many a database in various versions of FileMaker Pro (FMP), including those to support my addiction to collecting stuff (e.g., science fiction, movies, music), as well as a variety of address lists (e.g., Family 'n' Friends, Professional Contacts, Crafts-related Suppliers.) Many individuals I know appear in several of these address lists, with each record containing different information about them. I am just starting to wean myself from FMP 6 to FMP 7.0, and am taking the relational data plunge by consolidating my address lists databases. Therefore, I jumped at the chance to review this VQP guide. In preparing my review, I did not attempt to reproduce the author's tutorial in a step-by-step manner. Indeed, I have no interest in creating or using a "Mileage Master" business log. However, what did catch my fancy was being able to apply some of the new (to me) features Steve Schwartz shares to enhance my existing databases. For that purpose, I found this book extremely helpful. Now, don't let my focus discourage you database newbies. Work with the book, make the moves that Steve describes so clearly, and you will become a better database creator than I am, in only a few weeks.

The Book Itself

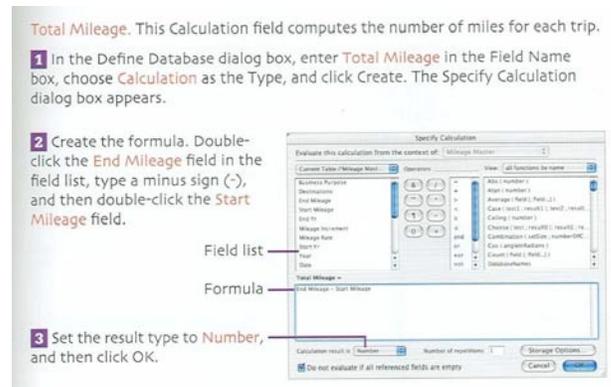
The short book's pared-down, focused style and low price make this compact guide a good entry point for creating your first database. The Visual QuickProject Guide series metaphor provides a great jumping-off point for further database exploration. The book is clearly written, well illustrated, and accommodates both Macintosh and Windows users of FMP 7. In addition to the focused information needed to create the "Mileage Master" database, the author provides "extra bits" to expand your knowledge of the subjects discussed in each chapter.

I also experimented with some of the database features described in FMP 6, and had no problems introducing them into a test copy of one of my existing databases – a summary of annual income from all sources, something my CPA finds useful to determine how much I will owe the IRS.

As most of you already know, a database is an organized collection of information on a specific topic. A complete set of data about any specific automobile business trip would constitute a record of that trip. Successful databases not only capture information in records, but also allow you to create a wide number of reports associated with that data. In the instance of the "Mileage Master" database, that information can be reported by individual trips, by trips to an individual location (your bank), or in summary format that you use to fill out your tax forms. The book clearly deals with both data entry and report creation, focusing not only on the act of creating these items, but also assuring that the information entered into a record's fields are appropriate. Using this book for creating the "Mileage Master" database is as easy as 1-2-3; well, perhaps a few more steps.



Create a Text Field



Create a Calculation Field

It's as Easy as 1 - 2 - 3

My description of the book's table of contents amply illustrates the book's strengths and details, all done in a mere 131 pages. [Picky, picky, picky — I didn't count the TOC, Introduction, and Index.]

Annotated Table of Contents	
Chapter Title	Contents Overview and Comments
Introduction	What you'll create and how this book works.
1. About databases	Database features, flat-file vs relational databases, and about FMP.
2. Defining fields	Make a new database, create calculation fields, create text fields, about the FMP default, creating the date field, field list, and create number fields. Then you can review the extra bits about doing calculations

3. Creating the data entry layout	How to use the FMP wizard, add a descriptive title to your database, about using layout tools to format your DB, placing fields and their labels, remove unneeded DB record parts, adding section labels, setting field widths, align and format fields, set the tab order. and more.
4. Creating the global settings layout	Duplicate a layout, set formatting, edit the background, arrange the fields. and as needed replace the fields.
5. Creating the blank forms layout	Such forms are used for inputting stored data into hard copy when you create a new report.
6. Creating the monthly totals report	Create the basic layout, format the text and fields, edit the layout, and more.
7. Creating the destination report	Duplicate the layout, create a trip count field, and group trips by destination.
8. Adding buttons, scripts, and value lists	This section includes create a button, add data entry buttons, and label the buttons, which did not interest me. I found define value lists, create report scripts, make a startup script, create one-step, set the script order, create the sort script, and create the trip log script more useful. I seldom create these enhancements in my own databases. I now know that some of Steve's ideas would enhance their usefulness. I'm just plain lazy.
9. Using the database	It's all in the records — enter the global data, find records, start a new record, create the first record, customization tips, and, of course, create more records.
Index	The eight-page index is very well developed and complete, at least for every topic I need to find.

Steve has saved readers–users the difficulty of developing the graphics (buttons) he uses in his tutorials by posting them as archives (both Mac and PC) on his website at <http://www.siliconwasteland.com/fmp.htm>. In addition, the website contains an errata section.

Minor discomforts

Although I don't create my databases to function as flexibly, and as pretty as does Steve, they serve me well. And, of course, if your reports are meant to be read by a client or your boss, making them attractive as well as accurate is of benefit; after all (non sequitur), that is why Microsoft created PowerPoint. Although I've tweaked my personal databases with some of the shortcuts and enhancements I learned in this book, I have not succumbed to the entire pitch.

I noted that a review of this product, more negative than I'd have written, mentioned errors in the book that had not yet been picked up by the author and put into the errata section. (See Customer Reviews: <http://www.amazon.com/exec/obidos/tg/detail/-/0321321219/104-0562144-7115948?v=glance> by Terry Hansen). I did have difficulty with Terry's review in that the layout capability limitations of the Filemaker Pro software are irrelevant to the Schwartz's VPQ.

In Closing

Despite my lack of empathy for the book's focus (the Mileage Master database), I thoroughly enjoyed the simple and straightforward lessons on how a database with more moxie than I usually use can be created. Indeed, I tested a number of features, such as establishing predefined value pop-up lists for several fields in my CD and DVD databases. I also became more aware of the simple elegance in using a greater variety in formatting my text depending on the field in which it was displayed. I rate this book **4.0 macCs**, in part because by not duplicating Steve Schwartz's sample database I couldn't, with absolute certainty, personally demonstrate that everything he described and illustrated worked. I can attest that many of the techniques described have enabled me to enhance my own databases by making data entry less subject to two-finger typing errors. Buy the book, reproduce the "Mileage Master" database, and then, using the tools Steve teaches, go forth and propagate your own FMP databases.

Author Biography

An individual previously unknown to me, Steve Schwartz has written hundreds of computer-related reviews and articles for magazines such as Macworld and PCWorld, in addition to more than 50 books, including *Microsoft Office 2004 for Mac OS X: Visual QuickStart Guide*. He was a founding editor of Software Digest, the business applications editor of MACazine, and technical services director for Funk Software. Steve holds a doctorate in psychology and lives with his pets in the fictional town of Lizard Spit, Arizona. In reality, Steve lives in Lake Havasu City, Arizona. He can be reached via his official Web site: <http://www.siliconwasteland.com>.

Cyber Spying: Tracking Your Family's (Sometimes) Secret Online Lives Reviewed by Robert Pritchett

SYNGRESS

IT BOOKS AND CERTIFICATION SOFTWARE

Authors: Ted Fair

<http://www.oreillynet.com/cs/catalog/view/au/2041>

Michael Nordfelt

<http://www.oreillynet.com/cs/catalog/view/au/2039>

Sandy Ring

<http://www.oreillynet.com/cs/catalog/view/au/2040>

Dr Eric Cole

<http://www.oreillynet.com/cs/catalog/view/au/2038>

<http://www.cyberspybook.com>

Syngress Publishing, Inc.

800 Higham Street

Rockland, MA 02370

781-681-5151

Fax: 781-681-3585

<http://www.syngress.com>

Booksite:

<http://www.syngress.com/catalog/?pid=3220>

Released: February 2005

\$40 USD, \$58 CAN, £23 Net UK €32 Euro

Pages: 464

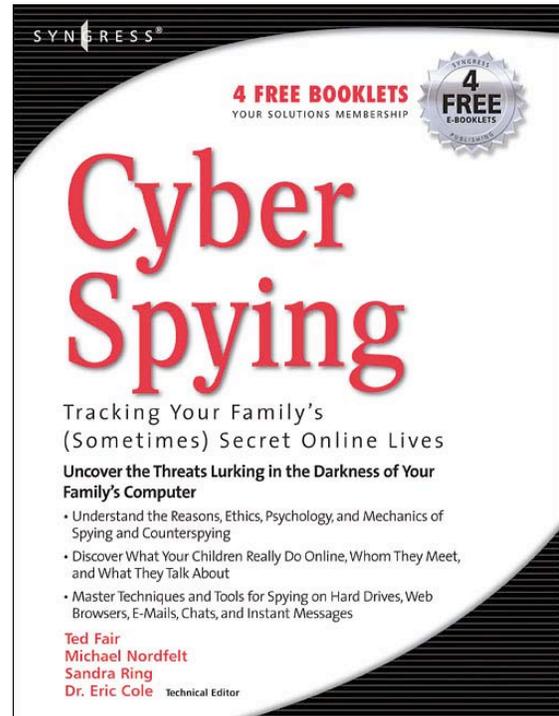
ISBN: 1931836418

For budding spymasters – at least for the WinTel environment.

Strengths: Provides information on the weaknesses and exploits possible with WinTel systems.

Weaknesses: Some typos and focuses only on WinTel environments.

Cyber Spying: Tracking Your Family's (Sometimes) Secret Online Lives by Ted Fair, Michael Nordfelt, Sandy Ring and Dr. Eric Cole – all who have experienced being in the Intelligence community for years – isn't so much a book on how to watch your personal relationships closely, but more of a warning sign on protecting your assets.



The premise is that as a species, we have two tendencies – curiosity and exploring our dark side. The authors call these attributes *snooping* and *straying* and they build the book based on these basics. It is a cautionary tale on when and when not to snoop and strongly suggests we look before we leap into the art and science of overt and covert spying.

The methodology the authors propose follows a goal-setting process they name SLEUTH: Setting goals, Laying out a strategy, Evaluating and understanding risk, Using best judgment to execute the plan, Taking in observations and results and Handling the scenario using your results.

The other premise is that the main reason to even go down this path is because some trust-breaking or eroding reason makes us “feel there is something wrong” and we act upon that feeling. Spying on the one closest to us is a trust-breaking activity and does not cement relationships, but helps dissolve them. The movie *Sleeping with the Enemy* comes to mind.

The website listed above points to a list of WinTel-based programs and applications designed to assist in the snooping process. The book points out that the authors have no expertise whatsoever when it comes to Macs and that is obvious - or is at least made apparent when they write about Apple equipment as IBook, IMac, instead of iBook, iMac, etc. Now each of these authors professes to have migrated from various intelligence organizations to the CIA, who is the master of misinformation (okay, so is the KGB, but there are no references to them) , so perhaps they are not telling all, but since everything in the book relating to technology is WinTel-based, I’m giving them the benefit of the doubt.

Weigh the consequences of your actions. Cyber Spying discusses when and when not to spy on loved ones and gives a short list of *nym*s that are used in the dark side. I learned what they mean (420 -> marijuana, ASL -> Age Sex, Location, Cam2Cam, Cyber -> getting sexually explicit online, ISO -> in search of, NSA ->no strings attached, POS -> Parent over shoulder and S2R -> send to receive).

I also learned about a list of tell-tale signs as to seeing when a spouse is straying.

Once the human relationship privacy issues have been broached, the book finally gets into overt and covert operations electronic eavesdropping. And the far end of the book finally gets into how to protect yourself from being spied on. Personally, if you have nothing to hide and you lead a spotless, pristine life half of the human relationship equation is a no-brainer and nothing needs to be done. If on the other hand, you happen to live with other people and your spider-sense is turned on, you may need to protect yourself. Knowledge is power and we live in a very human world full of foibles and fallacies.

I like the “for instance” kinds of stories that provide lessons learned and cautionary tales that teach that the CSI-kinds of evidence (Crime Scene Investigations) may not bear the kind of fruit being sought. The target may indeed be innocent, in spite of “evidence” pointing to the contrary. So be ever so careful in jumping into anti-trust mode.

What kinds of tools are discussed in the book? Many I had never heard of before: IZArc, WinSpy, Kaboodle and PC Inspector. Others I was familiar with, and the chapters discussing online searching were a refresher course.

The last chapter in the book was the most interesting to me. It shows how to determine if you have been targeted and what technologies we can use to protect ourselves.

Cyber Spying is arranged into 11 chapters on such topics as why spying, basics, computer and network basics, taking control, spying on the PC, web, Email, Chat and instant messaging, advance techniques on collecting evidence and counterspying techniques.

If you have no interest whatsoever and you trust everyone and everything, than this book is not for you. However, if you have doubts and may perhaps feel a little paranoid about the wonderful world of electronic communications, then this book may indeed improve your relationships with those closest to you and help be a catalyst in turning the strayers into stayers.

Home Networking Annoyances: How to Fix the Most ANNOYING Things About Your Home Network Reviewed by Robert Pritchett



Author: Kathy Ivens

<http://www.oreillynet.com/cs/catalog/view/au/492>

Booksite:

<http://www.oreilly.com/catalog/homenetannoy/index.html>

\$25 USD, \$37 CDN, £15 GBP, €23 Euro

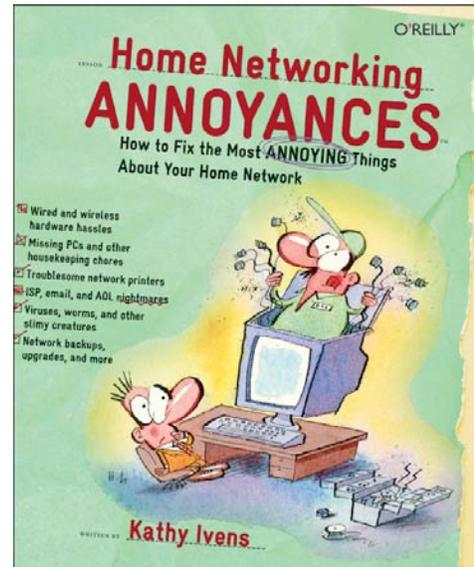
Published: January 2005

Pages: 224

ISBN: 0596008082

Strengths: Shows the challenges associated with networking a home environment.

Weaknesses: Very WinTel-centric.



"This book has the wrong name. Instead of being called "Home Networking Annoyances," the name of the book should be "Why Windows Is Hard To Network" a quote by T. Smithson on Amazon.com.

What is really annoying is having done a book review and then having it somehow disappear into the Ether. But such is life I guess. Anyway, I was going to give you the blow-by-blow, but for the time being, I'll just hit the highlights – so as not to be too annoying, okay?

I pretty much have dropped my certification renewal for being a Registered Communications Communications Designer (RCDD) LAN Specialist, because everyone and their uncles, thinks they are an expert, and to heck with standards and long-term planning. Grant County, north of me, went to Fiber-to-the-Home and has nearly gone bankrupt because they let anyone and everyone install copper for the final run and have paid the consequences for not owning the process end-to-end. That's annoying! (Especially since I have personal experience with that particular process and I had the dubious honor of saying, "I told you so!")

Anyhow, back to the book. There are 9 annoying chapters on hardware, (including wireless, which pretty much decided it for me to stop working on wired solutions), software, network (including mapped drives which is something very foreign to Mac folks), file-sharing and shared networks, security(malware defenses – also an non-Mac issue), maintenance and finally, expanding the network.

There is one itsy-bitsy reference to connecting to a PostScript printer attached to a Mac and installing print services or going to MacLAN or Dave for interfacing since few use Windows 2000 (and it is being end-of-lifed real soon now). Otherwise this book is all WinTel – of course.

I did find a reference to a cable modem myth I had never heard before, and that is uncapping the cable modem speed (and it is not recommended).

I also learned the origin of Kerberos (Cerberus, the 3-headed dog that appeared in a Harry Potter film).

Now before you run off to get headache remedies, you might want to look in this book and maybe learn a thing or two about some lessons learned and what to do about them – or you could get a fistful of Mac mini's instead and eliminate the majority of the issues faced in a Wintel networking environment.

Just a thought.

Making a Movie in iMovie and iDVD: Visual QuickProject Guide Reviewed by Robert Pritchett



Peachpit

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Author: Jeff Carlson

<http://www.necoffee.com/>

Peachpit Press

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<http://www.peachpit.com/title/0321278461>

Booksite: <http://www.necoffee.com/imovievqs/>

\$13 USD, \$19 CND, £10 GBP, €15 Euro

Published: August 3, 2004

Pages: 144

ISBN: 0321279461

For anyone who has an iDVD and a SuperDrive.

Requirements: iMovie, iDVD, SuperDrive, Video camera.

This is a prequel to iMovie & iDVD For Mac OS X reviewed earlier.

Strengths: Reads like a QuickTime video.

Weaknesses: None found.

Think of *Making a Movie in iMovie and iDVD: Visual QuickProject Guide* by Jeff Carlson as an iMovie Training Video put to paper. It really is a prequel to the book *iMovie & iDVD For Mac OS X* that Dr. Eric Flescher reviewed earlier. But I have an iMac G5 with a SuperDrive, so I'm halfway there. All I need is a video camera and I'd be set to really enjoy this book and the necoffee.com website to the fullest. That, and a fistful of writeable DVDs.

The book of course is project-based, so it shows how to make a first movie with shoot-edit-produce sequences for quick DVD distribution.



Making a Movie in iMovie and iDVD



There are 14 takes, err, chapters covering the website, a project overview and creating an iMovie project, importing video and assembling a movie, adding photos and music, editing clips, adding transitions, titles, effects, sharing the movie, exploring iDVD, choosing and customizing a theme, adding more content to the DVD and burning the DVD. There are also 2 appendices on troubleshooting and resources and a 4-page glossary of terms. Each chapter ends with “extra bits” for going deeper.

Jeff Carlson has done an excellent job with format and color in this book by Peachpit Press. If you want a quickie iMovie learning experience, get this book.

Office 2004 for Macintosh: The Missing Manual Reviewed by Robert Pritchett



Authors: Mark H. Walker

<http://www.oreillynet.com/cs/catalog/view/au/2011>

Franklin Tessler

<http://www.oreillynet.com/cs/catalog/view/au/2145>

Paul Berkowitz

<http://www.oreillynet.com/cs/catalog/view/au/2146>

Booksite:

<http://www.oreilly.com/catalog/officemactmm/index.html>

\$30 USD, \$44 CND, £21 GBP, €27 Euro

Published: February 2005

Pages: 752

ISBN: 0596008201

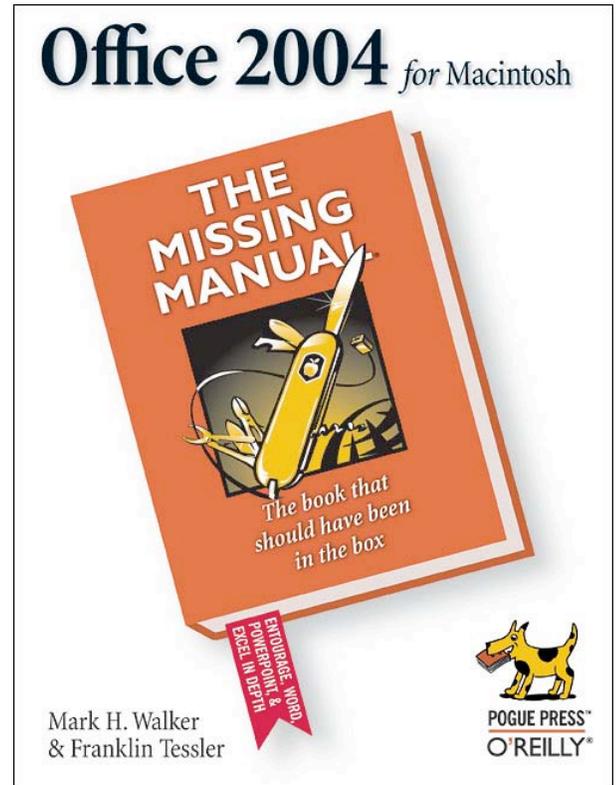
For those familiar with MS Office.

Strengths: O'Reilly quality.

Weaknesses: None found.

Missing Manual updates:

<http://www.missingmanual.com/> Appendices are located there.



Office 2004 for Macintosh: The Missing Manual by Mark H. Walker, Franklin Tessler and Paul Berkowitz

Pints out all the new stuff we also covered in our reviews of the software earlier this year and last year.

This book will be a welcome companion for those who have moved from competing platforms to the Mac but have used MS Office and begin discovering all the really neat functions found here and nowhere else. Once they dig into it, they will begin wondering how they ever lived without it on the other platform. For those who upgraded from Office Mac v.X to Office 2004 for Macintosh, they will be enjoying a few niceties of their own.

Where pertinent, the differences between the Mac and PC versions (Office 2003) are pointed out.

This hefty book is divided into 5 Parts: Word, Entourage, Excel, PowerPoint and Microsoft Office as a Whole.

The 5 parts are further divided into 21 chapters with each part ending with Advanced sections. I enjoyed reading about the Word chapter on interacting with the Internet.

The Missing Manual link provides a way to get to the three unprinted Appendices on Installation and Troubleshooting, The Office help System and Office 2004, Menu by Menu. This puts the page count much higher.

Mark H. Walker, Franklin Tessler, and Paul Berkowitz essentially provide 4 books in one. With this book we can get more than a 15% usage factor out of Office 2004 because they separate wheat from chaff in their “oh, by the way” formats of Power Users Clinic, Gem In the Rough, Frequently Asked Question and Up To Speed notes and do so with a sense of humor.

I learned about the *Go To* command, five ways to type less, Undo techniques, document comparisons, template modifications macro recording cautions, and even how to get old scripts working again.

This is a reference guide, but if you use Office 2004, you will be using this guidebook to make it do what you want it to do and not vice versa.

Palm Organizers, 4th Edition: Visual QuickStart Guide Reviewed by Robert Pritchett



Authors: Jeff Carlson and Agen G.N. Schmitz

<http://www.necoffee.com/>

Peachpit Press
1249 Eight Street
Berkeley, CA 94710
800-283-9444

Fax: 510-524-2221

<http://www.peachpit.com/title/0321287665> **Booksite:**

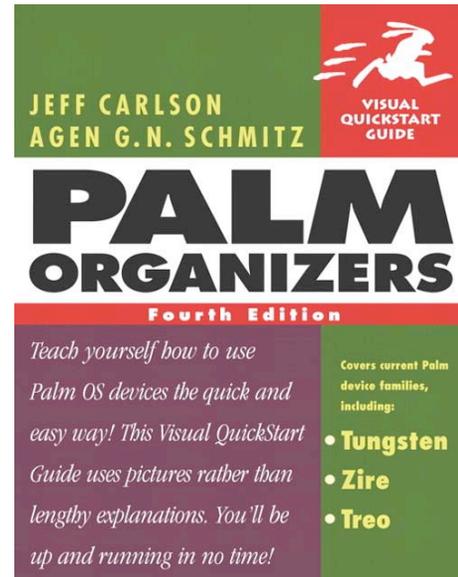
<http://www.necoffee.com/palmvqs/>

\$20 USD, \$219 CND, £15 GBP, €16 EU

Published: October 19, 2004

Pages: 408

ISBN: 0321287665



Requirements: Own a Palm device – or plan to.

Strengths: Cross-platform.

Weaknesses: None found.



Palm Organizers, 4th Edition: Visual QuickStart Guide by Jeff Carlson and Agen G.N. Schmitz isn't a book that someone would have palmed off to you unless they wanted you to learn all about Personal Digital Assistants (PDAs) in a quick and easy-to-understand process that engages both sides of your brain.

Here is a history of Palm OS devices, another industry triggered by Apple but never capitalized on by them. It covers Tungsten, Zire and Treos in this 4th edition along with Handsring Visor, IBM Workpad and TRGPro, Palm Cobalt and Palm Garnet.

Learn how to improve your writing skills with Palm OS Graffiti or how to synchronize with Apple's iApps and Microsoft's Entourage or how to communicate wirelessly or record sound.

There are 3 Parts; Using Palm Organizers, Communicating and Your Handheld, Your Life divided up into 17 Chapters on Basics, OS, HotSynch, Calendar, Contacts, Tasks, Memos and Notes, Calculator, Expense and Clock, Smartphones, Email and Web Access, Images and Multimedia, Long Texts, Games and Entertainment, Managing your Money, Time, Data and finally, Protecting Your Data. An Appendix covers troubleshooting, which is surprisingly and thankfully short.

Each page in the book is a two-column affair. One side is text and the other is graphics. Short, sweet and to the point. If you want to see what is going on technology-wise with Palms and then want to quickly become a “power user”, get this book. Jeff Carlson and Agen G.N. Schmitz have done an excellent job putting this book together – and they were kind enough to provide a website to keep us from becoming obsoleted by print.

Windows XP In A Nutshell: A Desktop Quick Reference, 2nd Edition Reviewed by Robert Pritchett



Authors: David A. Karp

<http://www.oreillynet.com/cs/catalog/view/au/420>

Tim O'Reilly

<http://www.oreillynet.com/cs/catalog/view/au/27>

Troy Mott

<http://www.oreillynet.com/cs/catalog/view/au/419>

Booksite:

<http://www.oreilly.com/catalog/winxpnut2/>

\$30 USD, \$44 CND, £21 GBP, €27 Euro

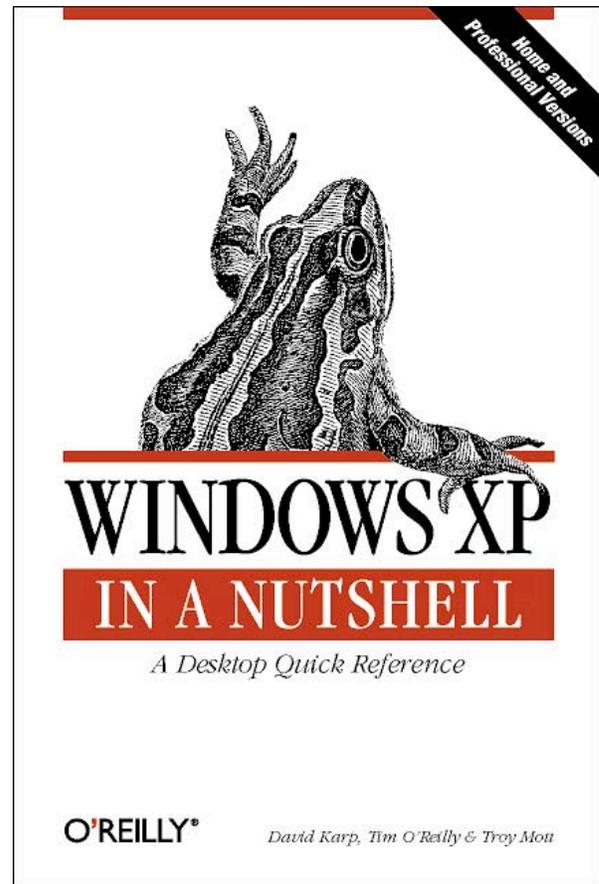
Published: February 2005

Pages: 684

ISBN: 0596009003

Strengths: Applications and Tools, Registry and Services sections.

Weaknesses: Shovelware? Legacy typos and a weak Index.



Windows XP In A Nutshell: A Desktop Quick Reference, 2nd Edition by David A. Karp, Tim O'Reilly and Troy Mott is decidedly a reference primer pointing to the current 6 versions of Windows XP.

The 250-page section on applications and tools is an eye-opener showing each app and its parameters, but my bookmarked sections were the Registry and later, the Services section located in the Appendices. Now I can figure out what all those services mean I find when I'm using the Task Manager and I'm trying to resolve XP Pro issues.

There are even command line (read DOS) instructions if you are so inclined (and you have to be to do a lot of the stuff when managing a Microsoft environment). In fact, that is all of Chapter 6.

The book is divided up into 4 Parts: The Big Picture, Alphabetical Reference, Advanced Topics and Appendixes. The first part covers what is "new" in XP and a walkthrough of the functions.

The 2nd part is the Apps and Tools section and also the Command Prompt. Part 3 is what I was interested in because it discusses Networking, The Registry and The Windows Script Host. Part 4 is a list of 8 Appendixes covering installation, migration, keyboard shortcuts, Power Toys and TweakUI, Keyboard Equivalents, Common Filename Extensions, Services and Service Packs.

Nothing gets very deep and the Index is machine-generated and isn't very helpful. Errors in earlier books carried over and made this book feel like shovelware.

That said, being that it is a 2nd Edition, and it covers Service Pack 2 from Microsoft.

One of the latest books from the Nutshell series, this book covers Windows XP. What it could have included Microsoft's End of Life link:

<http://support.microsoft.com/default.aspx?scid=fh;%5Bln%5D;LifeWin>

XP Pro support is slated to end December 31, 2006 (in time for Longhorn) with extended support until December 31, 2011.

Games

CHESSMASTER 9000 1.0.1 Reviewed by Robert Pritchett



Publisher: Feral Interactive

3 St. George's Court

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London, SW15 2PA

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FAX: +44 208-875-1846

<mailto:info@feral.co.uk>

<http://www.feralinteractive.com>

Released for Mac OS X: November 5, 2004

\$40 USD

Minimum System Requirements: Mac OS 10.2; PowerPC G3/G4 700 MHz; 256 MB RAM; Hardware accelerated 3D Graphics Card with 16 MB VRAM; DVD Drive; 1.3 GB free hard disk space; Mouse and Keyboard; QuickTime 6.

Recommended System Requirements: Mac OS 10.3 or later; PowerPC G4 1 GHz; 512 MB RAM; Hardware accelerated 3D Graphics Card with 16 MB VRAM; 1.3 GB free hard disk space.

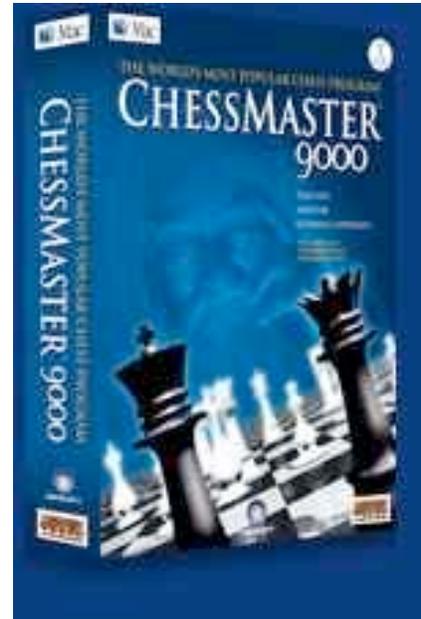
Strengths: Novice to Advanced, including online play. Learn Chess from 4 centuries of master-level chess.

Weaknesses: Rather a hog for hard drive space and memory. Requires the DVD as a dongle.

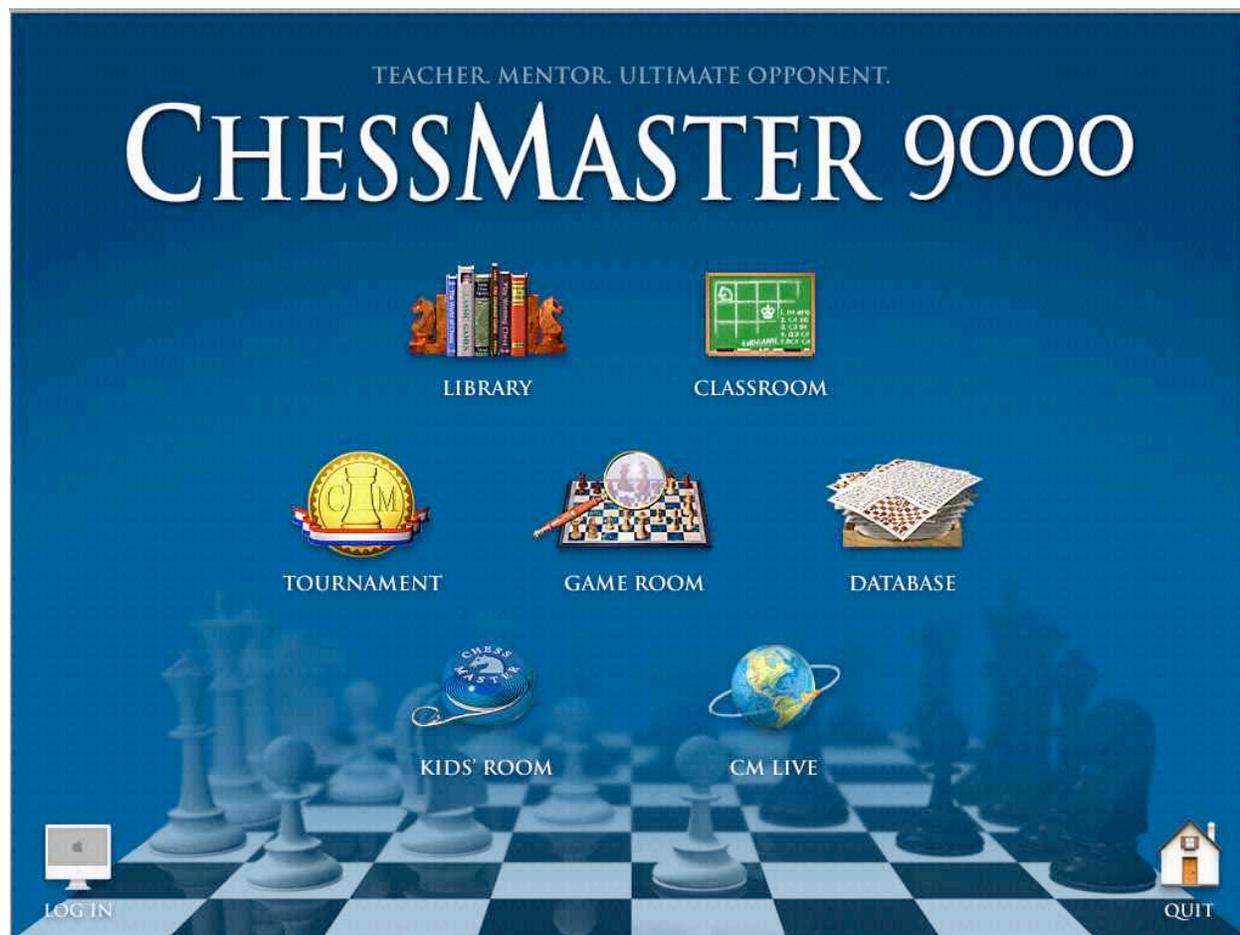
Reviewed on: iMac G5 20" with Tiger, 1 GB RAM.

After 4 years, the Chessmaster game is back on the Mac with *CHESSMASTER 9000*, Version 1.0.1. The previous version was *CHESSMASTER 6000* back in April 2001 running on Mac OS 9. After taking up 1.3 GB of hard drive space it still needs the DVD to run the program (it is the Feral Interactive method-of-choice against pirating the software).

I went to their website to see if there was anything new, and sure enough, there is an update, so when you load the program, get the patch.



Now why bother with Chessmaster at all if Mac OS X has its own chess game? To begin with, the Mac OS X version from Apple is plain-vanilla. It is like comparing a tricycle to a Bentley. As Derek Meier told me after returning the game because his system wasn't robust enough to even review the program, Chess itself is not a "game", it is a "Sport". However, the Chessmaster tutorial begins by stating that Chess is first and foremost – a war-game. And what better way to learn than from a program that not only has the 400-year history, but 800 stored games and other instructions with annotation, voice tutoring and interactive play online?

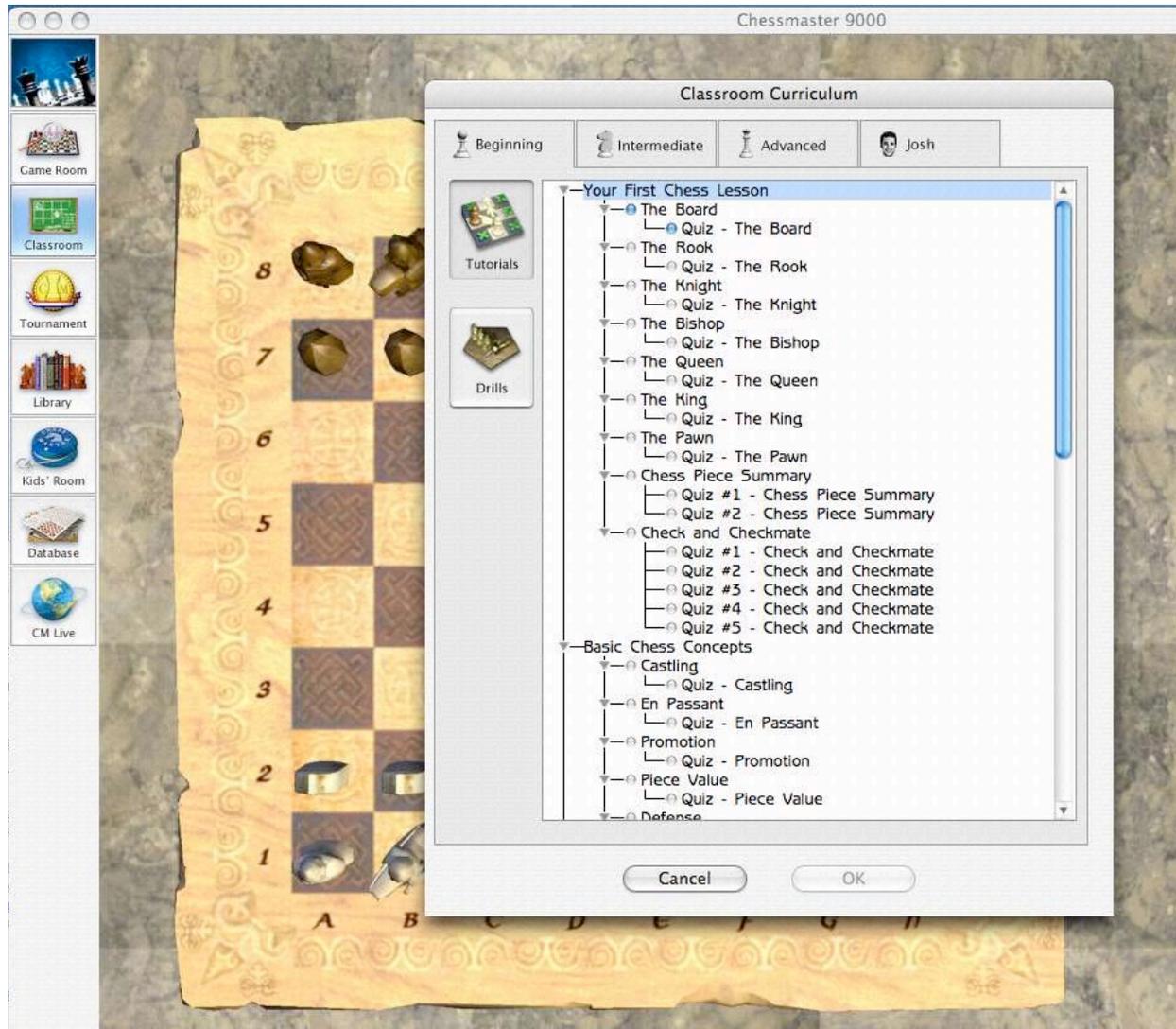


There are at least 60 different 3D game-boards to choose from. The next step is to know what your level of expertise is, so the Chessmaster (who looks vaguely like Gandalf from the *Lord of the Rings*) can team you up with the right competition.

Not up to speed yet? Well than, go to the Classroom and learn more. Learn from Pros, like Josh Waitzkin, Bruce Pandolfini, and Larry Evans and take the Endgame Quiz.

If you need to start at the beginning, don't be afraid to go to the Kids' Room. There is also a Database Room that holds information on half a million real-world chess games.

So you don't get bored, other apps work while the game goes on, such as iChat and iTunes. Online games for now are limited to competing with other Mac users due to some hardware conflicts between Macs and WinTel boxen.



This screenshot begins the training sequences (following a game tree sequence format). The tutorials are strangely reminiscent of a Hypercard stack that follows a multimedia approach (voice, text and interactive window).

Included in the database are Grand Master games from 2001 and 2002. Find out how to compete against 150 other opponents across all levels. Take the Psychology of Competition chess course taught by International Master Josh Waitzkin. Play Blitz games, set up tournaments,. Work with 30 different chess sets.

The Blunder Alert probably will be of immense value to help keep game pieces from getting into too much danger.

Performance of the game relies on three factors: CPU speed, RAM and in-game settings. Yes, CHESSMASTER 9000 is a resource hog. Areas to improve performance are: Bump Mapping (chess piece texture), Shadows (3D shadows), Reflections (mirror effect on the game-boards) and Visual Quality (millions slows down, thousands speeds up). And Feral Interactive suggests other apps be turned off while playing chess.

Drilling deeper, here are the areas of interest:

Kids Room: Training and games for novices.

Classroom: Tutorials, drills, tests, problems, annotated games at four levels.

Game Room: Play just for fun, with lots of help from Chessmaster.

Tournament: Play games for score and set up simulated setups.

GM Live: Play another person over a LAN or the Internet using GameRanger (<http://www.gameranger.com/>), an online gaming service for Macs.

Library: View any of 800 classic annotated games from 1619-2002.

Database: 500,000+ chess games, searchable by position, or from an opening “game tree” of some 2,200 initial move sequences.

The program comes with a 54-page PDF file.

Armed with this program, you can perhaps go on a Gambit and get beyond Kibutzing with the Rank and File. Just remember that you will need a very robust system to enjoy using it and you will need a DVD drive to even begin using the program.

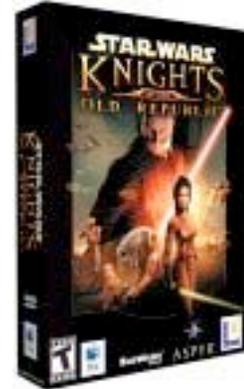
Feral Interactive publishes CHESSMASTER 9000, but Ubi Soft (<http://www.ubi.com/US/default.aspx>) created it and Zonic (<http://www.zonic.co.uk/>) ported it to the Mac. Personally, I think they did a swell job. If you want to get into the worldwide hobby of Chess, this would be an excellent place to start.

Star Wars: Knights Of The Old Republic Reviewed by Derek Meier



ASPYR MEDIA, INC.

Aspyr Media, Inc
P.O BOX 5861
Austin, TX 78763
<http://www.aspyr.com>
\$45 USD



Requirements: Mac OS X 10.3.4 or later, 1 GHz PowerPC G4 or later, 256MB or higher, 4.2GB free disk space, Radeon 8500 32MB VRAM or GeForce2 MX 32MB VRAM or greater, DVD Drive Required.

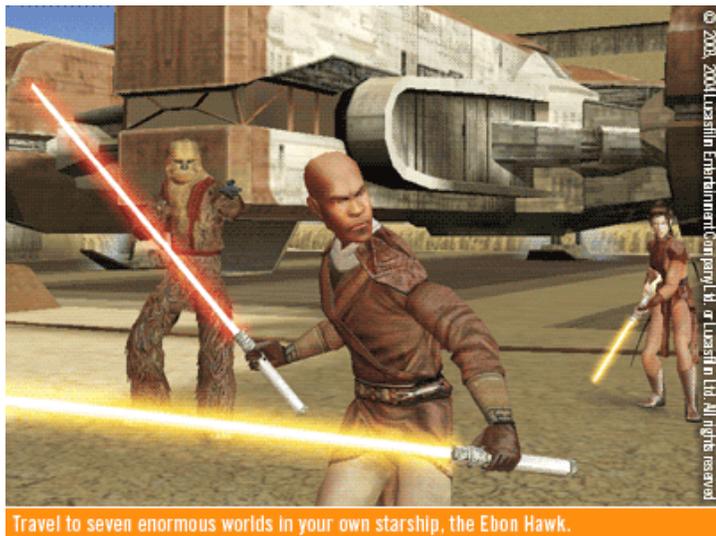
Strengths: Excellent storyline, Great Graphics and Sound.



Weakness: None Found (except lack of sleep from excessively playing).

As a gamer I have played many Star Wars games that simply did not live up to its name. LucasArts tapped the great talent at BioWare makers of the great Dungeons & Dragons based NeverWinter Nights to create *Knights of the Old Republic* (KotOR). An RPG (Role-Playing Game) with Jedi's simply a very cool concept since I was a kid role playing a Jedi was something I did quite often.

Knights of the Old Republic takes you back before the movies around 4,000 years. In a heated battle with the deadly Sith, you and a group of fellow adventurers set out to save the galaxy and defeat Darth Malak. You start out in search of a female Jedi called Bastila. Bastila can motivate soldiers to fight better with her power of Battle Meditation, so she is the key to victory. This also leads you in search of a deadly weapon. There are many side missions to keep you interested and the awesome storyline is very well done almost like being a character in one of original Star Wars movies.



Gameplay

In KotOR there are 3 base character classes; Soldier, Scoundrel and Scouts. You gain experience along the way. Using the points awarded to you, you can level up your attributes like strength and wisdom. You also get points to raise your skill levels such as demolitions and stealth. As you progress through the game, you can acquire new weapons from the bodies of your enemies or you can also purchase them. Weapons range from the simple non-powered swords to blasters to the best weapon of all - the light saber. As you progress, you will eventually be able to take on Jedi classes. The three Jedi classes consist of the Jedi Guardian, the Jedi Consular, and the Jedi Sentinel. Of course, along with the classes, they come with some core force powers. Depending on whether you use your skills for the dark or light side, you will either attain dark force powers or powers of the light side of the force. Of course, with the Dark side, you get the cool choke power invoked by Darth Vader and other vicious attacks.



A new *Star Wars* role-playing experience with unique creatures, vehicles and planets.

In KotOR, your primary character you are controls moves forward the party that follows you. You can select to control the NPC (Non-Player Character - http://phatnav.com/wiki/index.php?title=Non-player_character) players in your party or your character. Movement is real-time and you can talk to people or do other actions real time.

Combat play is turn-based. You can queue your combat actions so your actions will continue without interaction until the queue is empty. Combat in KOTOR is well thought out and having it turn based and not real time adds to the game making it more playable.

Graphics

The graphics in Knights of the Old Republic are very well done. Characters in the game are very detailed, the locations in the game look great and they both give you a more realistic appearance. The amount of detail that was put in the game is incredible, from the different types of blasters to the different armor and cloth to the awesome light-saber. Seeing your character use a light-saber for the first time quickly brought a smile to my face. The Jedi Knights combat scenes are really cool visually. I could go on and on about the graphics and detail, but it's just something you need to see for yourself it's really impressive.

Sound & Music

The only person who does not speak in the game is your character. The NPC's in the game are well-voiced and acted quite well. Voice seemed to fit the aliens and other characters in the game quite well. Droids in the game keep that same R2D2ish beeping and the Wookiee's voice brought me back to Chewbacca noise he makes. The most beautiful sound has to be the noise of a light-saber turning on. The blaster effects and engine sounds pull you into the game bringing you into it like you get into the movie. The music adds the finishing touch with the sound. It's not overwhelming, but fits nicely in the scenes. The music score is really uplifting.

Verdict

I have to say that Knights of the Old Republic is definitely the best Star Wars game I have played. The story is engrossing, the graphics are spectacular and the sound is terrific. The combat in the game is well-handled. The game is amazingly detailed. It seems BioWare spent some quality time making this game as perfect as it could be. I highly recommend this game to any gamer, especially if they are a Star Wars fan. You won't be disappointed!



Tom Clancy's Splinter Cell Review by Derek Meier



Aspyr Media, Inc.
P.O BOX 5861
Austin, TX 78763
<http://www.aspyr.com>

Product Link:

<http://www.aspyr.com/noframes.php/games.php/mac/scel/>
\$40 USD

Requirements: PowerPC G4 or later; 867MHz or faster; Mac OS X 10.2.8 or later; 256 MB or higher; 1.7GB free disk space; Video Card (ATI): Radeon 7500 or better; Video Card (NVIDIA): GeForce2 MX or better; Video Memory (VRAM): 32 MB or higher; DVD Drive.

Test Machine: Powerbook G4 15"; Mac OS X 10.3.8; 1.25GHz PowerPC G4; 512 MB; ATI Radeon 9600 64MB; 80GB Hard Disk; Superdrive.

Game Rating: Violent

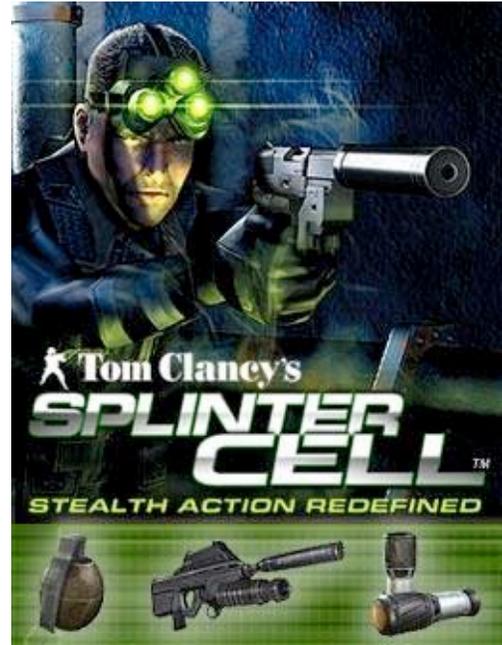
Strengths: Awesome Graphics and sound, Intriguing storyline, Exceptional Gameplay.

Weaknesses: Long required training exercise, Can't pick up guns from corpses.

In Tom Clancy's *Splinter Cell* you play no nonsense, James Bond has got nothing on me, seasoned covert agent Sam Fisher. As Sam Fisher, you work for the National Security Agency. But officially you do not exist. You are a Splinter Cell. Your existence is denied by the U.S. Government. The story begins with CIA agents who go missing in the former Soviet Republic of Georgia. Using your skills, experience and a bevy of spy gadgets, you start your mission in Georgia in search of the missing. The plot thickens from there, leading Fisher spiraling deeper into a possible World War III. The story progresses like a Tom Clancy novel. It's really well done. The story keeps you involved with the plot twists and turns.

Installation

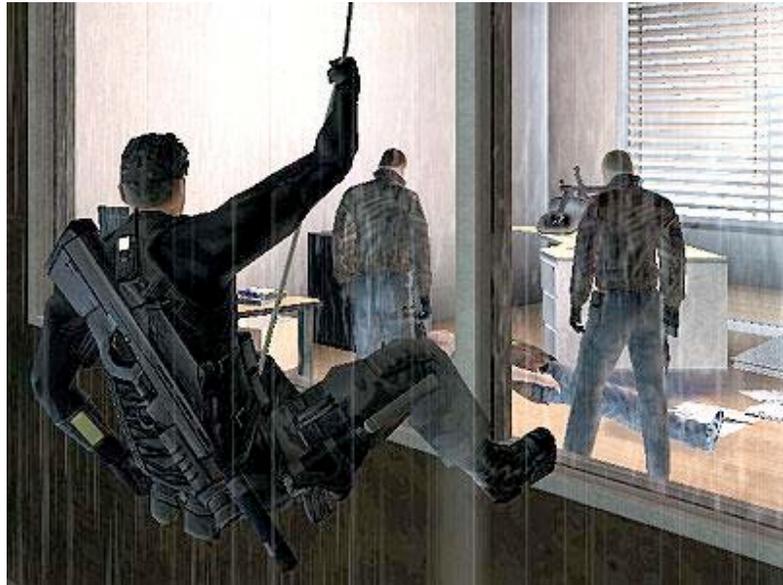
Splinter Cell comes on DVD, so a DVD-ROM drive is required for installation. Installation simply consists of placing the DVD in the drive and dragging the Splinter Cell folder to your Hard Drive.



Gameplay

First of all, *Splinter Cell* is nothing like a first person shooter and cannot be played like one.

Splinter Cell is based solely on stealth. Starting out, you are required to go through a tiresome training session. Although it was nice getting to know some of some of Fisher's moves (and trust me they are quite cool), but the training session is just too long to get through. Basically, game-play consists of going through missions where not being seen is a definite key to success. You can interact with a lot of objects in your environment such as picking bottles and throwing them at windows or the television. Also, Fisher has some killer moves like rappelling



down walls, sliding on wires through windows and scurrying up pipes. There is nothing cooler than sneaking up on the bad guys and delivering a knockout blow. On that note, not only does Fisher have to be unseen, leaving bodies on the ground will trigger alarms and let the enemy become aware of your presence. As far as combat, the element of surprise is the best weapon. Sniping or sneaking up on someone and shooting them in the back is by far the best method. Any other way might alert others in the area. You cannot come in guns ablazing to take out the enemy. There are two types of weapons available to you in the game; the singleshoot pea shooter SC pistol, which requires 4 or 5 hits to take down a victim, or a head shot which I could never really manage, except by accident. The second weapon is the SC-20K AR is a multitasking assault and sniper rifle. One thing that was very disappointing in the game is the inability to pick up a corpse's weapon.

Graphics

The graphics in *Splinter Cell* are terrific. The lighting and shadow are some of the best I have seen implemented. I particularly like the fact that characters cast shadows and how they relate to the surroundings. The environments are highly detailed and very realistic looking, as do the character models.



Music & Sound

I have to say I really like the intro music before the game starts it's really a mood setter. During the game the sound is not overwhelming and adds to the stealth element of the game. When you are discovered by an enemy the music picks up the pace and gets louder letting you know they are aware of your presence. Also the voice acting is pretty good as well especially with Michael Ironside doing Sam Fishers gritty voice which he does exceptionally. The rest of the sounds are very realistic glass breaking and gunfire sound really good.

Verdict

Tom Clancy's *Splinter Cell* is a solid game. The graphics and sound are very impressive. The storyline puts you into one of Clancy's novels as the main character. Though it can be slow at times, the game keeps you interested. Fisher's moves are really cool to see on the screen. The only real disappointing points are the long training session you have to pass to continue into the game and the inability to use the weapons of your enemy. The game's popularity is well known, having been on the xBox, then the PC and now the Mac. Let's hope to see more of the Tom Clancy series games ported to the Mac. Definitely treat yourself and check out this great game.



Hardware

Stowaway Travel Mouse Reviewed by Derek Meier



Think Outside, Inc.



85 Saratoga Avenue, Suite 200

Santa Clara, CA 95051

408.551.4545 Phone

408.551.0660 Fax

http://www.thinkoutside.com/form_contact.html

<http://www.thinkoutside.com/>

\$80 USD

Product Link:

http://www.thinkoutside.com/btmouse_product.html

Contains: Stowaway travel mouse; 2 AAA alkaline batteries (batteries last several weeks when used 3 to 4 hours per day); Carrying case; CD with Pocket PC drivers (Uses Windows XP driver and HID, no driver needed); Start-up Guide.



Dimensions: 3.74" x 2.17" x 1.38" (95mm x 55mm x 25mm). Weight: 75 grams.

Strengths: Long battery life, free carrying case, responsive. Cross-platform.

Weaknesses: Pricey.

The *Stowaway Travel Mouse* comes with everything you need to get started. I like the fact that Bluetooth mice manufacturers include the battery because you can buy so many electronic items that say batteries not included. Not only including the typical batteries it also includes a nice carrying case. The mouse is targeted to the Pocket PC user, but works well with the Bluetooth-enabled Mac. The CD contains drivers for the Pocket PC. No Mac drivers are included, nor are they needed. And the mouse itself is nicely designed. I especially like the bottom, which is transparent and you can see the circuit board below. The batteries are easily installed by sliding the cover at the top rear of the mouse backward. There are also raised bumps so you can get a grip on the cover to slide it.



Using the *Stowaway Travel Mouse* is very responsive. Although being small for a typical mouse, portability is a major plus with the smaller mouse, which fits nicely in the shirt pocket. People with larger hands may balk at the size, but it is a comfortable mouse to use. But it's not a mouse you want to use in the long term, being so small. It works well being on the road rather than carrying around a larger mouse. The included carrying case is a nice addition, allowing you to carry the mouse without scuffing it up. Battery life is pretty decent. Using it 3 to 4 hours a day its battery lasted several weeks. Just as advertised on their site. On the bottom, an on/off switch is included so you don't activate it while traveling and wearing the battery out.

The *Stowaway Travel Mouse* is a very nice wireless mouse. It's responsive and nicely designed. It has good battery life. The carry case is a nice extra.

The only thing that I could find negative is the price. At \$80, it is more expensive than most other comparable Bluetooth mice, but than again, you get the added ability to use it with a Pocket PC, a capability other Bluetooth mice lack. So I would only recommend it if you actually own a Pocket PC you want to use it with as well, due to the price.



UltraGB+™ 800 Bus-Powered Dual-FireWire External Hard Drive reviewed by Robert Pritchett



WiebeTech LLC
3450 N. Rock Road, Suite 703
Wichita, KS 67226
866.744.8722 or
316.744.8722
FAX: 316.744.1398

<http://www.wiebetech.com/emailform.php?dest=sales>

Product Page:

<http://www.wiebetech.com/products/ultragbplus.php>

Released: January 5, 2005

\$120 USD GB \$360 USD, 160 GB, \$400, 200 GB, \$440 USD.

Comes with: 800-800 Firewire cable, 800-400 FireWire cable, USB 2.0 A-to-B Cable, Universal power supply (12 volt/3Amp 100-240), Information CD and 1-year limited warranty.

Strengths: Quiet. Runs with most FireWire configurations without a wallwort. Cross-platform.

Weaknesses: The On/Off switch may appear to be a little flimsy?

The UltraGB+™ 800 Bus-Powered Dual-FireWire External Hard Drive by WiebeTech is an aluminum enclosed whisper-quiet hard drive that happens to run in FireWire 800 and USB 2.0 environments as a backup drive for just about any computer that has those ports. So far WiebeTech is the only manufacturer that uses bus-powered technology to run their external hard-drives using FireWire technology. (Bus-powered means that the unit can run with only the FireWire cable plugged into it.)

After powering up the unit, the 8 bicolor LEDs light up and are orange when the drive is being ramped up and accessed and green when it is in operation. When not accessed, it goes into sleep-mode, but the lights stay on as green.

Being left-handed, I plugged the FireWire 800-400 cable into the port closest to the power outlet on the back and into the iMac and it didn't fire up when I turned on the machine. Lo and behold, after reading the 5-page PDFed Quick Start Guide, I discovered that only the port furthest away from the power jack is bus-powered. But you better try it out first, because not all FireWire ports are created

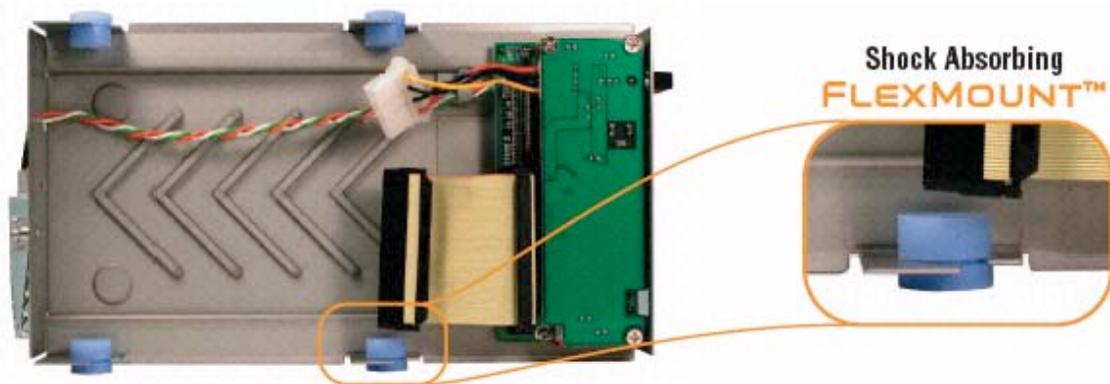


equal. At first I was a bit flummoxed and figured perhaps the iMac G5 had FireWire ports that didn't play nice, but I was wrong. I just had to read the instructions.

The iMac G5 doesn't have a whole lot of FireWire ports on it (and they are FireWire 400 ports and not 800), so I also tried daisy-chaining through the ComboGB portable disk drive that is nearly ¼ smaller in size to the UltraGB+ with the 800-800 FireWire cable. Now I could plug my iSight FireWire camera back in.



The 3.5" drive operates at 7,200 RPM and runs without a fan, with the brushed aluminum cover shedding the minimal heat and could be used as a comfortable hand-warmer on cold days, if necessary.



The FlexMount™ shock absorbers shown here, keep the hard drive from being too badly jiggled when moved. I suspect that if you tossed it across a room that definitely would void the warranty. (Treat any external hard drive like it was precious crystal, unless of course it is a solid state Flash drive with no moving parts.)

Now back to the power supply vs. the FireWire cable. The power supply runs between 100-240 Volts AC. The FireWire cable lets the 12 volts needed to run the drive and there is special technology inside the case that smoothes out the spinup requirements without surging the FireWire-based bus-power source (PowerBridge™). The AC power overrides the bus-powered FireWire cable power source when used. James Wiebe (CEO of WiebeTech) wrote that FireWire ports can provide between 6 and 15 Watts. (Note: iLink™ FireWire systems from SONY are not engineered to provide any power at all.)

When using the USB2 port, the external power supply is required because the USB2 cable power runs at a maximum rating of 2.5 Watts and the bus-powered 3.5" drives require 8 Watts to spool up.

The USB2 port runs at 480Mbps while, because of the iMac configuration the FireWire ports run at 400Mbps on my iMac G5 system.

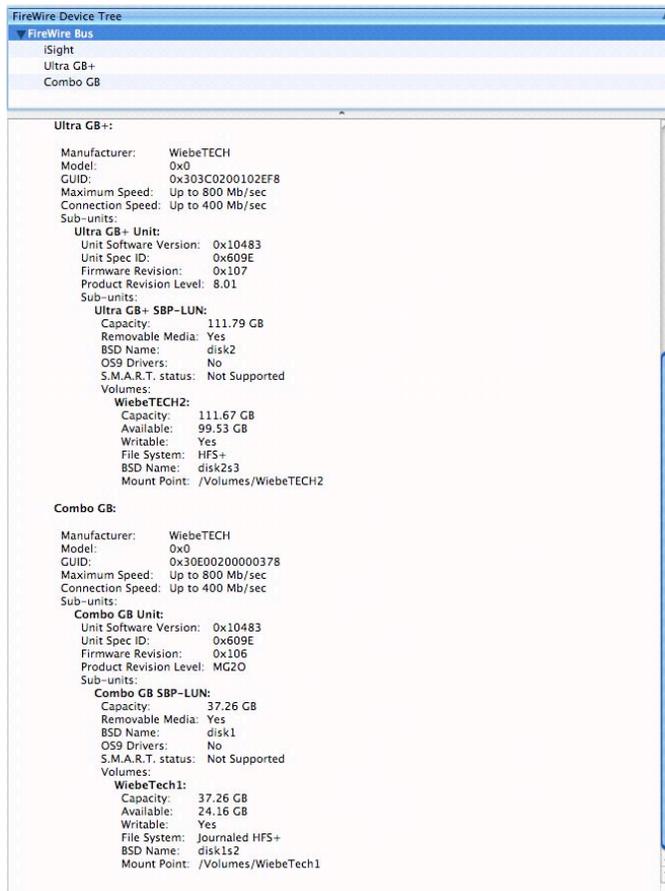
I ran the files and folders from the ComboGB over to the UltraGB+ and it took under a ½ hour going through the iMac G5 backplane between drives while transferring 12 GB of files and folders. Even though both drives are FireWire 800's, the iMac FireWire pass-through ports are only 400's, so you see the performance issues involved. Now the iMac FireWire ports apparently are a bottleneck. (Note to Apple: Get on the FireWire 800 Mbps bandwagon please.)

Trying to run the UltraGB+ on only the ComboGB port reads fine when the UltraGB+ is spooled up, but if it spins down and tries to be used without external power, it just doesn't have enough energy to get it up. The external power is needed if in daisy-chain mode. And WiebeTech strongly discourages trying this without external power anyway. Now I can see why.

Running port-to-port still took around ½ hour to transfer around 12 GB, so the 800 vs. 400 throughput, at least in this configuration (copy/paste) didn't make much, if any, difference.

The Combo GB I use has 40 GB capacity while the UltraGB+ has 120GB of which, as you can see from the *Get Info* window, has 111GB that are free for use.

The “weakness” I find with the UltraBG+ is that the on/off switch is a toggle switch that spring-loaded like it is a pop-in/pop-out, but it is a rocker switch, so I don’t understand the reasoning for the type of switch used and because of the springload, the rocker switch feels mushy. If this unit is on all the time and not being ported from place to place, than this is going to be a non-issue. However, if you are indeed using the drive as a portable device, the on/off switch may become a maintenance item.



How does the drive breath? It has 5 V-shaped vent slots underneath the chassis, as seen above in the FlexMount picture, so don’t set it on a blanket for any length of time. And there are no dimples on the topside of the unit, so the UltraGB+’s are not intended to be stackable either.

The operating temperature is optimal between 50 to 80 degrees Fahrenheit or 10 to 30 degrees Celsius with humidity at between 5 to 95% non-condensing. The whole package weighs in at 5 pounds, including the adapter. The unit’s size is 9 x 5.25 x 1.5 inches or 229mm x 133mm x 38mm. The OS’s supported are; Linux distros that are optimized for FireWire, Mac OS’s 9.1 through Mac OS X and MS Windows2000 and Windows XP.

The FireWire chipset used by WiebeTech is the backward-compatible FireWire 800 Bridge chipset OXUF922 by Oxford Semiconductor (<http://www.oxsemi.co.uk/pages/ieee1394/>) that also handles USB2 and runs at 50MHz with a 32-bit RISC processor that utilizes a 133MHz IDE interface/DMA host controller. It supports the 2nd generation 1394B FireWire standard, while being backward-compatible.

In the WiebeTech2 info screen above, notice that the volume was created March 21st? I received it March 25th to do my review. My manager already bought some of these for his programming team members and has also been very pleased with their performance. I'm please with shipping and delivery as well as the performance.

Now let's examine the USB port functionality:

The iMac G5 recognizes that the USB interface is connected to the USB High-Speed Bus with throughput supposedly up to 480Mbps. The same 12GB transfer poked along at just under 1 hour, so the USB interface between the drive and the USB bus on the iMac G5 is not "optimized".

Okay, the estimated time for both the USB port and the FireWire port data dumps (file transfers) both were variable and went between around ½ hour to 1 hour and back down to around a ½ hour – so doing other things on the computer does affect throughput, whether running FireWire or USB – at least on this system. And it took longer using the USB port to transfer than it did running the FireWire transfer, so it seems to me anyway that both the iMac G5 and the WiebeTech UltraGB+ are optimized for FireWire functionality.



Perhaps I should just not put too much credence and weight into the time estimate algorithm for the Copy function. On WinTel systems we laughably call such computer-screen estimates “Microsoft time” (because on those systems it is always off and usually hangs “forever” on the last few seconds of transfer). However, under the Mac OS X operating system, the throughput estimates seem to run fairly close to true.

I praise WiebeTech for being out front with new technology such as bus-powered along with regular powered systems and for thoughtfully including cable configurations and external power supplies as part of their total package. I think that the non-fan environment is also a major plus and so is the cross-platform, pre-configured, non-hard-drive driver plug and play setup.

If you are looking for a desktop backup, yet portable strategy or just need real-time storage expansion, than you will be as pleased as I am with products like the UltraGB+ from WiebeTech.

Shareware

iTattle 1.5.1 Reviewed by Robert Pritchett

iTattle



Whimsyplucky Software

Winchester, VA

dj@whimsyplucky.com

<http://www.whimsyplucky.com>

Product Link:

<http://www.whimsyplucky.com/itattle.html>

358KB Download.

Freeware. All donations gladly accepted through PayPal.

Released: March 03, 2005

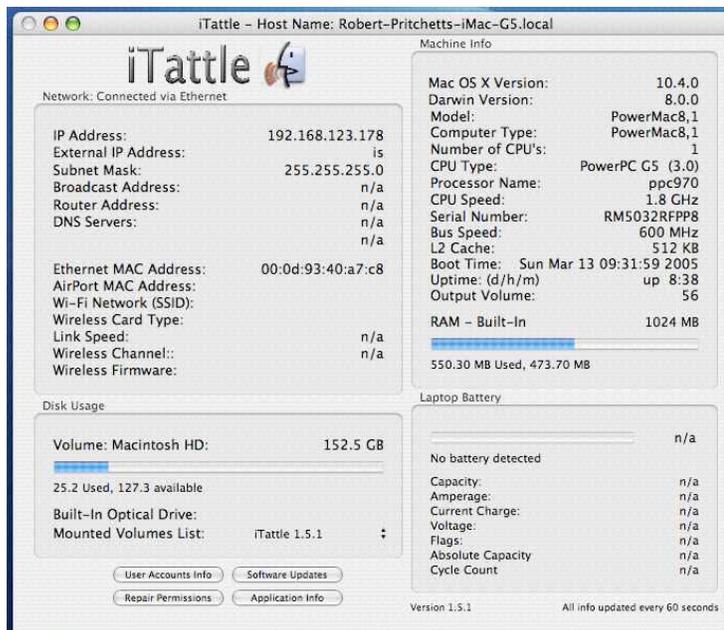
Requirements: Mac OS X 10.3 or later; *Enable access for assistive devices* should be turned on in the *Universal Access* pane of *System Preferences*.

Strengths: Pulls various utilities together.

Weaknesses: None, really.

iTattle is a freeware utility that puts Network information for AirPort Extreme, and built-in Ethernet, as well as System information on the desktop. And like a fool I probably have now given you too much information about my system, but you get the point, right? Look at this. All the system admin information is neatly placed in one location on the desktop.

Got issues with your system? Run *iTattle*, then print this screen and you will have most of what Tech Support will ask for over the phone. Do it when the system is in good operating condition first before you have (heaven forbid!) issues with



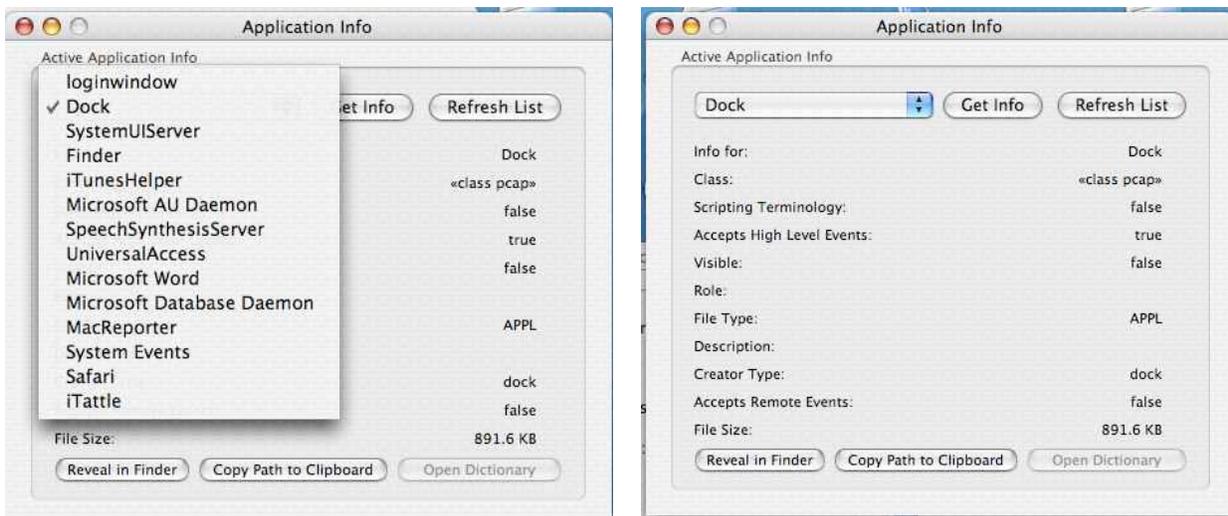
your Mac.

Besides the usual Network info it also includes Ethernet MAC addresses, AirPort MAC address and the Wi-Fi wireless network name, card, link speed wireless channel and wireless firmware version.

In *Machine Info* it shows the Mac OS X Version, Darwin version, Model, Computer type, number of CPUs, CPU type, Processor name, CPU Speed, serial number, Bus speed, L2 Cache, when the last time it was turned on, and for how long Output Volume and RAM. Oh, I get it now! It is showing real time usage of both the hard drive and RAM.

If my machine was a portable it would show battery information.

Notice the 4 buttons at the bottom of the window? More fodder for finding information on your system. User Accounts, Repairing Permissions (instead of running the disk utilities off a disc), and software updates (instead of going up to the apple and using the dropdown menu), and application info (instead of going into *About This Mac* and *More Info...*)



When I clicked on *Application Info*, I could choose from active apps and click *Get Info* shown above.



When I clicked on the dropdown menus I located a few other utilities and tasks to explore.

And the developer, who also created iYML (shortcut to YourMacLife), added a few Web favorites.

I started looking at this app when it was 1.0.1 and this program has come a long ways in a short amount of time. Why not give this guy some green so he can continue working on it while he is in college and supporting a family?

He responds quickly to any issues that arise, and that is why this app is up to 1.5.1 since a few months ago when I first took a look at it.



Clean Text X v.3.4.1

Developer: Apimac
<mailto:support@apimac.com>
<http://www.apimac.com/>

Shareware: \$15 USD

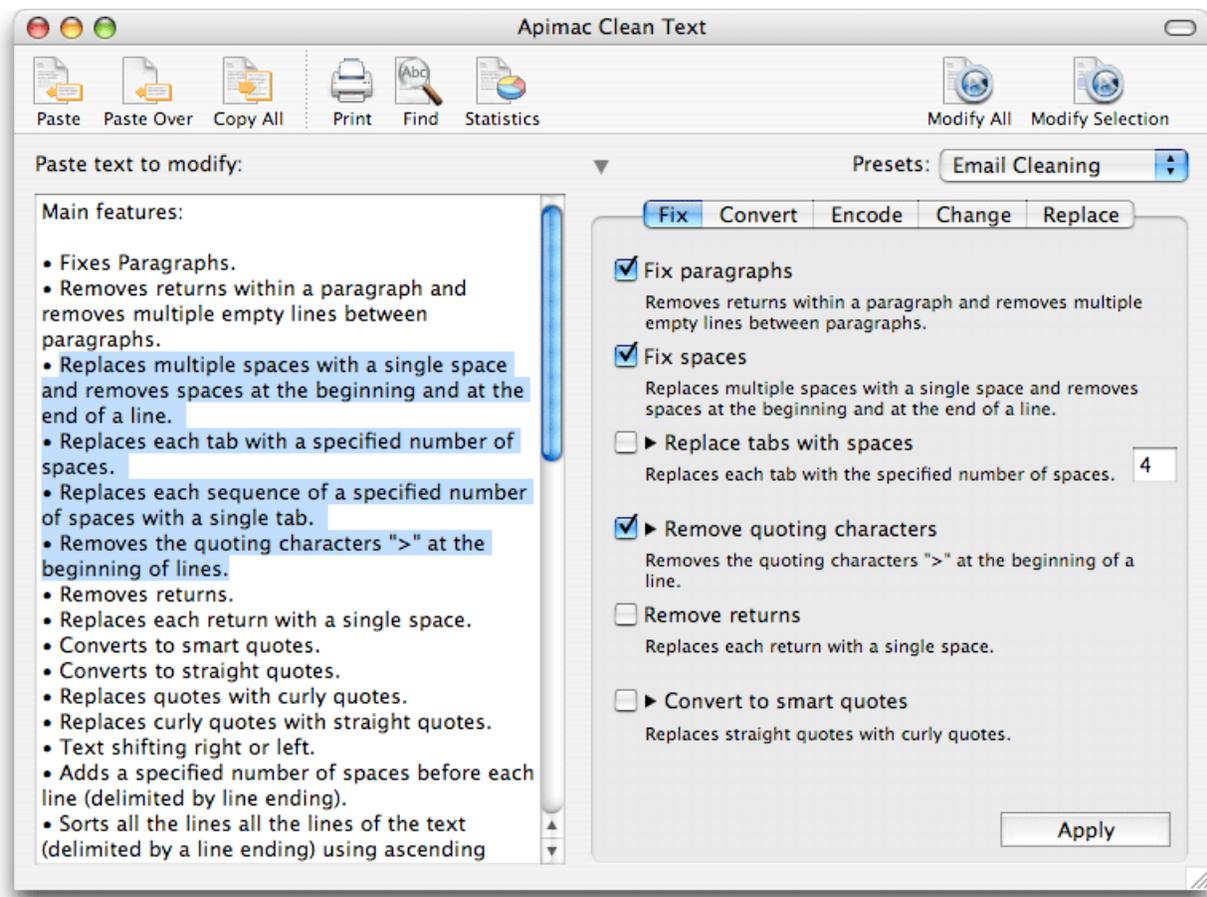
Requirements: Macintosh, Power Macintosh, OS X 10.1 or greater. Versions available for 'Classic' Apple operating systems. File Size 1.5 MB



Often you have to paste some text copied from one document or application into another, and you want the text to get the attributes (such as color, font, dimension and style) of the new document instead of preserving the attributes copied from the old one.

Clean Text X eliminates all text formatting, preparing it for pasting. Moreover, the application performs other useful functions, such as removing empty lines, removing multiple spaces, removing tab characters etc. If you don't want to apply changes to the whole document, just choose the text you want to clean, and *Clean Text X* will modify only that selection. It's also very useful for printing out text without wasting ink and paper, as often happens when you print directly from a Web browser. In this latest version, the well-supported freeware product allows you to convert to Smart Quotes, letting you replace straight quotes with curly quotes in text. You can read all about the features of this fine product on the publisher's website at <http://www.apimac.com/ct/index.html>.

Using Apimac *Clean Text X* is really quite simple; the main window of the program contains some buttons, formatting associated check boxes and a text field.



Main Screen – Clean Text X

Pasting Text — The first thing to do is to paste some text previously copied from another application into the text field. You can do this using the *Paste* command from the *Edit* menu, by pressing the dedicated button, or by drag and drop. If you hold down the *Option* key when pressing the button, you'll get a 'Paste Over': the pasted text replaces any text currently contained in the field.

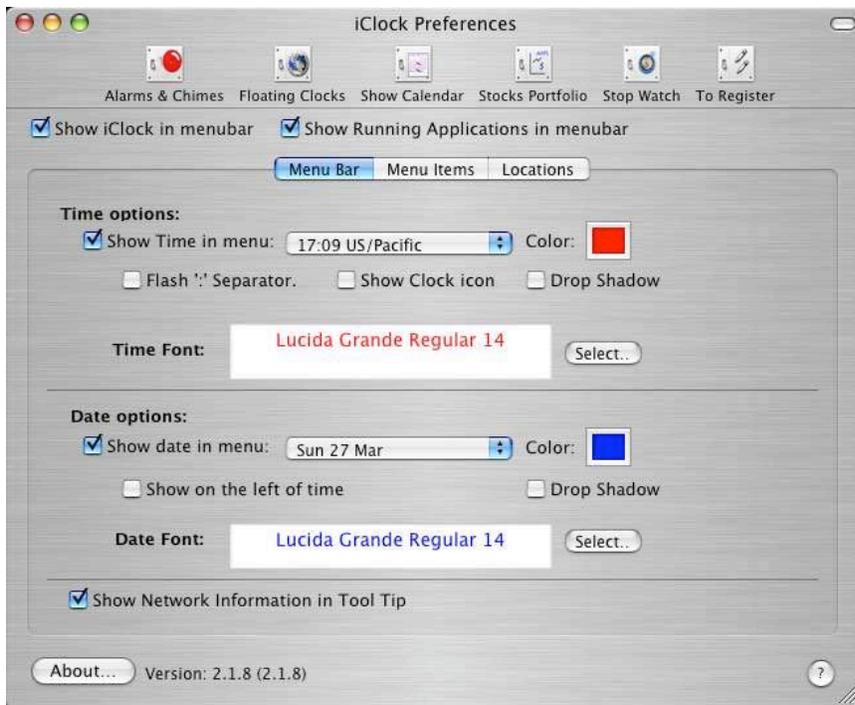
Cleaning Text — The application let you edit text as in a standard word processor; there is also a convenient search function. The check boxes let you choose automatic text operations such as eliminating multiple empty lines, etc. When you press the *Clean Text* button, it will execute the selected operations. **Printing text:** This function lets you print the contents of the text field. It's very useful for printing (for example) text found on the Internet without images and empty spaces such as you often get when printing from the web browser application.

Copying Text — The last operation is the one of copying the cleaned text and pasting it into the target document. To do this you can either choose the *Select All* command from the *Edit* menu to select the text then copy it, or press the *Copy All* button.

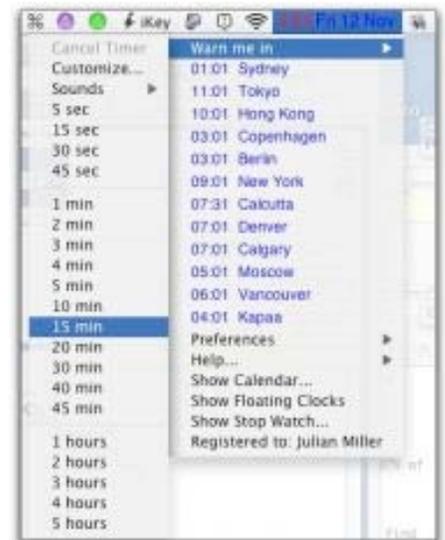
Script Software, has described iClock as an International Timepiece, Menubar Clock, Calendar, Stop Watch, Alarm, Application Menu and More. It serves as a centrally located time hub from which many time related functions can be controlled. [Note: In another part of the issue of macC, I review the *You Control Menus* software package that contains a clock module. iClock 2.1.4 is another fine example of a more or less individual shareware product aimed at adding functionality to Apple's Mac OS X Clock utility.

According to it's developers, and I fully agree, iClock is an evolving application that replaces Apple's menu clock with one that is much more powerful and customizable. It is compatible with the clock module I installed from You Control Menus, also review in this macC issue In this age we find ourselves in constantly increasing communication with relatives, friends, and business partners located all over the globe. As we need to interact with people in different time zones knowing the time in many place and all at once becomes necessary. iClock can be your preferred the solution. iClock can be a useful time utility for pilots, business people, travelers, and anyone who needs to communicate with people in other time zones.

The highly customizable software comes with one of the best help files I've yet worked with and it's preference panes, which helps you customize its features are crisp and easily understood. There are three tabs in the Preferences dialog (Menu Bar, Menu Items, and Locations). The other preferences that control the remaining software features can be accessed via the Toolbar or the preference sub-menu.



iClock Preference Panes



Time Zones and Alarms

YouSendIt

<mailto:info@yousendit.com> or
<mailto:support@yousendit.com>
Website: <http://s29.yousendit.com/>

Freeware

Requirements: Mac OS X 10.2 or later. Size — Not Applicable.



This last review is of a web-based service that I have not more than casually tested. I no longer remember where I came across this product, but as I read about it, I knew this was something I needed to share with our readers. The YouSendIt team, and ultimately service, was formed to tackle a common problem: the secure transmission of large documents online without needing to use clumsy client software, mail servers with limited storage space, and the need for sharing passwords.

The Technology

YouSendIt provides an easy, fast, secure, safe method to let you send large files to your message recipients.

How Does It Work

1. Choose who you want to send a file to. It can be anyone with an Email address. You can specify multiple Email addresses separated by commas.
2. Select a file to send. You can send photos, audio, documents or anything else. YouSendIt will then store your file, without ever filling up your recipient's mailbox.
3. Click on Send. YouSendIt will automatically email your recipient a link to your file stored on our server. Your file will be deleted after seven days.

Key YouSendIt Benefits

Easy of Use — 3 simple steps on one web page! No account setup required nor any are there any files to maintain. In addition, there are no passwords to share, no software to install, no accounts to create, and no full mailboxes do worry about.

- Safety — Your data goes to who you want it to and nobody else. No risk of having old data end up in the wrong hands.
- Send Large Files — Up to 1,000 MB (1 GB).
- The Fastest Data Transfer System Available — YouSendIt had been designed to be lightning fast in order to provide the best user experience.
- Data Security — Uses encrypted HTTPS session (SSL/TLS) to make sure your data is secure.
- Uses Typical Firewall Permissions — If you can browse the Web, you can use YouSendIt.
- Proven Technology — Millions of people use it.

Value — Sending large messages via <http://www.YouSendIt.com> is free.

Trapeze™ 1.2.3 Reviewed by Robert Pritchett



Developer: Danny Espinoza

Mesa Dynamics

<mailto:sales@mesadynamics.com>

<http://www.mesadynamics.com/trapeze.htm>

616 KB Download

Released: August 2, 2004 Version 1.1

\$30 USD

Requirements: Mac OS X 10.3 or later.

Strengths: Quickly converts text from one format to another.

Weaknesses: Does not convert graphics.

I'm still searching for the "Holy Grail" of PDF to HTML for Mac OS X that "does it all". Trapeze gets really, really close, but it doesn't convert graphics.

What it does to really well, is move text from PDFs to being editable in a text processor simply by dragging and dropping. Or HTML, RTF, plain text or even ASCII.

Andn there are options for stripping white space, rewrapping paragraphs, page breaking and there is even support for encrypted PDFs.

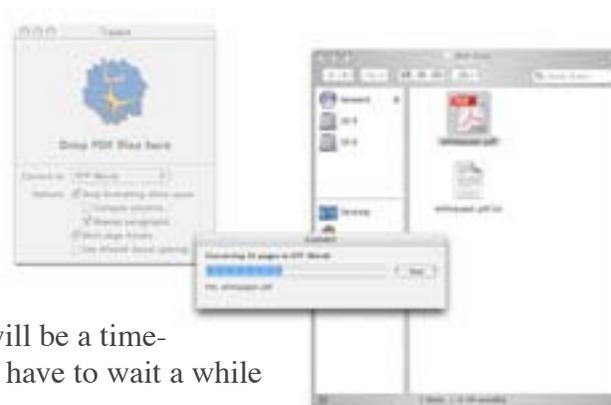
You can try it for doing 3 PDFs or buy it to do unlimited PDFs.

It also seems to be able to accept coding for smart quotes, bullets, copyright and trademark symbols.

If you do cutting and pasting from PDFs, this will be a time-saver. If you also want those graphics, you will have to wait a while or treat them separately somehow for now.

If you have multiple PDFs, they can be batch-processed.

The whitespace option tightens up spacing to 2 spaces. Not recommended for multi-column text.



Rewrap removes the hard return in paragraphs identified by Trapeze and works if Strip formatting is turned on and doesn't wrap if lists, tables or footnotes are involved. Also, with Strip formatting turned on, the page breaks option adds a visible break between pages but is only applicable for RTF conversions.

Trapeze is not an Optical Character Recognition program so that is one reason why it bags on attempting to capture graphics. If text has been in a vector drawing or raster image it won't be recognized.

Software

Adobe® Acrobat 7 Professional for Mac OS X Reviewed by Robert Pritchett



Adobe Systems, Incorporated
345 Park Avenue
San Jose, CA 95110-2704
USA

1-408-536-6000

FAX: 1-408-537-6000

<http://www.adobe.com>

Product Link:

<http://www.adobe.com/products/acrobatpro/main.html>

Try before you buy:

<http://www.adobe.com/products/acrobatpro/tryout.html>

Released: January 5, 2005

New: \$450 USD. Upgrade: \$160 USD.

Requirements: Mac: PowerPC G3 or later; Mac OS X 10.2.3 or later; 128 MB RAM (256 MB recommended); 495 MB hard drive space; 1024x768 screen resolution; CD-ROM drive.

WinTel; Microsoft® Windows® 2000 with Service Pack 2, Windows XP Professional or Home Edition, or Windows XP Tablet PC Edition; Microsoft Internet Explorer 5.5; 128MB of RAM (256MB recommended); 460MB of available hard-disk space; cache for installation files requires an additional 300MB of available hard-disk space; 1,024x768 screen resolution.

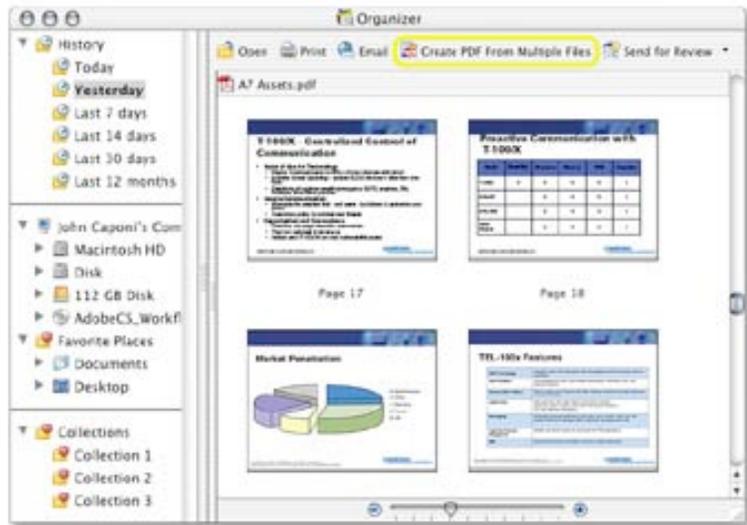
Strengths: Cross-platform. Tight integration with MS Office.

Weaknesses: Web conversion only available in WinTel version. Ditto for Forms Control, and single-button conversions for MS Project, Access, Excel, Internet Explorer, Outlook, Visio and Publisher. Transparent objects in PowerPoint also only available for WinTel.

Adobe® Acrobat® 7 Professional for Mac OS X (AA7Pro) is the latest rendition of Adobe Acrobat. There is a lot going for it (see the review of *Total Training for Adobe Acrobat 7.0 Professional* elsewhere in this issue). Most important for the professional are the Comment, Markup, Review, Security, Signature and File attachment upgrades.

The compression of PDFs has improved, because there are more options available for reducing image sizes without losing too much quality in the process.

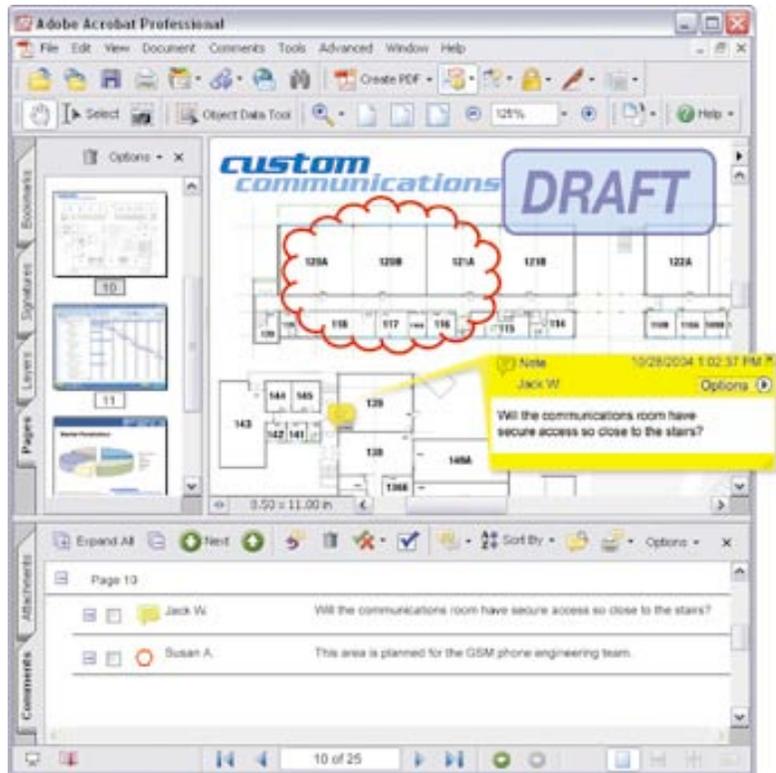
AA7Pro also has something on the WinTel side still missing from the Mac side of this product: making PDFs of captured web pages. But that just goes along with the other missing pieces such as single-button conversion of Outlook Email, Visio, Access, Excel, Publisher and Project files. Interestingly enough though, AA7Pro does allow AutoCAD 3D files to be converted on a Mac. However, there are forms controls from Adobe LiveCycle™ Designer 7.0 also not on the Mac side that is needed. Transparent objects also is only available in MS PowerPoint.



Of most interest to me are the Organizer and the commenting tools for team projects.

With publishing a monthly magazine, being able to do article comments, etc. in PDF instead of in MS Word would really enhance our ability to get reviews turned around quickly since many of the submitters and staff members do not have or do not want to use MS Word and would rather use TextEdit. But we need something that will retain formatting, so this looks like a real winner for us.

Apparently anyone with Adobe Acrobat Reader 7.0 can also create comments using sticky notes, the highlighter or other tools.



And of course, now we can add passwords (128-bit encryption), certificates and other access security controls inside and outside a firewall.

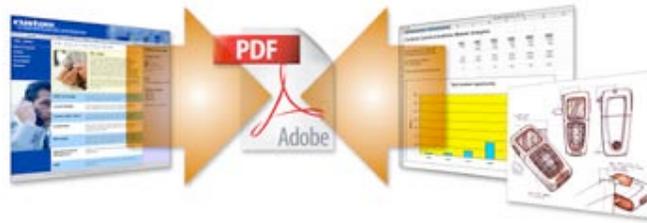
What is nice, however, is that now multiple documents that use various formats and other applications can be combined in to one PDF file. And there are also enhancements to headers, footers, watermarks and backgrounds.



What I like and am eager to try is the ease of search.

indexing function for

And of course, attaching source documents real plus too.



If we were sending files to a printer, then we could take advantage of the preflight and prepress functions.

So does the lack of full integration conversion with Microsoft products prohibit AA7 from getting a full 5 star rating from *macCompanion*? Yes. Do the improvements warrant the value of the upgrade? That depends on how productive you want your office to be. Moving from *Adobe Acrobat 6 Standard* to *Adobe Acrobat 7 Professional* for me is worth it just for the Auto-linking capability for creating an active Table of Contents. How valuable is your time?

Business Card Composer Version 3 Reviewed by Robert Pritchett



BeLight Software, Ltd.

PO Box 47

65005, Odessa

Ukraine

+380 48 738-08-49

<mailto:info@belightsoft.com>

<http://www.belightsoft.com>

Released: February 9, 2005

\$40 USD boxed.

Requirements: G3 or later; Mac OS X 10.2 or later; 50 MB hard drive space; + 1.8 GB for full clipart collection; CD-ROM drive; color printer.

Comes with: 2 CDs, 100 Avery Clean-Edge™ business cards in the box or download without the cardstock and have “only” 700+ images and 400+ designs instead of 23,000 images and 500+ designs.

Previous Review:

<http://www.belightsoft.com/products/composer/reviews/maccompanion.php>



Business Card Composer Version 3 from BeLight Software is designed to help businesses look professional quickly. This is an updated review from one we did back in October 2003.

With this update, there are quite a few layouts (500+) and with the additional Clipart CD, there are around 23,000 clipart images to play with and 100+ masks. If none grab your fancy, make a card from scratch. But try them out first, because they are all editable and can be made to be transparent and tweaked by cropping or tinting.

One plus with this application is that it uses Mac OS X and especially, the Address Book to enter contact information since not everyone uses vCard and that cardstock contact still beats a PDA beamed input any day (no electricity involved).

If you have all your team and they all need business cards, simply click their information over from the Address book and you're done.

Another plus is that off-the-shelf cardstock (700+) can be used horizontally, vertically or folded – and even CD business cards can be created. And they expanded to also include greeting cards and badges (including smart fields with counters). And it also works with iPhoto and imports other imaging formats. And it exports as a JPG, Email, PDF or as a TIFF. In other words, all the things I requested 2 years ago have now been fulfilled.

So choose. Hire a designer for \$150+ USD per hour, or roll-you-own for \$40.

Want more? After following the easy creation process you can send the file off to online professional printers and then they can mail back the completed product.

Here's the process: Pick from clipart or your own images or photos, design the background or foreground, crop and/or mask, print or export.

Cepstral Voices - Text-to-Speech for Mac OS X Reviewed by Robert Pritchett



Cepstral, LLC
1801 East Carson Street
Second Floor
Pittsburgh, PA 15203
USA

412-432-0400
FAX: + 1-412-432-0406

<mailto:info@cepstral.com>
<http://www.cepstral.com/>

Released for Mac OS X: March 16, 2005

\$30 USD per voice, 18 voices. Order online.

Demos: <http://www.cepstral.com/cgi-bin/demos/general>

Languages: Arabic, Dutch, All English, All French, German, Italian, Japanese, Pashto, All Spanish, Thai (some not listed in their online store).

Requirements: A robust computer system and lots of hard drive space per voice (nearly 70MB's for *David* and 96MB's for *Diane*).

FAQ: <http://www.cepstral.com/cgi-bin/faq>

Strengths: Cross-platform (Linux, Mac, WinTel, Solaris), multilingual. Small Memory footprint.

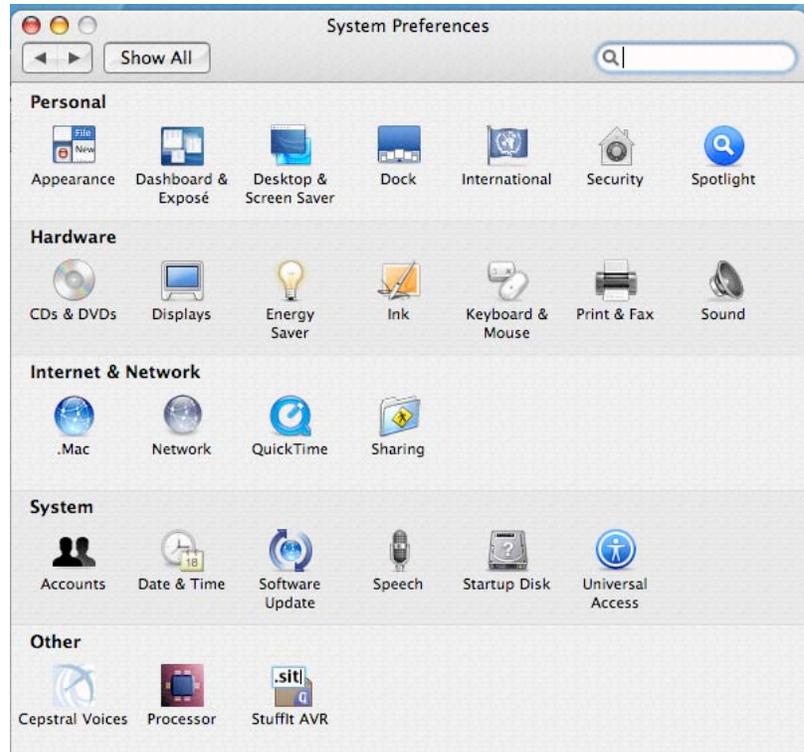
Weaknesses: None found.

Cepstral (Pronounced "Kep-stral" <http://www.cepstral.com/demos/output/1111151464.wav>) provides natural-sounding voices and they made 18 voices available for Mac OS X using the Swift Text-to-Speech technology as of March 16, 2005. Recently they received two awards from AVIOS/SpeechTek for best Assistive and Best Industrial/Professional products (<http://www.speechtechmag.com/pub/industry/1905-1.html>).

Cepstral is used in various ways for personal translation devices between languages (Compaq iPaq), assistive technology for those who cannot speak and want a natural-sounding voice instead of a robotized one (Dynavox <http://www.dynavoxtech.com/>), vehicular speech (General Motors), interactive voice response telephony systems (Plum <http://www.plumvoiceportals.com>), Speech recognition systems (DARPA and SRI <http://www.sric-bi.com/>). Two technologies releases by Cepstral are Swift™ (voice building engine) and Theta™ (multi-platform text-to-speech synthesis engine).

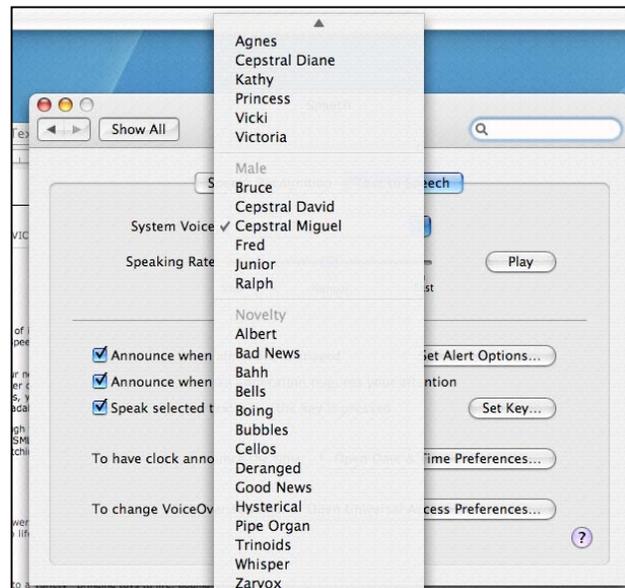
I provided the link above, so you can drill in and listen to any or all of the voices.

For the Mac access to the voices after installation is through *Apple > Preferences > Speech* and checking which voice is preferred.



I had previously downloaded *Cepstral Miguel*, but his Spanish voice doesn't perform quite as well on the iMac G5 as *Cepstral David* and *Cepstral Diane* do. You may not even notice. I get occasional stops due to some memory processing functions.

Try the demo!

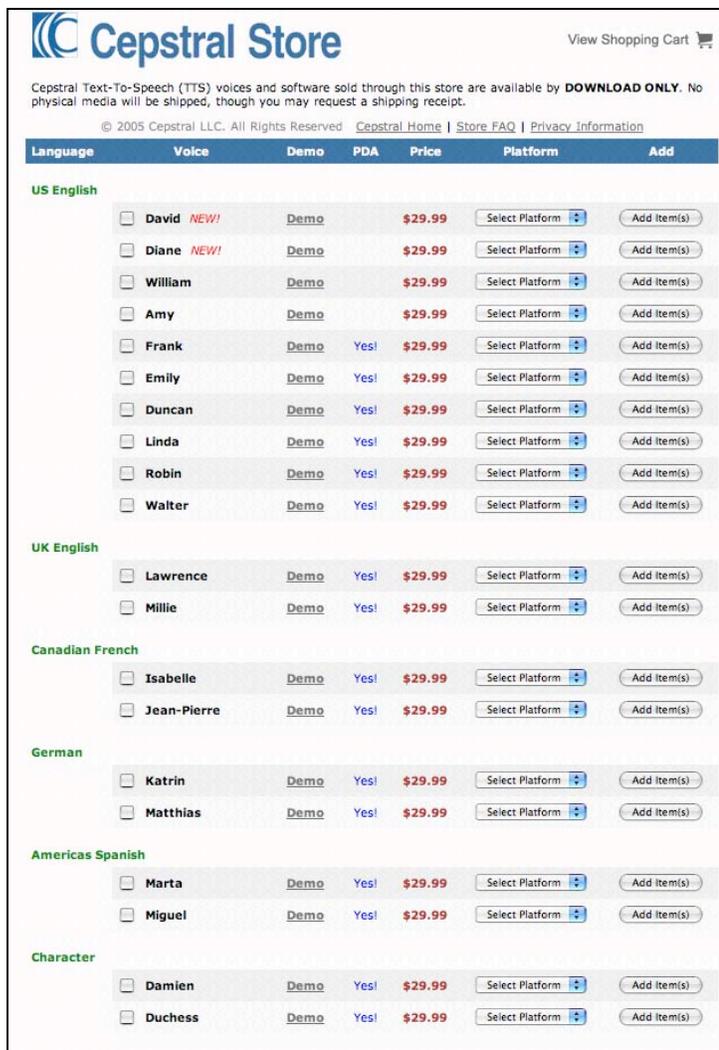


To get Miguel to hablar Español, I went to a Spanish website and did *Control-Z* to let him speak natively. His voice sounds maravioso!



“Older” voices are not fully optimized yet for the Mac environment. They work, just not as nicely as *David* and *Diane*. But don’t let that stop you. If you want to use different voices to read text-to-speech for you besides those provided in Mac OS X, go get *David* or *Diane*, or if you speak other languages besides English grab any of the other voices.

For some background in algorithmic magic and efforts done to get voice technology working as well as it does, I provided a few links so you may learn more about this exciting activity. It isn’t just for those who have lost their voice or never had one any more. Now everyone can let their workstations speak, without those boxes sounding like a computer.



Dig Deeper

Cepstrum

<http://cnx.rice.edu/content/m12469/latest/>

<http://www.cepstrum.co.jp/about.htm>

Cepstrum Analysis

<http://documents.wolfram.com/applications/signals/CepstralAnalysis.html>

<http://tiger.la.asu.edu/software/cepstral.htm>

<http://htk.eng.cam.ac.uk/docs/cuhtk.shtml>

<http://svr-www.eng.cam.ac.uk/~ajr/SpeechAnalysis/node33.html>

Goldfish Aquarium 1.0 – OSX Reviewed by Robert Pritchett



LifeGlobe
c/o Prolific Publishing
3100 W. Burbank Blvd., Suite 101
Burbank, CA. 91505
USA

<http://www.lifeglobe.com>

Product Link:

<http://www.lifeglobe.com/product/Goldfish-OSX/>

Released: Version 1.01 November 18, 2004
\$20 USD

Requirements: G4, 500 MHz or higher; OS: OS10.1.5 or higher; CD-ROM Drive; RAM 128MB; HARD DRIVE: 3MB of available space; VIDEO: OpenGL accelerated drivers with 16MB VRAM (32MB VRAM for larger than 1024x768) 640x480 color display with 16-bit color or better; QuickTime 2.5 or later.

Fish List: <http://www.lifeglobe.com/lg-ichthyology/>

Fan site:

<http://www.feldoncentral.com/forums/forumdisplay.php?s=&forumid=39>

Strengths: Cross-platform.

Weaknesses: None found.

Goldfish Aquarium was developed by Order N Development, LLC for Prolific Publishing, Inc and they are located at <http://www.orderndev.com>. The Mac OS X version has a few enhancements not available yet for the WinTel version; support for multiple monitors and multiple processors and being able to choose your favorite fish that can swim around in multiple aquariums. And the plant life is automated and the screens can be changed from pebbles to underwater forest. The fish eyes move and their mouths gulp. You want photo-realism? Well, you've found it.

The 12 fish are: Algernon, Brando, Cali, Elton, Freida, Ginger, Jack, Minnie, Moby, Monstro, Morgan and Oreo. They swim around in any of the 7 settings; medium plants, clear tank, lush plants, pond, rocks, petrified wood or petrified wood with plants. Bubbles and debris can be turned off or on and the daylight can be modified. If you want to switch between tanks, that can be done in cycles as well.

And if you don't want to mess with preferences by going to the menu bar, there are keyboard commands that do a lot of the changes as well.

I guess I'm partial to the petrified wood with plants aquarium, but I enjoy the pond and large clear tank as the fish move their elaborate tails.

If life tends to be a little hectic and you want to relax and watch a few fish swim around without fear of attack by predators, why not swim on over to LifeGlobe and download these guys? A real aquarium setup would run well over \$100 for the same effect and you would have to clean the tank, feed the fish, and change the water if the filters didn't work as expected.

Oh, and just like the Marine Aquarium with xBack, Goldfish Aquarium works fine as an active background on this iMac G5 20" screen.

I give *Goldfish Aquarium* a rating of 5 because it runs swimmingly, whether or not you think "screens savers" today are all wet.



iTube Reviewed by Ted Bade

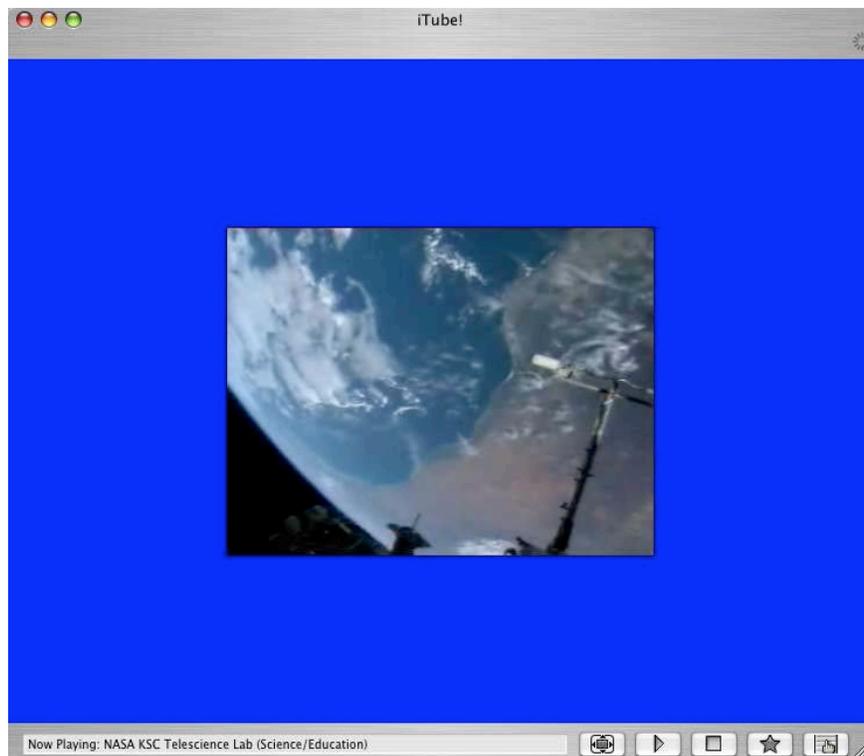
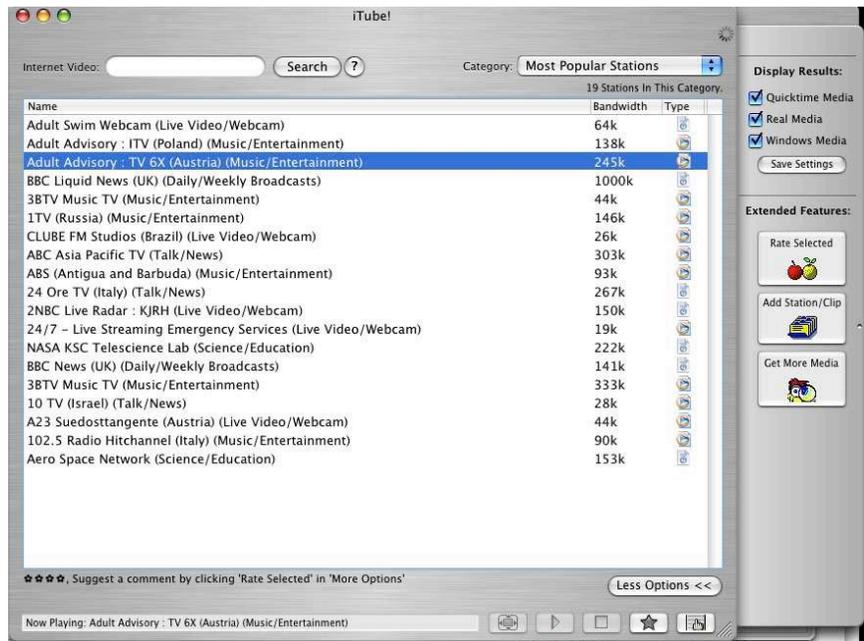
  	<p>EastBayTech POB 12623 Pleasanton, CA 94588 (925) 251-9612 mailto:contact@eastbaytech.com http://www.eastbaytech.com/ Software URL: http://www.eastbaytech.com/mac/itube.htm \$24 USD Download Site: Requirements: Mac OS X 10.2, 10.3 or greater with Safari browser; QuickTime™, RealPlayer™ and Windows Media Player™. Experience needed: minimal.</p> <p>Strengths: Interesting video, easy to use, great search feature. Weaknesses: Tied to the features of the video player used. No master volume control. Parental controls don't affect video searches. No master listing of what is available on each channel.</p>
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iTube is a terrific little program that will help satisfy your “channel surfing” needs, using the Internet. There are over 1,500 different channels listed in their database as well as countless video clips you can search for. If you like watching video from stations all over the world, or just enjoy finding and watching a wide variety of video clips, you should definitely check out *iTube*. Don't think *iTube* can take the place of satellite TV. The quality and size of the images just aren't there. Also, the video quality varies widely. Not because the program isn't great, but because the video sources vary widely. *iTube* gives you access to the video, it doesn't create or improve it. Another thing to consider is that you will need a good connection to the Internet. Video uses a lot of bandwidth. However, there is a setting for 56K modems.

Using *iTube* is easy. After you start it, a screen opens that gives you access to all the stations. Rather than presenting you with a giant list covering all these sources of Internet video, the people at EastBayTech have organized the huge library into more manageable chunks. There is a pull-down menu that lets you select from groups such as: Most popular stations, Daily/weekly broadcasts, Government, Live video/webcams, Music video, Music/entertainment, Religious, Science/education, and Talk/news. There are also two other categories that require user input. These areas are Favorites and Internet Video search. The user can keep links to their favorite sources in the favorites section and search for video clips using keywords in the video search section.

The categories help in locating items of interest. There are so many listings on this site, that you could literally spend years looking at all this stuff! The most popular stations section gives you an idea of what stations other users are finding interesting. This list changes as the watching habits of the users change.

When you select a category, *iTube* presents a list of items available. The name provided usually offers some information about what the channel is about, but not always. For instance a title like NASA Today means something to me (at least I know it has something to do with NASA), but in the same category of “Science/education” RVTV means nothing. In a way that is a good thing, since I am then curious enough to click and watch! (By the way, rvtv is Roger Valley TV, that helps, right?). It would be nice if there was some explanation of what each video channel offered, or at least an interactive link to that channel’s web site for a curious person could check it out!



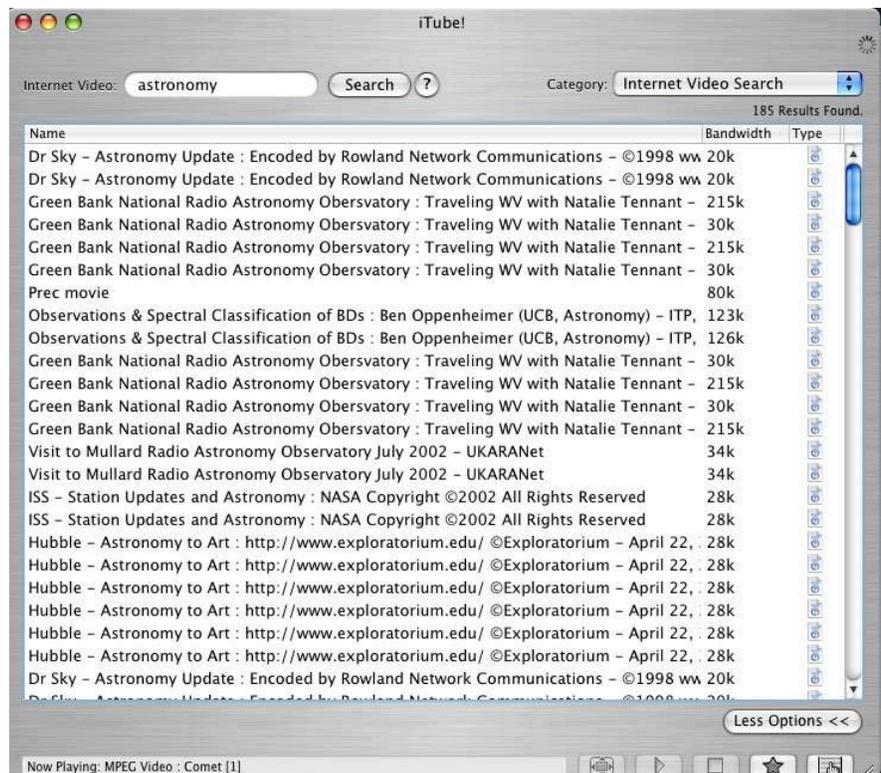
Although there are lots of stations (and I mean lots), some of the lists are just duplicates at different bandwidth levels. Showing the different bandwidths available is nice because it lets you choose the optimal one for your connection type.

This program also allows users to add video channels and clips they are aware of. Entry is simple. Click on the *Add station/clip* icon in the extra options area. This opens your browser to a page at EastBayTech where you can enter the important information. You can also rate the video you view, which again requires a hop to the EastBayTech web site.

One feature that any concerned parent would be interested in is enabling or disabling adult content. If you turn off adult content, *iTube* stops displaying whatever channels they know contain any adult content. Sadly, this filtering doesn't include the video clips one can search for. Even with adult content turned off, I was able to search for and view some very interesting video ;-). Perhaps a future version will remove the video search feature when adult content is turned off. (Yes, censorship is not a good thing, but the Internet is a dangerous place!).

iTube depends upon you having Quicktime, RealMedia Player, and Windows Media Player installed. If you don't, then you won't be able to watch any of the videos that use these formats. Could you find all these videos without using *iTube*? Probably, but you would have to spend a lot of time searching. *iTube* does all this work for you.

iTube is a very entertaining piece of software. I really had a blast watching all the channels. There is just so much to see. It's a great value. If you are a video or video clip junkie, or are just interested in watching news from Canada, the UK or many other countries, or even if watching web cams is of interest, *iTube* is the program for you. I highly recommend it; it will provide hours of entertainment!



iVeZeen 2.0– Webcam > CamCorder Reviewed by Robert Pritchett



GeBE Computer & Peripherie GmbH
Mozartstrasse 14a
82110 Germering
Germany
+49 89 84 005 333
Fax: +49 89 89 43 99 11
Fax US: 1-866-GOBOINX (toll free)
<mailto:sales@boinx.com>
<http://www.iVeZeen.com>

Released: April 2004

\$15 USD through Kagi

Try before you buy:

<http://www.ivezeen.com/demo/>

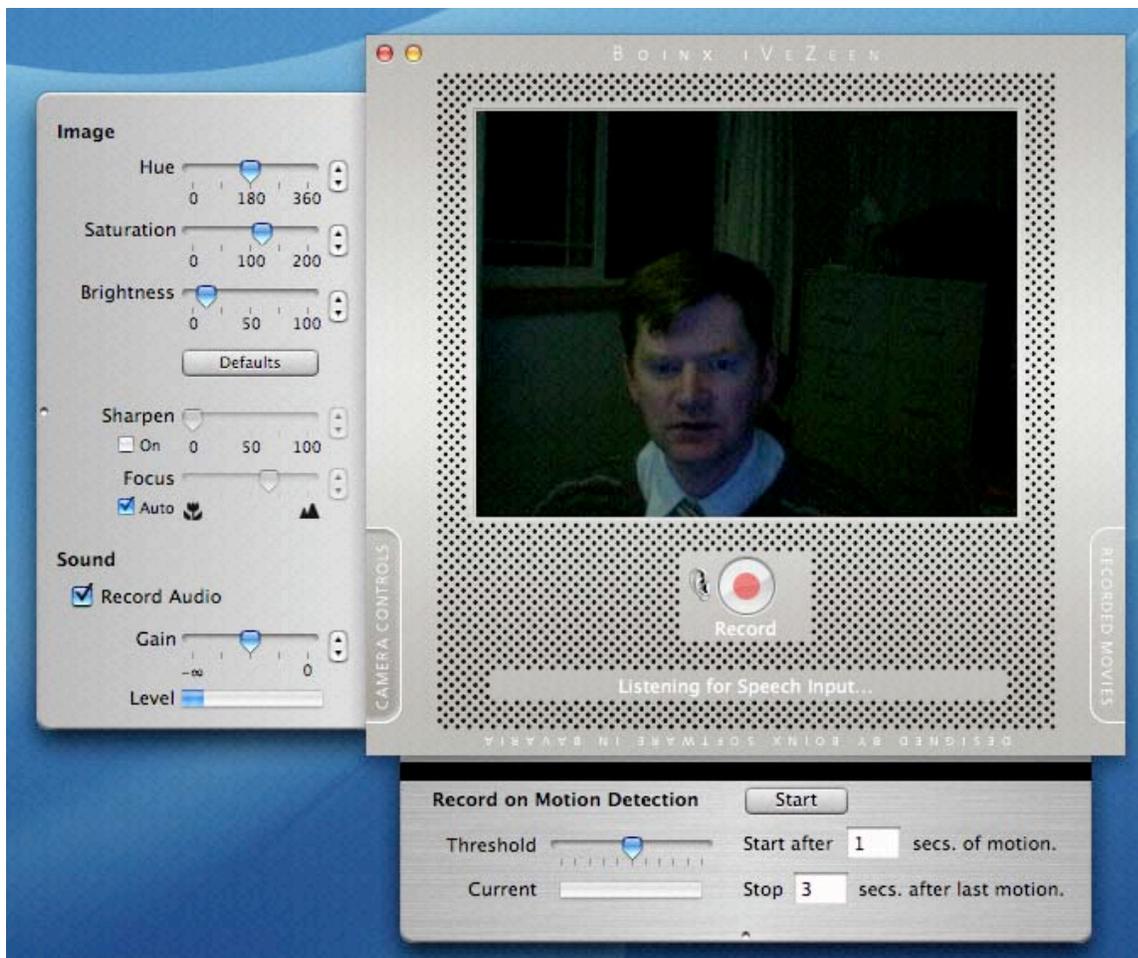
Requirements: Mac OS X v10.2.5 or later;
QuickTime 6.4 or later; Apple iSight fully
supported (the IIDC, FireWire or USB Webcams
may work, but may not support all features and may
require 3rd party QuickTime drivers purchased
separately.)

If you don't have iMovie 5, than this program will meet your needs. *Boinx iVeZeen 2.0*, once known as iRecordNow, is an app that quickly and efficiently turns an iSight or any other webcam into a digital camcorder using motion detection, voice control and AppleScript to start and stop recording. Honest!

"As the proud owner of a webcam, you probably often wonder what else you could do with it. *iVeZeen* lets you easily and quickly record video in great quality," said Oliver Breidenbach of Boinx Software.

The advanced controls allow for adjusting hue, saturation, brightness and focus of the iSight camera, besting anything you might see in iChatAV including calibrating White Balance practically offsetting any need for an external light beyond natural lighting.

iVeZeen 2.0 uses the Speech Recognition technology of Mac OS X to control the camera and also works nicely with AppleScript to control the application with USB foot pedals or even a mobile phone.

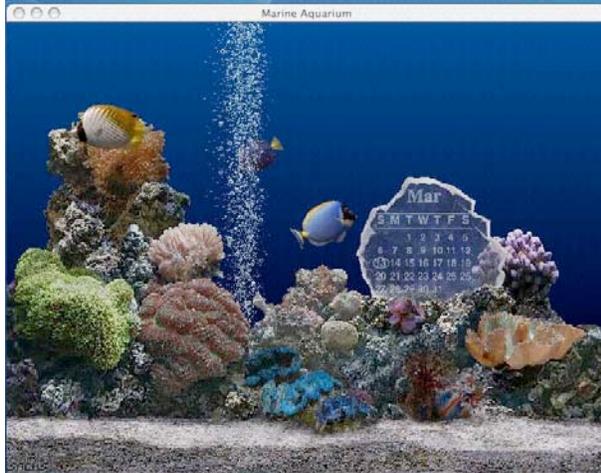


"I wanted a simple app to record quick things with my always ready to use iSight. I didn't want to fuss with setups and configurations to get things right. I just wanted to record "on a dime." iRecordNow is exactly what I wanted for this. It's simple to use, unobtrusive visually, and worked right off the bat." - Steve "Woz" Wozniak

With *iVeZeen*, movie clips are a snap to record for editing in iMovie or Final Cut Express and posted on a website or sent via email.

Sweet, simple and very professionally done with features unimaginable a few short years ago.

Marine Aquarium 2.0 and Marine Aquarium Time Reviewed by Robert Pritchett



Prolific Publishing Incorporated
3100 W. Burbank Blvd., Suite 101
Burbank, CA 91505-1308
(818) 562-8400
FAX: (818) 562-8410

<http://www.serenescreen.com/>

Product link:

<http://www.serenescreen.com/product/>

Released: April 24, 2003

\$10 upgrade for Marine Aquarium 2 licensees;
\$20 USD or \$30 USD for bundle of both
Marine Aquarium 2 and Marine Aquarium
Time.

Requirements: G3, 350 MHz or higher; OS:
OSX, 10.1.5 or later; CD-ROM Drive; RAM:
128MB; HARD DRIVE: 3MB of available
space; VIDEO: OpenGL accelerated drivers
with 8MB VRAM (16MB VRAM for larger
than 1024x768) 640x480 color display with
16-bit color or better; QuickTime 2.5 or later

Use as active background:

<http://www.gideonsoftworks.com/xback.html>

Fansite:

<http://www.feldoncentral.com/Sachs/>.

Update link:

<http://www.versiontracker.com/dyn/moreinfo/macosx/15460>

Strengths: Cross-platform.

Weaknesses: Only 7 fish at a time.

Yes, I know screensavers aren't needed – especially with LCD screens, but wait just a second. While looking at this 20" iMac G5, I got the itch to see what kind of Screensavers there were for the Mac and discovered what many have known for a couple of years – Marine Aquarium is an awesome screensaver! So I went to look at the version that also includes Time for a virtual saltwater aquarium.

Marine Aquarium Time has 21 tropical ocean fish, while *Marine Aquarium 2* has 26, with up to 7 fish on screen, plus the starfish. The bubble stream can be adjusted, as well as the sound and the lights and the fish do swim behind the time crystal. The Windows version has 26 fish and has a logo creation function that can alternate with the clock, day date time or calendar function on the crystal.

The 3D fish act like real fish in a real aquarium. The difference is that we don't have to feed the fish or clean the tank.

The current list of fish are: Addis Butterflyfish, Blue Damselfish, Blue Ring Angelfish, Clown Triggerfish, Copper-banded Butterflyfish, Emperor Angelfish, Flame Angelfish, Forceps Butterflyfish, French Angelfish, Koran Angelfish, Lionfish, Longfin Bannerfish, Percula Clownfish, Picassofish, Powder Blue Tang, Purple Tang, Queen Angelfish, Redfin Butterflyfish, Regal Angelfish, Regal Tang, Rock Beauty Angelfish, Royal Gramma, SeaStar, Squarespot Anthias (male), Threadfin Butterflyfish, Three Stripe Damselfish and Yellow Tang. They can be set up to 7 choices at a time or they can be set using the random sequencer. Fishy details: <http://www.serenescreen.com/ichthyology/index.php>

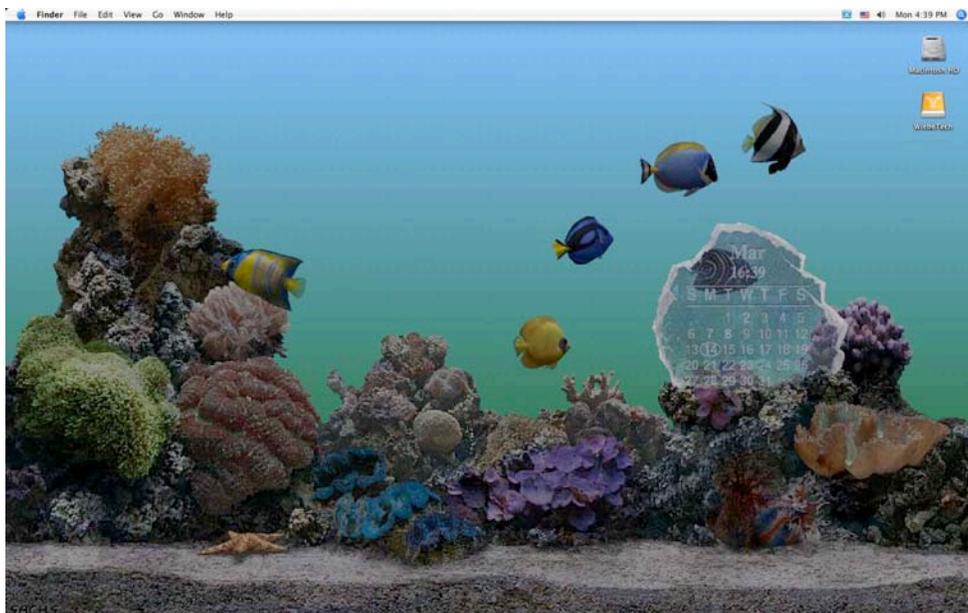
There are also screen-mode settings for frames per second, shimmer, controlling video memory, screen resolution and even controlling the starfish. Lighting from day to night and bubbles delay can also be adjusted.

I also posted a link to GideonWorks for *xBack* – a shareware program that can make the Marine Aquarium app become the active desktop.

The programs don't take up too much space and they are downloadable. To get past the demo, pay for the keycodes for full functionality. For example, Marine Aquarium won't run under *xBack* without the keycode being activated.

Try before you buy (get the downloads) because the keycode is not refundable. The demos change the static background into something quite beautiful and lively.

BTW, I bought both and *xBack*. They really are that good! And we just became an affiliate too.



Sp@mX 4.0 Reviewed by Robert Pritchett



Hendrickson Software Components
3573 South Stafford Street
Arlington VA 22206-1824 USA
1-703-499-6004

<mailto:sales@hendricom.com>

<http://www.hendricom.com/>

Released for Mac OS X: January 2005

\$20 USD; Server version \$400 USD up to 50 licenses.

Help Link:

<http://www.hendricom.com/spamcontrolhelp.htm>

Forum: <http://www.hendricom.com/forums/index.php>

Strengths: Cross-platform.

Weaknesses:

<http://www.webservertalk.com/message949181.html>

Disclosure: HSC bought advertising on our site in February for one month.

Sp@mX 4.0 by Jeff Hendrickson uses an automatic SPAM trace and reporting tool to report directly to Internet Service Providers and supports most all versions of Email clients for Linux, Mac OS X and Windows operating systems that can capture Simple Mail Transfer Protocol header information. I've been on the beta group and finally can report on the stable version at 3.3.0. (Version 4.0 was just released.) Also, *Sp@mX* is not SpamX (<http://www.spamx.com/>).

Here is what Jeff Hendrickson wrote,

"Use my Sp@mX SPAM reporting software for 30 days. If your level of SPAM does not drop to near zero, I'll HAPPILY refund your money."

Here are some links to screenshots under each operating system:

<http://www.hendricom.com/spamxlinux.htm>

<http://www.hendricom.com/spamxmacintosh.htm>

<http://www.hendricom.com/spamxwindows.htm>

The SPAM reporting service is causing quite a stir on the Web (<http://www.webservertalk.com/message949181.html>) and caused Jeff Hendrickson to update his White List/Black List configuration due to false positives (SPAM bounced from spoofed servers with your Email address in it that go back to the spoofed origin). SPAM Assassin has a better handle on this and hopefully HSC will catch up soon. What SP@mX does well is work with Realtime Blackhole List (RBL) services (<http://www.iki.fi/era/rbl/rbl.html>).

I listed the Help Link above to show how to retrieve header information from various Email clients. I use Mail for Mac OS X, which states:

“Apple Mail (Macintosh)1. Select a few emails from your Apple Mail Inbox. Save your email(s) to your SpamX message storage folder as RAW MESSAGE SOURCE.2. SpamX will automatically convert the one big archive file into small individual files, and process them all.**Eudora (Macintosh)**1. Drag and drop spam email(s) from your Eudora Inbox to your SpamX message storage folder.2. SpamX will automatically convert the one big archive file into small individual files, and process them all. **Eudora (Windows)**1. Open the email, click on the "Blah, Blah, Blah" button, then "File", "Save As" a text file in the spam folder.”

Feedback from download sites are as follows:

<http://www.macupdate.com/info.php/id/16722>
<http://www.versiontracker.com/dyn/moreinfo/macosx/25255&mode=feedback>

Configuring *Sp@mX* took me a little by surprise due to some of the unfamiliar terrain such as understanding why “Processing Timeout” was needed and having to create a separate folder for SPAM processing so *SP@mX* could work on it. Then on to adding domain names to the “Do Not Send” list to keep from shooting myself in the foot by inadvertently blocking my own Email from myself.

Randy Padawer created an application, “Email Text File Splitter” (ETFS) that is located on the HCS bulletin board (Forum) for Mail.app and Eudora. Configuring it consists of selecting Apple Mail or Eudora or Custom and setting the folder where SPAM messages are saved.

To clarify the configuration process:

Select all SPAM messages in Apple Mail's junk folder. Save them in *Raw Message Source* format (*CMD-Shift-S*) to the previously created SPAM folder. Click the *Split Text* button on Randy Padawer's ETFS application and select the saved Email. Launch *Sp@mX* and click the *Process All* button. Let it run. Some Emails may not process. If that is the case, send them to Jeff Hendrickson for analysis.

Be careful. You may inadvertently be blacklisting valid Email addresses and upsetting a number of ISPs. Then again, the SPAM pain has just been transferred from you back to them, and they have to make a decision whether or not to terminate their gravy train per the SPAM-ACT.

You Control 1.3.1 — A Cornucopia of File Menu Utilities to Enhance Your Mac'ing Around

Reviewed by Harry {doc} Babad

Edited by Julie M. Willingham



YouSoftware

Mike Wong

800-968-296

<mailto:info@yousoftware.com/>

<http://www.yousoftware.com>

\$50 USD single user; currently available from the developer at \$20.

Requirements: Macintosh Power PC; Mac OS X (10.2.6 or higher, 10.3 recommended). An active internet connection is required for some modules and for product registration. 20 MB of free disk space is also recommended.

Audience: All user levels

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 MB DDR SDRAM, running under OS X 10.3.8.

Strengths: With its preconfigured sample menu modules, and an easy to configure user interface, you can more readily access the contents of your hard disk and many of the applications that are part of your operating system. Specifically, you can check the contents of your hard disk, access many of Apple's applications, and reach out into the world for a wide variety of information: Check the current news, the performance of your stocks, the weather (near and far away), and your favorite teams' scores.

Weaknesses: I found the Quick Start guide to be too succinct and cryptic in many places, a weakness that was almost overcome by the accompanying well-written users guide. The lack of an uninstaller troubled me, as did the fact that no instructions for deleting the application's installed files were provided in either the ReadMe file or users guide.

Software Overview — You Control is a flexible menu utility that allows you to put your commonly used items, including files and folders, Apple's OS X applications and more into the Finder's menu bar. That places them a mouse click away.

Introduction

You Control contains a powerful and diverse set of modules that allow you to more easily access the power of the Mac OS. These modules enhance both the Panther OS and the Finder by providing a wide variety of menu bar tools, and the software is well integrated with Apple's Mac OS X applications. This powerful menu-oriented utilities software package assembles, in one

place, many Finder enrichments that could previously be found only in individual shareware packages.

I am, perhaps, a less appropriate potential user of this product than those of you who continue to be delighted in the new Mac OS X: I do not use Apple's Address Book, iCal, Mail, or iTunes. I have already installed menu-enabled shareware to access my preference panels, and continue to use an amazingly simple calendar application for keeping track of meetings, birthdays, and the like Pando Calendar <http://www.pandacorner.com/>. In addition, as many of you who have followed my romance with database software are aware, I make extensive use of a combination of long established FileMaker Pro databases and my Eudora Email client to store all my contact information.

Therefore, although I understand the utility of the *You Control* Menus modules, I could not thoroughly test them all.

I worked extensively with the System Preferences and the File System (recent documents and applications) modules, and found the clock module, the news module, and the weather module quite useful.

I also extensively tested the Pasteboard module. It caused major problems with Microsoft Word every time I tried to cut and paste text, forcing me to use drag-and-drop for text I wanted to move. The symptoms were both reproducible and bizarre. When I copied text, whether from the menu command or by using the standard shortcut, the pasted material was different from what I'd copied. Therefore, I banished that module — I could find no way to stop it from adversely interacting with Word.

Although I briefly evaluated the Monitoring module (e.g., CPU, Disk, Memory, and Network Monitor), I am not compulsive enough to want to track these details. My G4 either works perfectly (almost) or it doesn't. When things get awkward or weird, I can use either *Disk Warrior* or the Apple Disk Utility, which usually fixes my problem. If I can't empty something from the trash, I use *Cocktail*, shareware that ignores the fact that I am proudly Terminal illiterate.

I also chipped with the Stocks module, and found the Divider module useful for making my menus easier to read. It resembles a tool I use extensively when creating pulldown menus in my FMP databases.

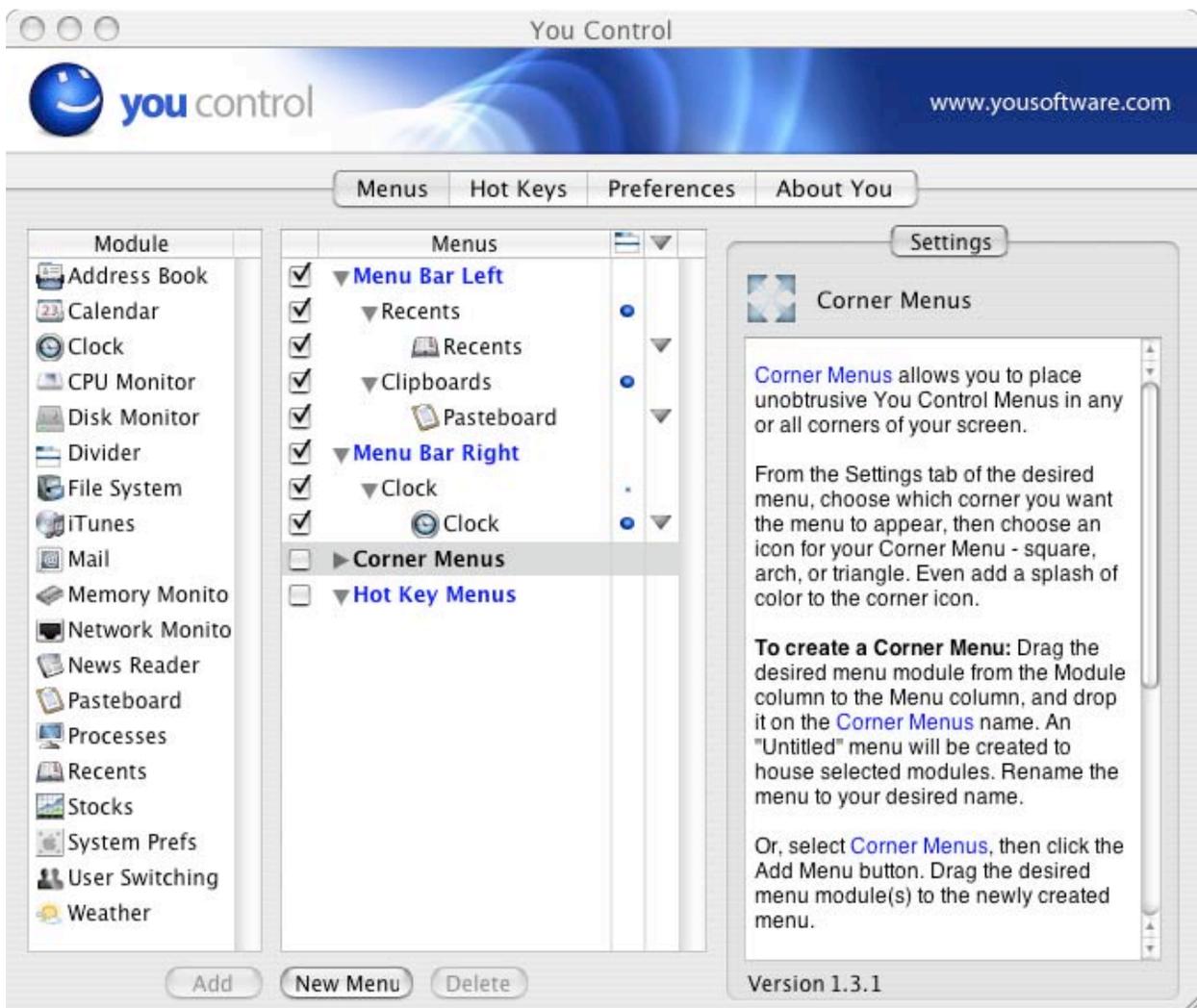
In the details that follow, I describe and examine most of the modules in the *You Control* [Menus] application, commenting about them wherever I feel the inner urge to do so.

Working with the Product

To install, simply drag the *You Control* application icon to your applications folder. Walk through registration, and you're ready to set up modules. A well-written, 32-page PDF version of the User Guide is located on the CD or the disk image. There is also a ReadMe file provided, but I found it difficult to use. Only the initial discussion of how to install the software and start using the provided Importable Menus were the only parts that made sense.

The installed software contains two elements that build and run your configured menus. These are the *You Control* application and the software's engine. The application is where you do all your custom menu creation and configuration. For example, you would launch the application to create menus, add and delete menu modules, reorder menus, assign key commands to menus, etc. The engine is a background process/application that allows your configured menus to run in all applications. Note that the *You Control* application does not need to be running for your *You Control* custom menus to be available, but the application's engine does.

You can place menus either to the left or right of the existing items (such as the OS X Clock) in the main Mac menu bar. Alternatively, you can assign any menu to a hot key that will activate the menu anywhere on screen, or create a rollover button that sits in one corner of the screen and activates your menu whenever you move the mouse over the button (similar to the way Exposé works).



The You Control Application Window

With *You Control's* 15 or so customizable modules, you can create custom menus that allow you to get easy and instant access to your iTunes library, Address Book contacts, iCal events, news, stocks, weather, and more. I've provided, for your convenience, a brief description of these modules, mostly synopsised from the publisher's information. My reactions to some of these modules are also within the module descriptions.

Modules and More Modules – All on Your Menu Bar		
Access System Preferences	File System (keep all your projects handy)	A Good Clock Module
Pasteboard (Clipboard)	Check the world with News Reader	Recents (show recent applications and documents)
Search Address Book	iTunes from your menu - Golly!	Calendar (iCal Access)
Fast User Switching	Access Apple's Mail Application	Stocks (no, no, don't tell me)
Weather (USA and more)	Monitor Your Computer (5 tools)	Assign Hot Keys To Folders

Fast access to your system preferences—System Preferences Module

This module allows you to directly access any of your Mac OS X System Preferences from any of the application's installed custom menus. The various preference panes can be grouped in the standard categories (Personal, Hardware, Internet & Network, System, and Other), or they can be displayed individually for even quicker access.

Recall recently used files and apps—File System Module

With thousands of programs, utilities, documents, and images on your Mac, it is easy for these files to get buried deep within nested folders, making them hard to find. Navigate with the OS X Finder, including local and remote volumes in a familiar menu-style interface. The File System module allows you navigate to any file or folder on any mounted drive from easily accessed menus. Users can set their own custom keyboard shortcuts, or hot keys, to any folder to instantly access it.

Using the File System module, you can set your project folder to be a custom menu that gives you instant access to your current (or old) project(s). The File System module does more than just let you navigate through drives and folders: You can also preview your Word & PDF files and images directly in your custom menu, so you always know you are opening the file you need. The module also lets you set hot keys for any folder, file, or application. You may never open another Finder window again.

Recents Module

The Recents module places recently accessed applications and documents in a *You Control* menu. I agree with the publisher that their module is more accessible than the recent items folder in the Apple menu, but it contains the same information as the recent application or recent documents entries under the Applications menu. But it's easier for me to reach the menu bar than

to scroll to the end of my enhanced Apple menu. Never one to give up a good thing, I regained the OS 9 ability to add selected application icons and folders as aliases under the Apple menu. [Check out the *Fruit Menu* haxie from Unsanity LLC at www.unsanity.com].

iTunes Module

The *You Control* iTunes module gives you full control over iTunes, even when you are not in iTunes. The iTunes module lets you set hot keys to control any or all of the iTunes controls. You can browse your entire iTunes library and play lists using the familiar menu-style navigation method. Simply click on a song and it starts playing. The iTunes module allows users to access their large music libraries quickly and easily. It allows you to view all of your iTunes information, including play lists, albums, artists, and individual songs. If you actively use iTunes, this module is a great way to find the tunes you want and stay in control of your music.

Find contact info fast — Address Book Module

This module allows you to access Mac OS X Address Book information from any *You Control* menu without having to open the Address Book itself. Users can choose which contact items to display on the menu, and what specific information about each contact to display on any submenus. With *You Control*, the user has complete control over which data fields are displayed in the menus.

Want to see just names and phone numbers? Only names and eMail addresses? Check out everything, including company name, address, and phone number? No problem. *You Control's* Address Book module will even help you find a map to the address in question.

I would have like this module better if: [1] I actually used the OS X Address book, rather than using my own system; [2] it could connect me to a website, as do the various yellow and white pages listings e.g., <http://find.intelius.com/search-name.php?ReportType=1>; <http://www.whowhere.lycos.com/>; <http://person.langenberg.com/>; <http://www.netserveint.com/searchforms.htm>.

Never miss an appointment—Calendar Module

The *You Control* calendar module allows you to access the Mac OS X calendar program, iCal, from any *You Control* custom menu. You can view all of your scheduled events and to-do items, and quickly navigate and explore future days, weeks, months, and years with ease. With the calendar module, you can choose which of your calendars to display and what information you want displayed in the menu. You can even do all of this without ever having to launch iCal.

Enhance your clock-Clock Module

This is the clock that Apple should have made for you. However, since they didn't, *You Control's* developers did. The Clock module allows you to add time-keeping and mini-calendar functionality to any *You Control* menu. The Clock is one of several modules whose functionality can be displayed in the menu bar. Users can specify where the clock will appear, display World Time Zones, and set up audible alerts at specified intervals. As with all of the other *You Control* modules, you can control how the clock looks, including its font and color. You can also add multiple time zones to your clock.

Quick access to Apple's eMail Client—Mail Module

The *You Control* Mail module displays any unread eMail messages from the Mac OS X Mail application in any *You Control* custom menu. Simply give the Mail module a *You Control* menu and you will also be able to instantly view the unread mail count in the menu bar.

Get the News, Sports, and the Weather

You Control includes several utilities that take advantage of your high-speed connection to the Internet. (You do have broadband, don't you?) Get up-to-the-minute news headlines using the RSS Newsreader. Stay on top of your favorite stocks, and never get caught off guard on the weather forecast. *You Control* brings all of this information directly to you and displays it directly in your menu bar.

The News Reader Module—The News Reader module allows users to access and display RSS news feeds via the Internet. Users can view news headlines and story summaries quickly, then click on a headline and have the software open the full story in their web browser. The News Reader module requires an active Internet connection for information updates. The *You Control* News Reader module allows you to get instant access to all of your favorite RSS news feeds in one consolidated custom menu.

Like everything else in *You Control*, how you set it up and customize the News Reader module is up to you. Add all of your RSS feeds into one module, or create multiple modules with specific RSS feeds in each. The News Reader module even lets you create a ticker tape in your menu bar with the headlines of your choice. New to RSS? No problem, we've got you covered with over 40 preset RSS feeds to choose from. Of course, you can always add more. It's up to you.

View weather conditions—Weather Module

The Weather module allows you to access and display current weather conditions and forecasts for multiple cities within the United States on any *You Control* menu or on a standalone menu. Users can specify the weather settings they want to track and have the information displayed as a ticker tape in the menu bar, or have it display in a more traditional menu. The Weather module requires an active Internet connection for information updates.

The most recent weather module update allows *You Control's* weather module to display the current conditions and forecasts for any city in the world. You can configure the *You Control* Weather module to display the forecast, along with other weather specific details, such as the humidity, UV index, wind conditions, and more.

Keep track of your stocks—Stocks Module

It's never been easier to keep track of your favorite stocks. The *You Control* Stocks module allows you to create a custom menu that displays stock quotes and other public stock information. Users can specify which stocks to track, how much information to display, and even have the stock quotes displayed as a ticker tape in their menu bar. The Stocks module requires an active Internet connection for information updates. So, set up a menu to scroll your stock selections in the menu bar just like you see on MSNBC. Just enter the appropriate stock or fund symbol and the software takes it from there.

The ultimate pasteboard — Pasteboard Module

The Pasteboard module allows you to immediately access recent items copied to the Mac OS X clipboard. You define how many pasted items you want to display, and whether items on the pasteboard should be saved when you log out. The Pasteboard module allows text to be pasted as unformatted or RTF text.

If you spend a lot of time copying and pasting text and images between different applications, you know that Mac OS X limits you to copying one piece of data at a time, requiring lots of round trips between your applications. *You Control's* Pasteboard utility allows you to copy up to 50 pieces of text or graphics, then access those items so you can copy them back into any application.

As noted earlier in this review, the Pasteboard module played havoc with the cutting and pasting operation in MS Word [Office 2004.] My other major irritation with this module was that unlike the Office Clipboard that Microsoft provided, I could not figure out how to remove incidental copied materials from the list. (Mike Wong, hint, hint!) As a result, just during the act of writing this review, I ended up with a long string of 'clippings' that I would never use again. In MS Office, I clean up the clipboard after each use, keeping only the presently valuable items.

Divider Module

Does the phrase "a place for everything and everything in its place" describe your organization style? If it does, the *You Control* Divider module will come in handy. This module allows you to create a visual separator between the items you have placed in your custom menus.

Fast User Switching Module

The software's Fast User Switching module allows you to use Mac OS X's Fast User Switching functionality from any *You Control* custom menu. You no longer need to take up valuable menu bar space with the current user name. *You Control* allows you the choice of displaying the full user name, short user name, or a custom icon to access the list of users on your Mac.

Keep an eye on your computer (5 modules)

If you have ever wanted to monitor some of the more intimate details of your Mac, now you can. *You Control* now includes four additional "monitoring" modules that allow you to view additional information on your network activity, disk activity, CPU performance, and memory availability.

- **CPU Monitor**—The CPU Monitor module allows you to display in the menu bar the percent of the CPU being used by the User, the System, and how much of the CPU is idle. The CPU module will also display the amount of processing power being used by each application and process that is running.
- **Disk Monitor**—The Disk Monitor module allows you to display any hard disks that are currently mounted on your Mac. It will display the amount of drive space available and the total drive space for each disk. If you configure the software to place the Disk Monitor module in the menu bar, you can choose from several icons to monitor read &

write activity to your disks.

- **Memory Monitor**—The Memory Monitor module allows you to display the amount of RAM in use as well as the amount of RAM that is free or available. Power users can even view additional information about memory pages (wired, active, inactive, and free) and also view Virtual Memory information.
- **Network Monitor**—The Network Monitor module allows you to display and monitor your network activity in the menu bar. You can easily view incoming and outgoing traffic using any of the 20 included visual indicators. Additionally, you can view detailed information about your network connection including your Ethernet, Airport, or Bluetooth network connections.
- **Processes module**—This module brings out the power user in all of us. The *You Control* Processes module allows you to display and access any and all currently running processes. You can configure this module as a menu that behaves like the Mac OS 9 Application Switcher. You can set it as a hot key menu that appears anywhere your mouse is when you press the combination, to allow you to switch easily between applications.

Other Perks

Assign Hot Keys to Folders—The *You Control* File System module allows you to navigate through Mac OS X Finder, including local and remote volumes, in a familiar menu-style interface. No more double-clicking numerous folders to get to a project file that is eight levels deep on your hard disk. Using the File System module, you can set your project folder to be a custom menu that gives you instant access to your current (or old) projects.

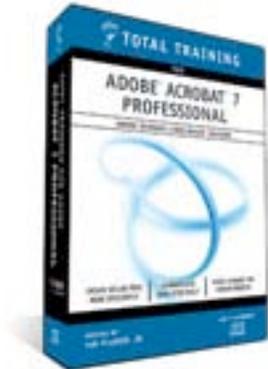
Software Limitations – None beyond some previously described irritation-level items.

Conclusions

You Control, which you now is a mini-suite of applications called "menu utilities", lets you create customized menus for the Mac OS X menu bar and for other elements of the OS interface. Unless you have already downloaded individual shareware applications that perform the function of the modules you find useful, this is the software for you. Even if your needs are otherwise met, you should seriously consider buying *You Control*. The software is a real bargain, especially at the currently discounted price. I agree with the developer that this product has no equal, combining a wide variety of functionality and accessibility into one elegant, easy to configure and use interface. All of the modules can be more extensively customized, far more than what I normally use, but to some eye-candy is wonderful. I rate this product **4.0 macC's**.

Training

Total Training For: Adobe® Acrobat® 7 Professional Reviewed by Robert Pritchett



Presenter: Tim Plumer, Jr.

<http://www.totaltraining.com/bios/timplumer.asp?mscsid=>

Total Training, Inc.

1819 Aston Ave.

Suite 101

Carlsbad, CA 92008

1-888-368-6825

<mailto:sales@totaltraining.com>

<http://www.totaltraining.com/>

Product site:

http://www.totaltraining.com/prod/adobe/acrobat7_pro.asp?mscsid=

Released: February 28, 2005

\$200 USD.

Requirements: Adobe Acrobat 7 Professional. A computer system (Mac or WinTel) that has plenty of RAM and has audio output. QuickTime.

Contains: 4 CDs and the Total Training run-time interface player program.

Strengths: Cross-platform.

Weaknesses: Can't turn off the header/footer Total Training advertisements/links in the player program (Launchpad). Tends to run better on a Mac.

Total Training For: Adobe® Acrobat® 7 Professional by Tim Plumer, Jr. is an 8.6-hour, 4-CD presentation that is allowing me to perhaps justify getting Adobe Acrobat 7 Professional for the office.

By going through the training, I discovered quite a few things I didn't know about Adobe Acrobat 7 Professional, such as what works in a WinTel environment (and not in a Mac environment), the new Organizer, performing Editing and Commenting, Creating Forms and of course, all the topics on the Advanced Acrobat CD.

At the office, I ran the Total Training program on an XP Pro system, and discovered that this program is quite a memory hog. The Total Training player also has to be installed on either platform and apparently comes in two parts, so when the first time it says it is finished and a 2nd screen pops up indicating it is ready to install (again), let it. It is Part 2. This behavior was duplicated on the Mac, however, on the Mac, with 1 GB of RAM the training experience was noticeably enhanced. I found that I could not turn off the header/footer constant-advertising banners. (Note to Total Training Marketing: Three links to the same website, plus the contact information in the sidebar is a bit over-the-top for me, especially since I already bought the training product. One in-your-face link is enough. Subtle is good.) After nearly going through 3/4ths of the way., I tripped over a zoom-in, zoom-out function (after I turned on Universal Access in Mac OS X) and that made the controls disappear when I moused over the lessons and clicked. Clicking again allowed the controls to reappear. Sweet!

Another difference between the Mac and WinTel presentation modes is that on the Mac the fast-forward function can be done in 2 times or 4 times normal speed instead of just 2 times as on the WinTel machine I was using (and not in VPC7 mode). And yes, 2 times is “chipmunk-speak mode” and for the most part, is understandable on the Mac, while on the PC it was rather unintelligible.

Since I have Adobe Acrobat Standard on the Mac and Adobe Acrobat 6 Professional on the PC, I found the updates in *Adobe Acrobat 7 Professional* intriguing and very desirable.

I can see why Total Training grabbed Tim Plumer, Jr. to teach the use of Adobe Acrobat 7 Professional. Obviously, he is very comfortable with the product and is also comfortable between it and other applications that interface with it as well as having a working knowledge of how Adobe Acrobat 7 is used on a Mac. Audio is perfect on either platform.

Each CD has 5 Sections divided up into a number of 1 to 8 or so minutes of excellent subject instruction with anywhere from 4 to 10 video clips per chapter. The course outline per CD begins at http://www.totaltraining.com/prod/outlines/adobe/acrobat7_pro.asp. Each CD also has Project File folders, so we can follow along with the instructor, and he always points out when the included files can be used.

If you think this \$200 USD CD set is spendy for a \$450 USD program, compare that to sending someone off to “suitcase training” for a day or two with a retention rate of perhaps 20%. Now you can go back and re-review what was missed or skimmed over, due to distraction or lack of concentration.

Yes, this Total Training CD set for Adobe Acrobat 7 Professional is worth every penny! (much of the information is backward-compatible) Now all I need to do is get a copy of *Adobe Acrobat 7 Professional* (Adobe promised to send me the Mac OS X version) and I’ll be set.

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