



# macCompanion

YOUR GUIDE TO ALL THINGS MACINTOSH

See which products came in roaring  
and which ones left us snoring.

## **Featured Reviews**

**Protege**

**Toast Titanium 8**

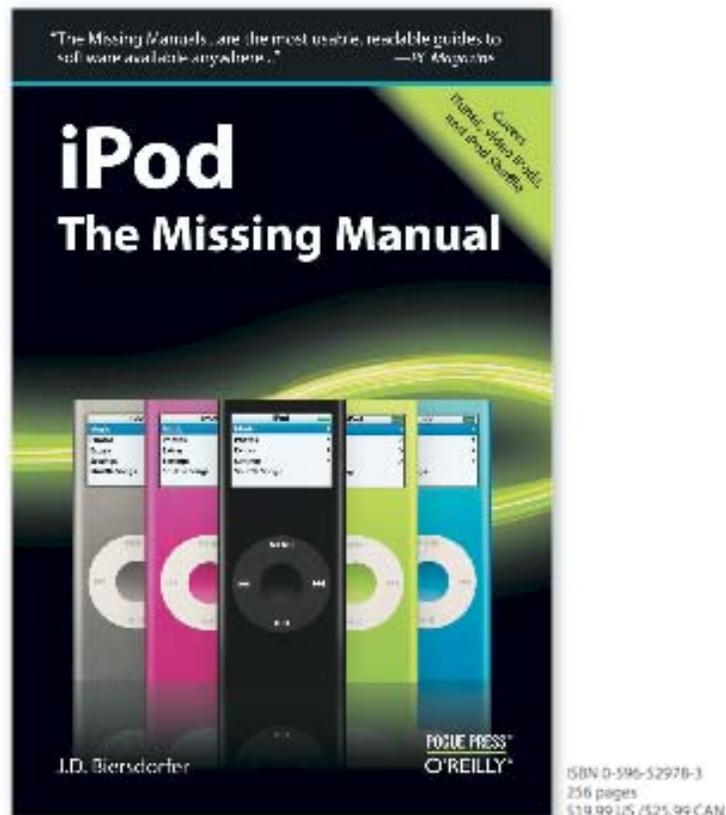
**Belkin Lighthouse Battery Backup**

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**iPod: The Missing Manual**

**Volume 5, Issue 3 March**

# Empower Your iPod.



With the new iPods, Apple has given us the world's smallest entertainment center. Sleek, powerful and somewhat addictive, these little gems can do far more than play music. To make the most of your iPod's capabilities, pick up a copy of the new *iPod: The Missing Manual*. This new edition thoroughly covers the redesigned iPod Nanos, the video iPod, the tiny Shuffle and the overhauled iTunes 7. Each page sports easy-to-follow color graphics, crystal-clear explanations, and guidance on the most powerful and useful things your iPod can do.

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# macCompanion

March 2007

This issue we'll look at some products released at MacWorld Expo 2007, as well as provide a bunch of hardware and software reviews to make those purchase decisions count. We think you'll enjoy all of our monthly columns this issue - and don't forget to look in the Goodies section.

In February, rumors were floating around that tv shipments would be delayed. That was confirmed 2/27/07 at Apple's website. Disappointing, to be sure. Hopefully the iPhone will be ready by June.

We'd hoped Apple would announce new hardware or software after MacWorld Expo 2007, and all we've seen are iPod Shuffles coming in 4 new colors (now blue, green, orange and pink). Doesn't really stir the soul as much as faster CPUs, larger hard drives and better video cards. What can we do but wait...

Enjoy - *macCompanion* Editors

## NEXT MONTH

Our April issue focuses on something the Mac excels at: writing. We'll review hardware and software (commercial and shareware apps), as well as have a few columns on the topic.

If you'd like to comment about writing with your Mac, send feedback to [feedback@maccompanion.com](mailto:feedback@maccompanion.com), with WRITING as the message Subject.

And we're still waiting to hear from readers that bought new Apple products. Send feedback to [feedback@maccompanion.com](mailto:feedback@maccompanion.com), with NEW APPLE PRODUCT PURCHASE as the message Subject.

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# macCompanion

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# Letter from the CEO

By Robert Pritchett

Robert Pritchett Interviews Robert Pritchett

## Why did you start *macCompanion Magazine*?

I wanted to help people around the world have great computing experiences and avoid malware by using a platform that so far (6 years!) has not suffered from the ill effects experienced on non-Mac systems.

## When was *macCompanion Magazine* started?

It officially started as a monthly magazine with a staff of around 25 people from all over the world back in 2003. The magazine started out as *MacNut Magazine* back in 1996. I eventually became the Editor-in-Chief and *MacNut* ended in September 2001 as far as fall-out from what occurred on 9/11. *macCompanion Magazine* grew from there, until it became a monthly magazine beginning in 2003.

## Who owns *macCompanion*?

The magazine is a communication vehicle for the Macintosh Professional Network (MPN, LLC), owned and managed by Robert L. Pritchett.

MPN, LLC is a technology consulting firm that has recently begun selling and recommending Apple products and items from other companies. Apple has allowed MPN, LLC to have an online store because there are no prospects for an Apple Store in our physical location.

## Why do you continue to run a free magazine?

I enjoy working with others who also want to **demonstrate their talents** and we get to experiment together with awesome, new technologies that influence mankind for good. It is a training ground, where we “test and evaluate products, so you don’t have to”. Creating and publishing the magazine each month has been incredibly challenging, a truly positive experience and really enjoyable!

We also produce a weekly **AudioCast** that can be subscribed to via *iTunes > Podcasts > macCompanion*. The AudioCast uses a mixture of digital and live voices. These convert Text-to-Voice of a different section of the magazine each week for those who would rather listen or cannot read, due to physical challenges.

## What will the future bring?

Who really knows? I anticipate and look forward to the “end times”. Meanwhile, we intend to be a positive influence for good in the best manner possible. And who knows, maybe we will even be able to make a living at it?

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# Columns

Section 1 contains *macCompanion*'s regular monthly columns. Writers from the US and Canada offer their insight into a variety of issues affecting Mac users. These columns cover trends in the Mac community, Mac software, hardware and books.

This month's issue includes:

- Music and the Mac – by Daphne Kalfon
- *macCompanion*'s Venture into Podcasting – by Wayne LeFevre
- Views from the Ivory Tower – by Ted Bade
- Geek Speak: Using NSXML – from MacFanatic
- A Random Walk in Computing – from The Northern Spy
- Welcome to a DRM-Free World – from The Mac Night Owl
- Listen Up – from Macsimum News
- End of 'I Love My Mac' campaign Gift Away News
- Changes at *macCompanion*

# Music and the Mac

## My interview on the Typical Mac User Podcast

By Daphne Kalfon

On January 14<sup>th</sup> 2007 I was interviewed by Victor Cajiao of the Typical Mac User Podcast. He invited me on the show to talk about making music on the Mac, and how I've been using a Mac to make my music from the beginning.

I first started using a computer to create music in late 1997, and from that time on, I was always using a Mac. At the time, I started off using a Power Mac 7500, and over the years, I upgraded it several times.

What I was doing for the first several years was writing music scores for short films and 3D animation projects. For that purpose I used Cubase and Protools. Using something called a Miro card, and Protools with the Audiomedia III card, I would capture the video into Cubase. That way I could score to picture right within Cubase as opposed to the older system which was to sync your VHS machine to the transport controls of your sequencing software, and score to the picture playing on a separate monitor.

My computer eventually became stretched to the limit of its capabilities and so in November 2003 I upgraded to a dual 2 Ghz G5. I continued to use Cubase pretty much until GarageBand became available, and from that time on, I've been using GarageBand almost exclusively.

How the Mac song was born... Yes, I do get asked that a lot, but I'm always quite happy to elaborate because I think it's a very unique story. The whole thing started when one day, while poking around on macjams ([www.macjams.com](http://www.macjams.com)) I saw an ad for a song contest put on by the people at macCompanion Magazine. What really intrigued me about it was that the contest was to write a love song about your Mac computer. Being the kind of thematic writer that I am, I immediately jumped on the opportunity.

Did this song make me "famous" – well, in a way yes - it has helped get my name out there and helped make people aware of the fact that I write music in the first place. Have I tried contacting Apple – yes, but haven't

heard anything back. But that's okay.

The song has been translated into other languages and Victor asked me to explain the process by which that happens. Basically, I get an email from a fan who indicates that they would like to translate and sing the song in another language, and so I send them an mp3 with my vocal tracks removed. If the key is too high or too low for them, I make the necessary transposition along with a few adjustments to the music, and re-send. As in the case of the Japanese version, I created a new musical arrangement altogether because I really liked Junko's vocals and thought they deserved a better musical fit.

Victor is also a musician and has been for years, so he has perhaps a deeper appreciation of the musical training that can be involved in mastering an instrument. We talked briefly about my classical and other training and how it has had a direct bearing on the music I write, such as the music on the [daphna.ca](http://daphna.ca) website. I explained that having undergone those various studies, one can't help but come out with a rich and varied tool box from which to draw when writing music.

Victor asked me if all of the music at my [www.daphna.ca](http://www.daphna.ca) site was created with GarageBand. I explained that some of that music dates back to my film scoring days, so some of it was created with Cubase, and for some of the orchestrations, I had used Finale or Sibelius, which are notation programs.

We talk about how powerful GarageBand really is and that most can only skim the surface of what it can do. This is so true. On the surface, GB has a fun, simple look, but in reality, it has everything necessary to create whatever any of the other more "high-end" programs can create. What comes out of that is all up to the user. I personally don't know what it would be like to work with a program like GB and not have much knowledge of music. GB really has so much under the hood and not having a musical knowledge base to sort it out could be somewhat overwhelming I would think.

Victor was saying that what matters is not how fancy or powerful or whatever your equipment – it's always the ears that give the final vote, not what technology you used to make it. I couldn't agree more. This is not meant to say that you can't just "have fun" with

GarageBand. The whole point of it I think is that with GarageBand, you can just have fun, because it is kind to the neophyte. And hopefully it is fun enough to inspire some to want to learn about the inner workings of the language of music, and to a deeper appreciation of what is required to write a good piece of music, both of which I definitely think it has done.

A caller in to the show asked if I used real instruments on the “I Love My iPod” song – well no, I didn’t use any real instruments. I almost exclusively used virtual instruments within GB played by my full-size keyboard controller, an Alesis QS8. I know that on more than one occasion I have unwittingly fooled people into thinking that pieces of music I wrote were performed by real players. Once again, knowing enough about each different instrument that I write for goes a long way in helping to make that happen.

Victor talked about how podcasts are always looking for original music and asked me how I would go about writing the music for a podcast. Well, it would depend on the podcaster’s personality, the general style of the podcast and its subject matter. Based on a combination of those things, I would create the music for that podcast.

I was asked what tips and tricks I use to create my music. I offered up a few but honestly speaking, I really don’t have much in the way of tips and tricks. My biggest tip and trick is probably just knowing the language of music really well, so when I sit down to actually write something, my workflow is pretty quick because I know exactly what I want or need to do. It is just like an artisan with a studio full of all the tools they need to create any number of works; coupled with the artisan’s knowledge, skills and ability, he or she is more likely to work quickly and efficiently towards creating a finished piece.

I agree with Victor that people should listen to other composers’ styles to learn how to write better music and to help get them out of the box that they may have been creating in for some time – to explore other genres and see what general things like instrumentation and styling they can incorporate into their own music as a result of learning through listening. Learning to listen carefully along with some studies of music basics can really go a long way in helping to write better music . I liked the question

he posed: “What are you doing musically and how musical is what you’re doing?”

I really enjoyed my talk with Victor. It was so good to meet another musician and have that common background and experience with music. I was especially appreciative of his avid interest in my “other” music, besides just “I Love My Mac” and “I Love My iPod”, and of his playing some of this “other” music on his show. Thanks Victor.

As Victor did with the show that day, I would like to dedicate this column to the memory of Michael Brecker, one of the most talented saxophone players the world has ever known.



## *macCompanion's* Venture into Podcasting

By Wayne LeFevre

As some of you may, or may not know, *macCompanion* has been producing an audio version of our monthly issues since September of 2006. Until last month, when I had to take a few weeks off due to an illness, this was done with a combination of real and synthesized speech. I wasn’t real keen on using the synthesized speech, but a combination of Cepstral and Acapela 3rd party voices sounded much better than Apple’s Tiger voices. Of course, you could spend hours tweaking each word and paragraph and get a pretty decent sounding output. This course of action would be ideal if you were having the computer saying the same things over and over, such as in a telephone system.

The magazines audiocast, though perhaps not the best sounding in the world of podcasts, still can be listen-able if you could not read or hadn’t the time to read the online or PDF version. I’m still not happy

with it and have been experimenting of late to try to make it easier to listen to. One positive note in using synthesized voices is that one person can use many voices to break up what could be a monotonous hour. Even still, as those who make their own podcasts can attest, this isn't something to take lightly and takes an incredible amount of time. Maybe I'm doing something wrong, but the books I've read say that you can do a half-hour podcast in about an hour depending on post-production time. I can do it in two to three days. OK, granted so far I've been having to take at least a minimum of a half to an hour per column to transfer into synthesized speech, depending on the writer and how many abbreviations or non-standard words or acronym's used. So what are the options?

One that I have been tinkering around with lately is using my voice to read the articles. Of course, the problem with that is that it's just one voice, and trying to make it sound like it's not just being read is very difficult, though it is and it does. February columns edition gave me an opportunity for my daughter and I to make a 'Cast Noir play with Rick Sutcliff's fine article, since it was written that way. That was actually quite fun to do.

Another idea that would be ideal and very interesting, but I've been hesitant to put forward, is have the authors send in audio of their own columns. There would be resistance, of course. For one, that would just place another burden on our volunteer contributors. The next problem could be the fact that some authors simply might not have the ability to record a session on their own. It's also sometimes very dicey approaching and dealing with artists of any kind, especially those who volunteer their work. Almost akin to approaching a minefield, one misstep and, well, boom. As we can unfortunately attest, one misunderstanding or something taken out of context can have someone take their talents elsewhere, and everyone loses.

So I come to you, dear readers, to help make *macCompanion* better. To give feedback to what we are doing, or trying to do. So far the magazines that have podcasts mostly all do the same thing, weekly recaps of Apple related news. Any "fan" such as myself, and I'm sure some of you, usually know most of the days news within minutes of waking every morning. Thanks, of course, to RSS, various

newsites, and Mac OS Ken. A staple of every fan's daily routines. So I would like to know, what would you like to hear? The columns? Detailed or perhaps summaries of the reviews? Or shall we stay the course? *macCompanion* is a great magazine, as it's my intention to make it even better, but I need your help.

To help out, send audiocast comments about to: [feedback@maccompanion.com](mailto:feedback@maccompanion.com), with AUDIOCAST as the only entry in the Subject of the email.

Wayne



## Views from the Ivory Tower

By Ted Bade - February 2007

Well heck, since Apple isn't doing much that is newsworthy (that's IMHO), I decided to pick on Microsoft and their new OS release called Vista-xxx (The hyphen xxx means fill in the variety of your choice). There are some issues with it and while it might become the most used OS on this planet, it still is simply a vague shadow of Apple's Mac OS X. Just because something is popular it doesn't mean it is the best or even a good idea. So join me as we watch a new set of lemmings jump off a cliff into the unknown!

**Wow, Bill sure sounded shaken** - As Microsoft released Vista there was a lot of talk on the Internet about how it is not much more than a rip off of features from Apple's Tiger operating system. What's the surprise, hasn't that always been the way Microsoft operates? The surprise is that people believe it.

This time must be obvious, even media people who are not Mac biased are saying it. I have read a number of articles in which the author compares Vista to what is in the current version of Mac OS X. In one case, the author even went as far as to suggest that a person thinking of upgrading to Vista and buying a new machine, might want to consider a new Mac and Mac OS X instead! The implication was that they would be happier.

In an interview with Newsweek magazine, Mr. Gates sounded a little shaken. Take a look at this article, specifically page 2 <http://www.msnbc.msn.com/id/16934083/site/newsweek/page/2/>.

I especially liked his comment about the security guys breaking Mac OS X “every single day”. Wow, I didn’t know it was that bad for Macs. Do we see a new virus every day or do we really just see a proof of concept?

In the article the interviewer pointed out that it is commonly felt that many of the “new” features in Vista were really just a copy of features in Mac OS X. From his reply, I got the impression Mr. Gates’ had no idea of any concept that was actually created by Microsoft for Vista. If he had one, he could have pointed it out. But he didn’t. He just said, “We could show you things.” Yeah, right...

It’s been a free ride until now Bill. What you are experiencing is a world of computer users that are a lot more experienced than in the 70s. No longer can marketing keep a poorly done product making profit. People have become educated. They make observations and even ask questions about a computer product. If this weren’t true, then the general media wouldn’t be so keen to give credit to Apple’s silly commercials! Nobody, (I sincerely hope) believes the claims of any commercial without testing it themselves. I think this is especially true of the media related to technology. Surely they will lie with a straight face to make a point or promote their favorite product, but they won’t accept the claims of a commercial, especially a silly one like those Macintosh commercials.

I have no personal experience with Vista. I am sure that it is better than XP and probably a step in the right direction for Microsoft. But, as you would expect, I will stick with Mac OS X. I look forward to the next update to Leopard which should happen in the next couple of months, not five years down the road....

**Tell Vista to crash** - Just a slightly humorous aside, I found an article referring to an exploit of Vista that allows a loud audio file to command the computer to do something. Apparently Vista’s voice control feature can have a series of commands shouted at it by playing an audio file such as one found on the Internet or from an email. For instance, if visiting “MySpace” a user clicks on an audio file which has the volume

cranked to max. If this audio file contained the right set of commands, Vista would follow the instructions. <http://blogs.techrepublic.com.com/Ou/?p=416>

I know, I know, this article is just a proof of concept and nobody has done this. I just thought it was interesting. Bottom line, computers aren’t yet smart enough to understand the difference between an intelligent or stupid command. So I would stay away from any feature like this. Imagine how short a movie “2001: A Space Odyssey” would have been if all Dave had to do was say: “Hal: Open command prompt. Erase C: ...

**Too many choices are confusing customers** - While we are speaking about Vista, we should not forget the confusion Microsoft has created by releasing so many versions. There are four versions for home and four for businesses. Not to mention a special N edition for European home users. Each has a slightly different feature set and a more expensive price tag. It seems to me this is all too confusing for the typical user. Let’s hope that the kind people in the computer reseller stores will help those buyers in the home market. IT guys, you are on your own! If anyone discovers the version that is bug free and has acceptable security, let me know!

By the way, if you happen to read the Vista User Agreement of the upgrade version carefully, you will discover that there is a statement that says you agree to no longer use the older version of the software you are upgrading from. I get the impression you are supposed to destroy the old version at midnight with a full moon, while chanting “Vista, Vista, Vista”!

The question I have is, does this make it illegal to re-install Vista? I mean, it is a pretty good idea to reinstall Windows after an extended period of using it. This seems to clear up sticky files, bad bits, and makes the system run like a bright new one. Then again, what if your hard drive fails and you need to reinstall. In order to put Vista back on the computer, you need to install the old OS first (yup, that’s the way it works, the upgrade won’t work unless you are replacing an older system.) So what does one do, violate the agreement or buy a brand new version?

What were they thinking? Probably, we can scare enough people into buying the full version when all they need is an upgrade.

**They are concepts not active viruses?** - In an interesting article posted on the MacNewsWorld site <http://www.macnewsworld.com/story/fsnMZA00Mk7S29/Mac-Malware-Slow-but-Steady-Evolution.xhtml>

Staff writer John P. Mello Jr. points out that almost all of the noise about malware for Mac OS X has been in the form of a proof of concept. Which is to say, somebody figured out that something malicious could be done. The good news is that so far, there doesn't seem to be anyone actually disseminating an actual piece of Malware.

The article goes on to point out that Mac's smaller marketshare has a lot to do with the lack of malicious code. People who do this kind of thing want to make a large effect, so they attack Windows, where they can affect the most number of machines.

I still think that writing and disseminating malicious code is a truly evil act. It is not nice, even if you are doing it to a Windows machine. But I am happy that another month has gone by and we still haven't heard of a real virus for Mac OS X.

Until next month, keep on enjoying your Mac!



## Geek Speak: Random Mac Stuff You Need to Know

<http://www.macfanatic.net/blog/>

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### Using NSXML

This month I'm going to take a little time and provide a sample XCode project detailing the basics of using the Cocoa classes that comprise all of NSXML. There is a powerful XML parser provided in Cocoa as well other classes to help create and modify the XML data. For simplicity sake, I won't be going into parsing XML documents today. We'll be focusing on setting up a basic app that lets the user enter some data and then write that out to a XML file. If you aren't familiar with XML programming, there

are a few well written documents available to help you learn about the material. I would suggest [this article from ADC](#) as a good starting point. This is the same stuff that's in the XCode documentation as well.

### Creating our App: Overview

I'm going to assume that you have a decent working knowledge of Cocoa basics. I make very basic use of the bindings system and that's about it. You need to be a little familiar with Interface Builder to figure out how everything is connected. There is a [complete functioning project that you can download from here](#).

The quick application that we are going to create today doesn't serve a masterful purpose. As an overview, we have an object acting as our application controller (AppController in the project) which has an array of Person objects, as well as an action that's hooked up to the "Create XML" button in the window.

We are going to let the user create/remove Person objects by interacting with the insert/remove methods of the NSArrayController and let the bindings do their magic. Essentially, the user will create a new Person object and presumably edit the default values of first and last name as well as edit a string for comments. That's it. When the user presses the "Create XML" button, our `-(IBAction)createXMLDoc:(id)sender` is called, creating the `NSXMLDocument` with all the children in the right spot.

### The Code

Let's dive into some code. First, below is the simple code for the `-(void)createNSXMLElement`. There is a in depth explanation in the comments in the project, but basically we are going to send this message to each Person object when we want the Person object to be represented as something like:

```
<Person>
  <First Name> some Value </First Name>
  <Last Name> some Value </Last
Name>
  <Comments> some Value </
Comments>
</Person>
-(NSXMLElement *)createXMLElement {
```

```

// Create a root element and name it with our class
name
    NSXMLElement *element =
[[NSXMLElement alloc] initWithName:@"Person"];

// Create NSXMLElements for each property in this
Person Object.
// Add those as children
[element addChild:
    [NSXMLNode
elementWithName:@"First Name" stringValue:
firstName]];

    [element addChild: [NSXMLNode
elementWithName:@"Last Name" stringValue:
lastName]];

    [element addChild: [NSXMLNode element
WithName:@"Comments" stringValue:comments]];

    return element;
}

```

Now we can call something like the code below to have a representation of the Person object: `NSXMLElement *e = [personObject createXMLElement];`

We just need to hook up our “Create XML” button to some useful code to generate the full document. We create an array of NSXMLElements by sending the selector to each Person object. Then we create a root node and create an NSXMLDocument from that. Writing the document to a file is as simple as `[xmlData writeToFile:someFilename];`

```

// Create NSXMLElements from Person Objects and
add to xmlElementArray
    NSEnumerator *e = [peopleArray
objectEnumerator];
    NSMutableArray *xmlElementArray =
[NSMutableArray new];
    Person *object;
    while ( object = [e nextObject] ) {
        [xmlElementArray addObject:[object
createXMLElement]];
    }

```

```

// Create root of tree. This node has all the children

```

```

we created in the
    //xmlElementArray
    NSXMLElement *root = [NSXMLNode
elementWithName:@"People Array"
children:xmlElementArray attributes:
nil];

// Create the doc itself (with Children from
xmlElementArray)
    NSXMLDocument *xmlDoc =
[[NSXMLDocument alloc]
initWithRootElement:root];
    [xmlDoc setVersion:@"1.0"];
// Just some formal stuff here
    [xmlDoc setCharacterEncoding:@"UTF-8"];

```

## Conclusion

This wasn’t meant to be a comprehensive or in-depth look at the NSXML classes provided in Cocoa. However, it is a nice introduction to what you can accomplish if you sit down and work through your problem. I would suggest entering some input and then looking at the resulting XML file in a text editor, just to see what is going on in there. Tweak some code and learn!

There are certainly some other great examples available on the net, so be sure to check around. Download the full project (link above) to view more documentation and a working example. Email with questions if you have them.

## Contact Info

You can always send me an email at [mbrewer@maccompanions.com](mailto:mbrewer@maccompanions.com) or visit my website at <http://www.macfanatic.net/blog/> for more information about me and my ramblings. I also produce a weekly audio podcast taking an in-depth review of cool and new Mac applications, along with tips, developer interviews, sample code, and the occasional tutorial.





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By Rick Sutcliffe

## A Random Walk in Computing

### The Spy notes

recent reports that encryption on Blu-Ray and HD DVD has been broken. He won't bother confirming these stories, because even if they aren't true, they will be. The Spy's Sixth Law: **"All data and code can eventually be copied"**.

Copy protection hypothetically serves some short term end other than annoying customers (though the Spy doesn't know what) but in the long run, it's a waste of time and effort. QES (Quite enough said.)

Apparently iSteve is aware of this, for Apple recently released a previously unpublicized missive of his in which he rails against DRM, and offers to remove it from iTunes if record labels would agree. This iRant played to predictable opprobrium from mendacious music and movie moguls, but despite opposition, his comments have an important virtue. They're right.

In a separate flame session, Jobs criticized the U.S. Educational system. "I believe that what is wrong with our schools in this nation is that they have become unionized in the worst possible way," he opined. "This unionization and lifetime employment of K-12 teachers is off-the-charts crazy."

Jobs makes an interesting point. To add gasoline to his conflagration, he could have gone on to observe that in typical educational discussions, teachers, trustees, parents, and government officials all pretend to speak for student interests, but in fact those most concerned have no one to champion excellence in their education. Worse, if they could compare with thirty years ago, they'd understand just how much standards have deteriorated to appease lib-soc demands for equally poor outcomes at any cost. Keep this up, and in a generation there'll be no engineers or scientists with North American schooling.

### Speaking of rants,

BillG is reported to have torn a strip off Apple recently for its "Get a Mac" comparison ads, claiming among other things that Apple was lying about relative security risks. Really? Has he been standing too close to the aperture of an N-ray machine? From our vantage, Vista's the gownless evening strap, the product with no "there" there, the pale copy of a competitor that's been there and done that.

Sorry, Bill-0, but in cases like these, envious anger plays as the last refuge of incompetence, an advanced sign of innovative constipation and corporate rigor mortis. It can't buy respect, any more than money can. Not from reviewers, at any rate. Early views on Vista are unenthusiastic, with almost every pundit comparing to Mac OS, often not favourably, and most advising consumers to wait several months to a year before trying it. The Spy concurs. Don't touch this puppy until at least the first maintenance release of the first maintenance release.

Meanwhile, customers aren't waiting to compare Leopard with Vista but voting with their feet, and Mac sales have been growing three times as fast as those of PCs. There's no reason to suppose this will change for the foreseeable future. The Spy's Fourth Law **"Marketshare lags mindshare by two to five years"**? Apple has barely begun to harvest the fruit from its iPod-induced mindshare. MS has barely begun to see the results of customer dissatisfaction. Steve Ballmer attributes low Vista sales to piracy. Whose?

On the hardware front of the same wars, PC malaise has struck Dell harder than most. Mikey Dell surely regrets a rant of his own, the one in which he suggested Apple should be wound up and its assets distributed to the shareholders. Think iSteve will let him put Leopard on Dells? Perhaps Mikey ought to apply his extensive wisdom to his own suddenly ordinary-looking enterprise.

### The iPhone revisited

Nellie's own diatribe last month about programmability issues notwithstanding, the Spy believes the iPhone may be as important as a harbinger as it is in its own right. After all, what is an iPhone but a miniature computer with cell phone technology glued on? Drop cell, add a large hard drive and expand the form factor, and what have you?--a new generation iPod.

"Too tame and obvious. Besides, you said that last month," you counter? Ah, but increase the screen area a little more and you get an iNewton, more still

and an iPad--all without needing to change the OS much, we suspect. In other words, this design ought to make one think consumer product suite, not simply iMotorolaKiller. And with WWDC scheduled to start June 11 this year (much better than the 2006 August time, BTW), with big iron announcements past by then and too early to trumpet Cougar, the venue would be perfect to offer new toys to mollify loyal boys and girls. You read it here first.

### **Upgradomania**

The Spy notes in passing the latest upgrade to BBEdit at version 8.6.1, free to recent purchasers, and as usual, always worth having. When doing web site development, he spends more time staring at BBEdit than all other tools combined. No Mac user should be without this program.

OTOH, if you are running a server using MailScanner with ClamAV, and you get a notice from your automatic system updater software telling you to upgrade Clam from 0.87 to 0.90, ignore the advice. The latest Clam is incompatible with MailScanner. Whoops.

And on the gripping hand, Apple appears to be wrapping up development on Leopard, which may be available as early as the end of March. Delicious irony if the knife in Vista's back could be delivered on the Ides instead. As mentioned here before, expect the actual release to closely coincide with a new Mac to play it on--probably a multi-core desktop this time.

### **It's been a hard day's night**

but Apple has finally reached a deal with The Beatles' Apple Corps to end all their trademark disputes. Apple Inc. gets full rights to the Apple name, and *may* well carry Beatles' music in iTunes, though probably not exclusively.

### **Perhaps the Spy's had a rough night of his own**

but it seems to him Firefox has lagged lately, so he's taken to using Camino and Safari in preference, except when debugging, when FireBug is more informative than Safari's error windows. Who'd a thunk the browser wars were so far from over?

### **A new guard on the stairway**

as Peter Lewis of what has been Stairways Software announced that Nolobe, a new company formed by FTP client and utility *Interarchy* lead developer Matthew Drayton, has negotiated an employee buyout and will take over full responsibility for the product he's now worked on these last six of its ten years. Latest version is 8.5.1. A policy change coming? Wait and see.

### **All technologies eventually hit a glass ceiling**

and become obsolete, only to be replaced by others with different limitations. Integrated circuit chips can

mount only so many components before suffocating in their own waste heat. Their electrical traces can be made only so narrow before quantum effects morph them into chaostrons. Voltage can be lowered only so much before it becomes impossible to separate signal from noise.

That is, a Von Neumann machine (binary stored code executing in serial steps) is inherently bottlenecked by its own serial architecture, both internally and upon attempting to communicate. Deal with the latter aspect by incorporating more on board memory and you merely exacerbate the other problems.

Thus, once the limits of a *given* chip technology are approached, the only possible way to increase throughput is by adding more processing units in parallel (multiple cores). For this reason, the Spy has long advocated distributed and multiple processing architectures. We need to get used to designing and programming for a multiprocessing environments, because eventually that's all there'll be. Perhaps he's always considered this too obvious; it should have been one of his earlier laws, but here it is as:

#### ***The Spy's eighth law--On speed limits***

**All VonNeumann bottleneck bypasses traverse parallel routes.**

**or Parallel processing is the silicon speed ceiling's only workaround.**

**or When the slowing gets tough, the tough get multiprocessing.**

Perhaps this is why he is so intrigued by the recent Intel demonstration of an 80-core chip consuming a mere 62 watts yet processing at teraflop throughput. Far from an actual product, but this is the only way to go, folks. We will need new programming paradigms though, or at least better implementations of some old ones. Perhaps it's time to get some of the old WG13 warhorses back together to design a new programming notation.

Speaking of which, p1's Albert Wiedemann tells me he'll soon release Modula-2 version 9.0 for XCode, and it will generate native universal output. (The current 8.x product outputs C, which then has to be compiled.) Hmmm.

### **Another approach to the limitation of copper wiring**

is to dispense with it whenever you can for wireless solutions. To date, the Spy hasn't been big on these because of the speed sacrifice. Even 802.11g is scarcely up to video streaming and heavy-duty file serving. The industry hasn't been idle of course. It's

been lurching toward the 802.11n standard for years now, but standards processes have bottlenecks of their own. Hmmm. Should there be a law here?

As in previous standard iterations, some manufacturers decided to jump the gun and come to market early, with upgradeable product implementing the most current version of what will become a reality in standards time. For five times the speed and double the coverage range, why not? Now Apple has joined the crowd, and the latest iteration of the Airport Extreme base station will embody the “n” protocol. Sounds like a plan to us, but the Spy will wait a time. He recently wired his house with CAT6 to every room, and doesn’t need the new wireless. Joel asked him “why?” and he replied, “because I could”.

### Oh, and one last thing.

This month’s Northern Spy column title references an important older book. The body of text contains other references to the same book, including specific articles in the book. If you can name the book and one of the articles referenced, you could win a prize (no illusion for your allusion illumine) from the Spy’s hosting company subsidiary. Don’t all eMail nspy-AT-the-northernspy.com at once.

--The Northern Spy

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

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

### URLs

The Northern Spy Home Page:

<http://www.TheNorthernSpy.com>

The Spy’s Laws collected:

<http://www.thenorthernspy.com/spyslaws.htm>

The Spy’s Shareware download site: <http://downloads.thenorthernspy.com/>

WebNameHost:

<http://www.WebNameHost.net>

WebNameSource:

<http://www.WebNameSource.net>

nameman:

<http://opundo.com>

Sheaves Christian Resources:

<http://sheaves.org>

Arjay Books:

<http://www.ArjayBooks.com>

Booksurge:

<http://www.booksurge.com>

Fictionwise:

<http://www.fictionwise.com>

p1:

<http://www.awiedemann.de/compiler/index.html>

BEdit:

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

NoLobe:

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



## The Mac Night Owl’s Alternate Reality:

### Welcome to a DRM-Free World

Gene Steinberg

February 16th, 2007

I can tell you that I have not really had any difficulty living in this world, where digital music players are incompatible, tethered to proprietary music download services. Apple’s FairPlay DRM is really not so odious as some might think. So long as you don’t feel that a Microsoft Zune must connect to iTunes, or an iPod connect to Napster, you’ll be quite comfortable with it.

You’ll be able to copy the songs you buy from iTunes to five computers, share it among different iPods, and burn them to DVDs. Well, I suppose there’s that ever-present question of whether AAC files, encoded at 128K, provide a sufficiently high degree of audio quality to warrant a “CD quality” designation. But that’s not the point. You see, the real issue is whether the music industry will take up and smell the roses, or whatever they need to smell to give them a healthy dose of reality.

They believe that you and I are inherently dishonest, and if they don't take steps to prevent illegal copying, we'll simply share our music files with everyone we know on the planet, and even billions that we don't know. In addition, they believe that, if we're caught with our hands in the cookie jar, we should be sued. After all, isn't that the way to keep your loyal customers honest?

What they don't seem to realize is that we care about the product, not the label. If you're a U2 fan, you aren't really interested in the name of the label that releases their recordings. It's not the same thing as preferring a Pontiac to a Dodge. The music labels enjoy little brand awareness. You don't buy a recording because it has the Warner label on it. You buy it because Madonna or another artist you like made that CD.

This has to have an impact on one's ego, knowing that customer loyalty will last only as long as the artist is signed to a label. If they go elsewhere, the customers follow. Well, so long as that artist continues to produce music fans want to buy, and nobody knows how long that's going to happen.

I really don't know what sort of arguments Steve Jobs has to bring to the table to show the four major music labels that wrapping music downloads in DRM makes no sense whatever. Preventing people from playing that music on whatever device or medium they want isn't going to make them feel warm and fuzzy about buying more product. If anything, that — and the lawsuits — will discourage them. It may well frustrate enough people that they'll rush to the nearest "torrent" site, and download their fill of stolen goods. That'll teach 'em to mess with us!

Or maybe they'll just do nothing and turn their attention to other entertainment-related pursuits.

No wonder sales of new music are down. Why should you spend your hard-earned money on product from a company that doesn't trust you, that will sue you in a heartbeat if you dare copy their products in a fashion with which they do not approve?

This isn't to say that they shouldn't get paid for their work. The artist and the company deserve to make a living, and if a recording provides you with

entertainment, there's no reason to complain. That is, unless they're doing everything possible to prevent you from enjoying your purchase.

Yes, that's the ticket. Hate your customers and then wonder why they don't buy your product. That makes sense, but certainly not in the real world.

So what would the consequences be if the music industry switched off the DRM albatross once and for all? Would you all rush out and post your music to every illegal site on the planet, or would you just feel the fresh air of freedom, that you can buy your music wherever you want, and buy the music player you like, and be assured of a decent amount of interoperability?

What would happen to Apple if you could connect a Zune to iTunes, or an iPod to the Zune Marketplace? Would their sales suffer or soar?

That's a good question, but I rather suspect everyone will benefit, even the music industry. Indeed, many of you would be more inclined to buy songs online, knowing full well that if one music service goes under, another will happily do business with you, and the files you downloaded won't stop working!

In an ideal world, I think the music industry would actually see their bottom lines improve at long last. That is, if they stop smoking whatever it is they're smoking and start thinking with clear heads for once.



<http://www.macsimumnews.com>

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## Listen up, MicroMemo enables excellent iPod voice recording

By Dennis Sellers (Posted Feb 16, 2007)

For me the iPod is mainly an audio product (although a device with a bigger screen might make it more video-appealing for me) and, as I'm a reporter, being

able to record onto the device is useful. That's why I find the MicroMemo from XtremeMac so handy. It's a US\$59.95 voice recorder with a compact design (2.4 by 1.2 by 0.4 inches) that utilizes the iPod's high-fidelity audio capabilities to record 16-bit audio via an included, removable microphone, or any compatible microphone with a 3.5 mm plug. Powered by the iPod's internal battery, the MicroMemo features a microphone with a flexible neck for recording memos and other audio content directly into the iPod. It connects via the dock connector at the bottom of the iPod and includes a built-in speaker for playback without headphones. One disadvantage, though perhaps a necessary one, is that the device doesn't allow you to charge the iPod while you're using it, yet it draws off the player's battery. This will, of course, shorten the time between recharges if you record extensively.

The MicroMemo also boasts a one-touch recording feature that activates the recording mode even when the iPod is in play mode; this is a feature you'll really appreciate if you need to start a recording with little notice. With the press of a button, the MicroMemo automatically switches the iPod from play to record mode.

The device hooks up to 5G (video enabled) iPods and second generation iPod nanos via the dock connector. The result is much higher quality audio than that on previous devices plugged into the remote socket and headphone jack. The MicroMemo can record 16-bit audio up to 44Khz, and recordings are saved as files that import into iTunes at CD-quality. From there, you can edit the audio in programs like Garage Band, or import them as a soundtrack to a home movie, slideshow or presentation.

The MicroMemo comes in either black or white, so is a nice aesthetic match with different shades of iPods. When you connect the unit, the iPod automatically switches to Voice Memo mode, ready to record, pause, stop and save recordings as .WAV files. The files show up on your iPod labeled with the date and time. More info would be useful, but the iPod's built-in functionality is a bit limited in this area.

You can playback your recordings on the MicroMemo's .25-inch speakers. The sound is tiny and tinny, but serviceable, though using your earbuds or other headphones is a better option for anything

more than a quick-and-dirty check.

The omni-directional mic built into the MicroMemo is fine for decent mono recording. However, if it's not good enough for your needs you can use an external mic—or a line-in if you want to record from another source.

Some folks with whom I've talked prefer the iTalkPro from Griffin for iPod-enabled recording. I haven't had a chance to field-test that \$49.99 goodie yet, but I will soon, then compare it with the XtremeMac device. For now, however, I have no problem recommending MicroMemo for those such as students, journalists and others who want to enable voice recording on their iPods.

[http://www.macsimumnews.com/index.php/archive/review\\_listen\\_up\\_micromemo\\_enables\\_excellent\\_ipod\\_voice\\_recording/](http://www.macsimumnews.com/index.php/archive/review_listen_up_micromemo_enables_excellent_ipod_voice_recording/)



To send feedback to any of the *macCompanion* columnists, send email to

[feedback@maccompanion.com](mailto:feedback@maccompanion.com)

Enter "Feedback: " and the name of the column in the Subject of the email.



# End of 'I Love My Mac' campaign Gift-Away

By Robert Pritchett

We want to express our love for each of you by letting you know how much we appreciate each and every one of you, as you have grown attached to your Macs and made those computer systems your MacCompanions.

It pays to read our magazine, visit the websites of those who are a part of the Macintosh Professional Network and listen to the Mac ReviewCast each week.

Participants who signed up are from over 35 countries from around the world.

Everyone who signed up will get a copy of Mark John Allan's ClamXav, the Donationware Virus Scanner, so each of you that signed up is already a winner.

Besides ClamXav, we also had 163 gifts from 31 book publishers, software developers and equipment manufacturers worth well over \$7,400 USD to gift-away. We also want to express our deepest appreciation for their efforts on our behalf in making these gifts available for you.

We will be posting a winners list shortly.



## Changes at *macCompanion*

by Mike Hubbartt

### Themes

*macCompanion* started using themes this year. Not every month, as we want to be flexible. The theme last month was MacWorld Expo, and next month the theme is Writing. Since the Mac is a natural for writing, we may have so much content that we'll need to have that topic span two issues, so don't be surprised if the May issue also contains writing-related articles and reviews. We've planning themes of Photography and Education for this summer, and have a few ideas for the fall as well. Feel free to send us your feedback on this approach - use THEMES as the message subject.

### Staff Updates

Some of the people that have worked with us in the past have moved on and we wish them well in their future endeavors. One in particular - Wayne LeFevre - had other obligations that lead to him stepping down as *macCompanion* Marketing Director. We appreciate all of his efforts to help make our magazine better and were pleased he agreed to continue to contribute reviews and columns as time permits.

Thanks for your help, Wayne.

Another writer joined our staff - Michael Potter. Michael (yes, another Mike) already has a blog (<http://formaceyesonly.blogspot.com/>) and podcast, but agreed to contribute his opinions on products in this publication. Welcome Michael!

And Michele Patterson - the person doing the magazine covers this year - has agreed to continue to do them for us regularly. Michele is a talented artist with considerable experience in the graphics art industry and we are lucky to have her helping out. Glad to have you with us, Michele.

We hope more people out there will want to join our ranks and contribute columns or reviews for our readers. We are starting to include pieces from guest contributors - this month Chris Marshall (see his site: <http://www.myapplestuff.com/>) has a review for us.

### Magazine Size

You may have noticed the February issue was over 170 pages. Well, this one also came in over 170 pages. When we stop? Hard to say. We want to give you as much real content as possible, so we're going to play this one by ear for now.

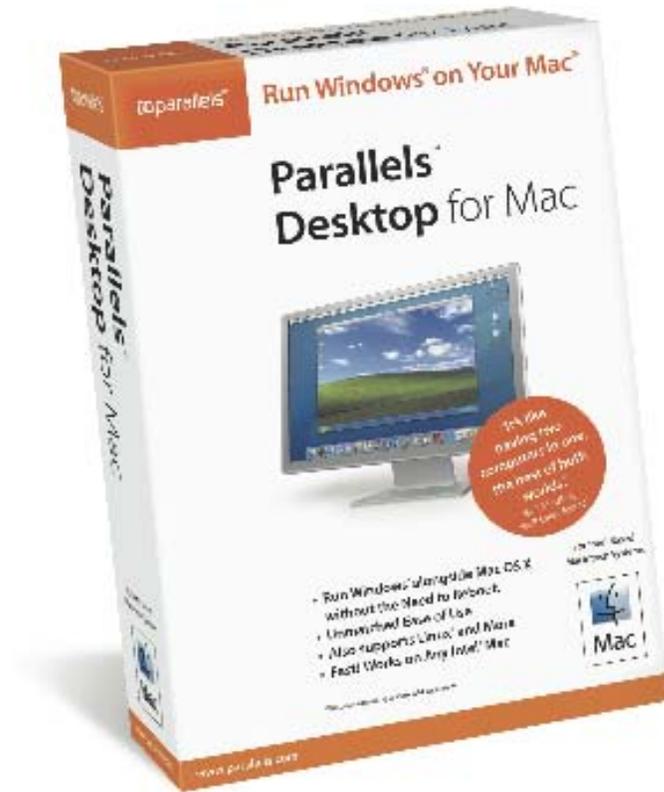
That's it for now. We hope you enjoy this issue. Thanks for taking time to read it, and we'll see you next month.

Mike



---

The first solution  
for running Windows on Intel-Macs...  
**now available  
at the Apple Store!**



Parallels Desktop for Mac is also available  
via direct download at [www.parallels.com](http://www.parallels.com).  
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<http://www.parallels.com>

# Software

The section 2 software reviews in this issue of *macCompanion* are:

- **Aquazone 1.0.2.0** – yet another screen saver, reviewed by Robert Pritchett
- **CanOpener 5.0** – an in-depth review of text extraction software, by Harry {doc} Babad
- **Command & Conquer Generals** – fun RPG/simulation from Electronic Arts and Aspry, reviewed by Daniel MacKenzie
- **FAXsfx.Pro** – a FAX management application, reviewed by Robert Pritchett
- **FileSalvage 5** – powerful data recovery software for Mac OS X, reviewed by Robert Pritchett
- **Internet Cleanup 4** – remove spyware and other bad stuff, reviewed by Robert Pritchett
- **MusicBedDV** – generate professional music soundtracks, reviewed by Guest Contributor Chris Marshall
- **Protégé** – music creation and performance software, reviewed by Daphne Kalfon
- **Spring Cleaning** – clean out internet tracks, reviewed by Robert Pritchett
- **Toast Titanium 8** – Roxio's full featured disk burning application, reviewed by Ted Bade

# Aquazone 1.0.2.0: Seven Seas Deluxe

Reviewed by Robert Pritchett



Aliso Viejo, CA

**Released:** October 31, 2005

\$25 USD, £35 GBP.

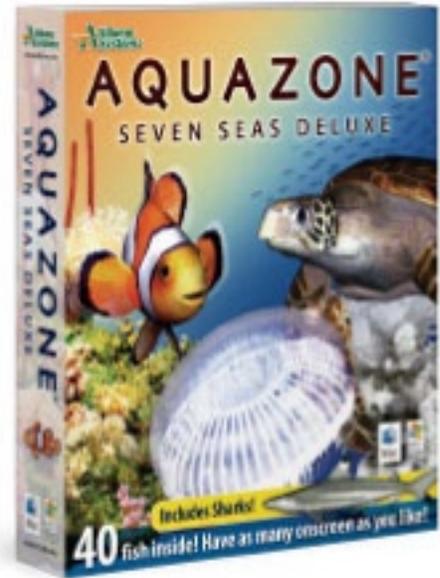
<http://www.allume.com/mac/aquazone/index.html>

**Requirements:** Mac OS X 10.3 or later and some CPU cycles to waste.

**Strengths:** Another great CPU time waster.

**Weaknesses:** Who needs “screen savers” today, except to show off the graphics card, now that we use non-CRT displays? This app doesn’t show them off very well. The “fish” and the backgrounds do not jive as well as they should.

**Other Reviews:** [http://www.applelinks.com/index.php/more/review\\_aquazone\\_seven\\_seas\\_deluxe/](http://www.applelinks.com/index.php/more/review_aquazone_seven_seas_deluxe/)



## What They Say

Aquazone Seven Seas Deluxe includes:

- 40 different species of jellyfish, sea turtles, nautili and others
- 20 different tanks--each with unique plantlife and coral
- Fill the screen with of one or more species--allows as many fish onscreen as your computer can handle
- Beautiful, realistic day and night lighting conditions
- Digital food--feed them and watch them eat
- Tapping on the glass--watch as the fish watch you
- Fish cam--closely follow your favourite fish friends
- Soothing sound effects
- Your choice of 8 photorealistic backgrounds
- Wireframe, fully rendered, or silhouette mode
- Pop-up interface--customise your aquarium on the fly



## What I Say

Frankly, I have to agree with Frank Hiner's evaluation linked above, that is 2 years old. Smith Micro did do an update since his review, but very minor. And the backgrounds do not jive (the resolutions and interaction just aren't "there" yet) with the fish and the fish are not exactly proportional with each other in the fish tank or ocean.

[I think SereneScreen.com does a better job - <http://www.maccompanion.com/archives/april2005/Software/MarineAquarium2.htm>

And for a better price.]

Now Frank Hiner dinged Allume (subcompany of SmithMicro) for not offering the other packs for the Mac, so Smith Micro answered with Expansion Pack ports from Windows for Bass, Arowana, Fun Stuff (like submarines, etc.) and Goldfish at \$10 USD each.

This app takes up a lot of CPU cycles and resources, especially if you add a lot of fish, but heck, if you are not using the CPU to full advantage and want to play with your screen, go ahead and feed the fish, tap on the glass, zoom in and out and full-screen. When I went to full screen, I got a black screen and had to bail out to get my original back. I wasn't patient enough for the program to "turn on" to get Aquazone to zone in on my screen.

The app does not use the Mac OS X toolbar and uses an internal control menu that "floats" as Japanese glass net floats with icons inside, wherever you right-click on the screen. Once they line up, they act as a food shaker, full-screen option, preferences, zoom-in and exit functions. And no, you have to click on them to find out what they do as they do not have the mouse-over and tell me what you do text. What is neat is that you can grab the "arrow" and the "bubbles" follow it like fish.



BTW, the coelacanth eyes glow in the dark and the jellyfish stay white as the backlight dims to silhouette-mode. And the "fish-cam" works too. Control-click a fish, then open the tools (right-click on the screen) and select the magnifier to follow the fish around as a "fish-cam".

Maybe it's just the sharks that suck. The Coelacanth's eyes move, the details on the turtles are excellent. Now if the "tanks" backgrounds were better synched, I think this would be more than just a lot of fun. There is an easy-to-read 8-page manual that comes with the packaged version and it works with Mactel boxes too.

To use this as a screen-saver with the Mac, it will appear as an option after the program is added to the Applications folder in the Desktop and ScreenSaver window in Apple Preferences. When in screen-saving-mode, the screen goes totally black and it takes a few seconds for the screen to come on. Of course, moving the mouse flips back to a live screen, so no preferences can be chosen while in screen-saver mode.

If you have some discretionary income burning a hole in your pocket and are bored with static screen-savers, go to [Amazon.com](http://Amazon.com) and get a copy of Aquazone for a better price than the one listed above.

# Abbott CanOpener 5.0

Reviewed by Harry {doc} Babad



**Developer:** Abbott Systems

1-800-552-9157

[info@abbottsys.com](mailto:info@abbottsys.com)

<http://www.abbottsys.com/co.html>

\$65.00 USD, Upgrades \$30 USD.

**System Requirements:** Mac OS X 10.1 or later. A PowerMac or any Mac with 68020 processor or later. System 7.0 or later for version 4.0. CanOpener 5.0 is Mac OSX native. A windows version is also available.

**Released:** August 8, 2002

**Audience:** All user levels.

**Strengths:** A great but relatively slow means of extracting text from documents, whether or not you own the parent application. The results can then be searched, cleaned up or otherwise manipulated before pasting into another document.

**Weaknesses:** I really no longer have any obvious odd file extraction use for its otherwise excellent features but will start seeing how I can make future use of its filter capabilities.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

Product and company names and logos in this review may be registered trademarks of their respective companies.

## Publisher's Summary

Abbott's famous universal file opener lets you read any file -- and extract the text you need! It's perfect for browsing all types of files, including foreign files and files your Mac can't open, and it's valuable for recovering text from damaged files - a lifesaver! CanOpener is now celebrating 16 years on the Mac, so benefit from our experience to Snoop inside orphan or antique files.

In addition, CanOpener lets you view VIRUS infected files without launching the virus. So you can safely check suspect files and recover text from them --a powerful way to avoid virus infections!

## Introduction

Years ago in 1989 or 1990, I was a devoted user of a product by Abbot Systems called CanOpener. Those were the days of early classic systems with in the early classic systems — OS's with numbers that started with 6, 7, 8, and 9. In those days software still came on 3.5" floppy disks. The world of computing on my Macintosh was

young and at times stuff I downloaded from Bulletin Boards or subscribed on floppies to a shareware service were filled, at times, with strange document. Documents whose mother software I neither owned nor at time could identify. Along came CanOpener [CO] and allowed me to crack these Macintosh files and see what the documents contained.

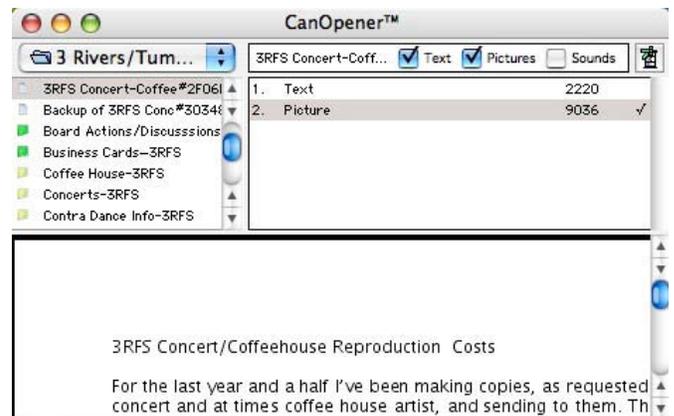
CanOpener, of which I was an early adopter, was not a “GraphicConverter <http://www.macupdate.com/info.php/id/263> — it only worked on imbedded text, not graphics. Nor was it a genre driven program — Data Viz’s MacLinksPlus, a product for converting files between Mac and PC formats and between different applications formats. MacLinksPlus focuses on translating, with format intact, word processing file, spreadsheet, database file or graphic files. <http://www.macupdate.com/info.php/id/6061>

The Abbott product was simply a text extracting can opener — a tool to crack a document to allow me to see its contents. So when I stumbled upon version 5 in my browsing I though I’d look it over for *auld lang sein*.

### Working With

I installed the software in the usual manner and then began to ponder on how I could test it. In a eureka moment, I went back to my earliest CD based backup — a set of technical files from a long defunct nuclear was repository that were in Word Perfect (PC) format. In those days Word Perfect [WP] was the rage. Alas, unlike using MacLinksPlus, I could get NO useable data from these early work perfect files. More about WP PC text extraction later in this review.

When I translated the files from Word Perfect 6 for the PC to Word Perfect 3.5e for the Macintosh, I could read the files with CanOpener. But that obviously is a wasted effort; MacLinksPlus could give me a translation directly into MSW 2004 and also keep all the graphs. [Note: I no longer keep WP on my hard drive since I have the more generally useful MacLinksPlus Installed. In addition, MS Word will open such files if one has the appropriate translation filters installed.]



Working with Macintosh Native Files — The fastest way to open a file is to drag and drop it to CanOpener. If CanOpener is not running, drag and drop to the CanOpener program icon (in the dock) and CanOpener will launch and open the file. If CanOpener is already running, drag and drop to the CanOpener window.

The program worked, more or less as I remembered. When you open a file with CanOpener it scans the contents for text and lists items in the contents area (the top right panel of the CanOpener window.) To display any item, double click it. You can select multiple items by holding down the Shift key and clicking the items. The selected items are displayed in turn with a brief pause between each.

Word Perfect PC File Limitation — I have no idea why my working with WP 6 PC files did not work, but they didn’t.

'/# August 3, 2001 (11:36AM)' (#h (#p ABSTRACT WM 02, Joe Jablonski, West Valley Nuclear Services Company and Ahmad Al Daouk, U.S. Department of Energy - Achieving Readiness for the Largest Commercial Cross Country Shipment of Spent Nuclear Fuel in the U.S. The West Valley Demonstration Project (WVDP) is an environmental cleanup project at the site of the only

[Ä, œ, Ä, Ñ] By the way by replacing, in MSW, the following symbols with a space, I got readable text. So all was not lost for using CO on my archive Word Perfect files.

‘ / August 3, 2001 (11:36AM)‘ ( h ( p ABSTRACT WM 02, Joe Jablonski, West Valley Nuclear Services ‘ \_ Company, and Ahmad Al Daouk, U.S. Department of Energy ‘ \_ Achieving Readiness for the Largest Commercial Cross Country Shipment of Spent Nuclear Fuel in the U.S. The West Valley Demonstration Project (WVDP) is an environmental cleanup project at the site of the only

This is one more reason I never was comfortable with Word Perfect, all of course in 20-20 hindsight.

Ken Abbott, the product’s developer, wrote me “This is probably a product limitation. CanOpener looks inside files for regular ASCII text. If the text is encoded, compressed, encrypted or in some proprietary format then CanOpener will see it as gibberish. Many people use CanOpener for getting into damaged files, or very old files that they no longer own the application for. It’s more of a “data recovery’ tool.” From the prospective of a potential user, I cannot fault the program for doing what is was designed to do — I have other means, as noted previously, for resurrecting old WP files and also figured out a painless way to decode the garble.. [Thanks Ken for your overnight response, such service is rare these days!]

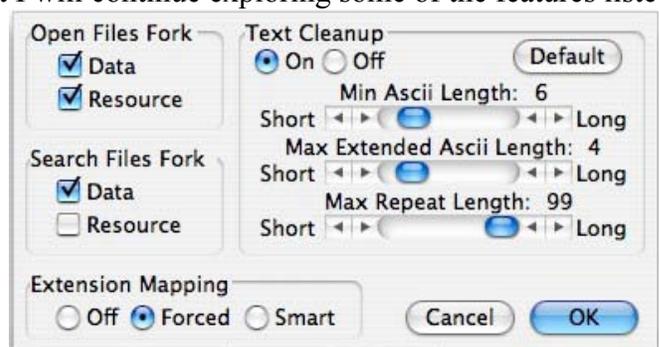
I then checked the program by using a very old MSW file I found on an un-erased floppy. Wonderful, I could grab the text with no problem at all. So I then checked the program with a “broken” MS Word file, and was able to access the text, copying the found text to my clipboard and pasting it into a new MSW document. That did work.

One surprising feature, when I tried all of this with a functioning MSW document, I was able to recover almost all the text. That result was not surprising. However, a few of the characters such as a dash did not translate in CO. What did surprise me was that I could also export [Item > Save As] the text as a graphics file. Exporting to a more accurate graphics file export feature was undocumented.

Review Limitations — A lack of time stopped me from more fully exploring the outputs from the various filters and sentence element search modes provided by the developer. They are however listed in the next section.

## Package Features

There is more to this program then I had time to test — but I will continue exploring some of the features listed below. Such features (see the tables for filter specifics) are accessible both via the software’s preferences and through dialog files during text extraction process. Should you have any question, the clearly written *users guide* is of great help. So is access to, for registered users, to the CanOpener user services link. I especially recommend reading the section on *Setting Preferences*, if you want to take full advantage of this multitasking program.



CanOpener has special text filters that let you...

Extract Names, Phone Numbers, URLs, Email, Web and IP Addresses.

Strip HTML Coding. Remove extra Carriage Returns and blank spaces from email and Web text.

Extract important sentences such as questions or anything containing '\$'s and numbers.

Rapidly find clean text in files that contain huge amounts of 'garbage.'

|   |   |  |
|---|---|--|
| Discrete Filters:   | <u>Clean EMail</u> - cleans email files           | <u>HTML HREFs</u> - extracts these from an HTML file |
| Strip HTML Tags - removes all such coding from an HTML file | Strip Space - removes all excess space characters | EMail Addr. - extracts email addresses               |
| URLs - extracts all URLs                                    | WWWs - extracts Web addresses only                |  |

|  |   |  |
|--|---|--|
| Select Sentence Extraction Functions:                            | <u>Sentences</u> - extracts sentences                             | <u>Sentences w/...</u> - extracts sentences which contain the <i>specified</i> words |
| <u>Sentences w/\$</u> - extracts sentences which contain dollars | <u>Sentences w/0-9</u> - extracts sentences which contain numbers | <u>Sentences w/Tel#</u> - extracts sentences which contain telephone numbers         |
| <u>Sentences w/Name</u> - extracts sentences which contain names | <u>Sentences w/?</u> - extracts sentences which are questions     | <u>Sentences w/IP Addr.</u> - extracts sentences which contain IP addresses          |

**Discomforts:**

Slow – Slow – Slow — Be patient, the program is somewhat slower than other non-graphic operations most users experience. Don't command-period when you lose patience; just go fill up your coffee cup. The wait is worth the time.

**Conclusions:**

Although I haven't had a file I couldn't open in years... and with Norton AntiVirus [NAV] running I never have access to virus-loaded files. I may just keep this little gem on my hard drive. I have tools that do an excellent job at Strip HTML Coding. Remove extra Carriage Returns and blank spaces from email and Web text. Including plug-ins for my email client.

I'm not sure whether, If I were not using I review copy, I spend the \$65 asking price, but driven by fond memories to the many times the product allowed me to grab useful information. I would likely do so. As a former registered user the program would certainly be worth the \$30 upgrade fee. It's a little like buying an extra wrench or screw driver or three, a potentially good low-cost investment in the future. I suppose there may be some of you for whom the price is more than they'd like to spend, I'd ask you to reconsider. However, I am also a compulsive hard drive back up freak and have started to do belt and suspender critical financial and photo files file backups on archival CDs.

**PS**

A reviewer named *plateaugal* post this review ion the Version Tracker Site. I found it interesting enough to add a slightly edited version as an addendum to this review. [I did not check the process out however, having little interest in spotlight.]

“I am a big enthusiast of CanOpener. It can be combined with Spotlight to make an excellent search engine for everyday use. Spotlight is fast, but limited. CanOpener is slow, but powerful. Suppose you wish to do an exact phrase search. First choose one word in the phrase and *have* Spotlight to create a Smart Folder for you with all files having that word in them. Then ask CanOpener to search the saved folder for *that* exact phrase. This cuts down search time dramatically. Once you have the list of files in CanOpener, there are other advantages over *just using* Spotlight. You can click on an item in the list to see the surrounding text, indeed the entire file, without opening *its* application. In Spotlight, you have to (have and use) use the application to see the text, and the date modified changes. Besides that, Spotlight (a *saved search result*) is hard to find on the desktop if you want to return to the *found* list. With CanOpener, I can quickly check a long list of files, and focus on the few I am interested in. I can also copy and paste material directly into my application. I don’t know why this is not on everyone’s Dock?”

# Command & Conquer Generals

Reviewed by Daniel MacKenzie



Aspyr and Electronic Arts

<http://www.aspyr.com>

**Released:** March 2006

\$55.00 USD

Strategy/Simulation game

**System Requirements:** Mac OS X 10.2.8 or later; G4 or better CPU; 1 GHz of faster CPU; 256 MB RAM; 2.8 GB hard drive space; 32 MB Video RAM; DVD-ROM.

**Strengths:** Great sound, reasonable graphics, low system requirements.

**Weaknesses:** None.



EA Games and Aspyr did a great job with *Command & Conquer Generals*. This game has reasonable game graphics that work well on my iBook G4. There are four main modes: Campaign, Generals Challenge, Skirmish and Online Play.

The Campaign mode is my favorite. You choose between three armies. China, USA and the GLA (terrorists). All of them give you specific objectives in each mission of the campaign like capture specific buildings or destroy the enemy base. Some missions can last for hours and hours, which is a good thing. You will defiantly get your moneys worth from this game.

The next option is Generals Challenge which is part of the expansion pack Zero Hour. If you buy the Deluxe edition you get both Command and Conquer Generals and Zero Hour. You get to pick a specific general and must beat all of the other generals one at a time. Each general has specific advantages like the USA Air Force General has better aircraft than the China Infantry General. After you beat every general you face a super general, which has control of all three armies and can use all three super weapons against you.

The third mode is Skirmish. There is a lot of different maps for you to play in skirmish. This is the mode where you can face more than one computer and no objective except all out combat. Also, you can win medals in a skirmish battle; although they don't affect the game play, they do make you feel good. Each map has a certain number of players that can play in each map. You don't have to have all of them filled but I do, because I like a challenge. You can pick your general or your opponent general. If you don't care who is in charge, it's fun to leave it on random.

The fourth mode is Online which is basically Skirmish or Generals Challenge, but online. You can play with as many people as your map holds and face people from around the world.

## Conclusion:

This game is almost perfect. The sound effects are very realistic and the music suits the game well. I love it!

Anyone who enjoys war, RPG's, strategy or just blowing stuff up will enjoy this game. The only thing is, if you start off with using the expansion pack, is that there is no tutorial. You have to jump right in without knowing what to do (I think there is a tutorial in the version without the expansion pack but I'm not sure) but I found it pretty easy to learn.

There were no installation issues - just drag the folder off of the DVD into your applications folder. This game is a lot like Legion Arena but better, in my opinion. It has the same idea of having units and attacking an opponent but this game doesn't get boring. Great job EA and Aspyr!

#### C&C GENERALS DELUXE GETS UPDATED TO INTEL

AUSTIN, Texas (December 6, 2006) – Aspyr Media has released free downloadable updates, adding Universal support, for Command & Conquer Generals and its expansion pack, Command & Conquer Generals: Zero Hour, for the Macintosh platform.

The patch (77MB) is available at [macgamefiles](http://macgamefiles.com).

This is an official update for Command and Conquer Generals and the Zero Hour expansion. It will fully update any previous version of Generals to 1.0.4 and Zero Hour to 1.0.2. This patch is for users of Mac OS X versions 10.3.9 and 10.4 only.

The version 1.0.4/1.0.2 patch provides Universal support for Command and Conquer Generals and the Zero Hour expansion.

1.0.4/1.0.2 Rev A changes:

- Adds native intel support
- Along with the release of GameRanger version 4.6.1, will improve Internet game functionality

Command & Conquer Generals and Command & Conquer Generals: Zero Hour are rated "T" for "Teen" by the ESRB.

# FAXstf.Pro Version 10.8

Reviewed by Robert Pritchett



Aliso Viejo, CA

[http://www.smithmicro.com/default.tpl?group=product\\_full&sku=STFMAPXX](http://www.smithmicro.com/default.tpl?group=product_full&sku=STFMAPXX)

**Released:** November 5, 2003

\$50 USD.

**Requirements:** Mac 10.3.9 or later; 30 MB RAM; 50 MB Hard drive space; Phone modem and Analog phone line.

**Strengths:** “Earlier” versions were “good in the day”.

**Weaknesses:** Just about everything is weak. Check out apps that are supported, like FaxCenter or PageSender. Whatever happened to “GlobalVillage”?

**Other Reviews:** <http://www.macupdate.com/reviews.php?id=7275>  
<http://www.macompanion.com/archives/november2003/Software/software.html#4>  
<http://www.atpm.com/9.06/fax.shtml>

**Competing Products:** FaxCenter - <http://www.macadvocacy.com/faxcenter.htm>  
PageSender - <http://www.smileonmymac.com/pagesender/index.html>

## What They Say

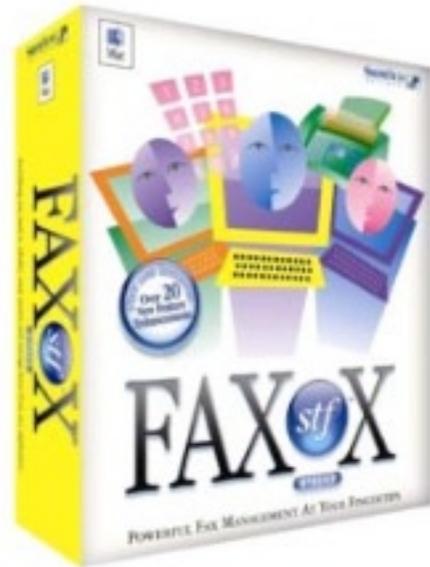
FAXstf PRO puts robust fax management at your fingertips and streamlines your most serious faxing demands! You can send and receive faxes from any application or use the QuickFax Widget to instantly create and transmit rush communications. The powerful interface gives you a complete set of tools and shortcuts to make fax management as simple as email! FAXstf PRO is smart faxing for casual to high-volume fax users.

It does not take an expert to navigate through FAXstf PRO. Everything you need to fax your recipients is at your fingertips!

**Easy to Use Browser Interface:** Quickly send, receive, store, and manage all of your faxes with FAXstf PRO’s familiar browser design.

**Fax From Any Application:** Send a fax from virtually any application when you select FaxPrint as your printer.

**Instantly Fax Memos through the Dashboard:** QuickFax Widget is perfect for sending single-page faxes when you are in a hurry.



FAXstf PRO streamlines the faxing process with the integration of your favorite address books.

**Address Book Integration:** FAXstf PRO's integration of Apple's Address Book makes sending faxes easy! Just select the names of people in your address book, and FAXstf PRO will automatically generate a cover page. Compatible with Apple, Entourage, or Palm address books.

**Simplified Group Faxing:** Easily send faxes to multiple recipients with a few clicks of the mouse. Set up group fax lists in Apple's Address Book. FAXstf PRO can take advantage of multiple modems to increase productivity.

**Automatically Save Address Info:** FAXstf PRO will optionally save the new information to your address book without prompting.

FAXstf provide the tools you need to make your faxes look their absolutely best. Impress and inform with a professional touch.

**Design Your Own Cover Pages:** Import your own cover page designs or edit the cover pages available in FAXstf PRO's preferences panel.

**Send Attachments with Your Faxes:** Attach and send JPEGs and PDFs with your faxes as easily as sending them over email.

**Automate with AppleScript:** Automate routine tasks such as sending faxes from multiple applications or creating custom notifications with full AppleScript support.

FAXstf PRO travels with your laptop and makes it easy for you to work from where ever you are! Make faxing while on the road a snap.

**Fax from Anywhere:** Save your most often-used settings to easily fax from home, the office, or on the road.

**Auto Fax Emailing:** Automatically forward incoming faxes to any email address — another great way to receive faxes while on the road!

**User Switching:** Maintain your privacy while letting others use your Mac! When you switch users, your faxing information will remain only on your profile, and cannot not be seen by others.

## SENDING

- Send from any application
- Send QuickFaxes
- Preview faxes with navigation
- Broadcast faxing
- Attach JPEGs, PDFs and other files
- Unmatched image quality
- Fax Emailing
- Fax scheduling
- Auto fax retries
- Monitor status
- QuickAddress
- Address Book lookup

## **RECEIVING**

- Forward to email
- Auto-print
- Remote Station ID
- Auto receiving
- Manual receiving
- Custom notifications

## **MANAGEMENT**

- Customize cover pages
- Create folders and archives
- Fax history
- Export activity logs
- Multiple locations
- Multiple users
- QuickAddress

## **INTEGRATION**

- Full OS X Address Book integration
- Now Universal Binary
- Automatic software updates
- Two Dashboard Widgets
- Fax modem detection
- Import Palm Desktop and Entourage vCards
- Multiple modem support

PLEASE NOTE: The FAXstf Pro widgets require Mac OS X 10.4 or greater to use.

From WikiBooks we read;

[http://en.wikibooks.org/wiki/Mac\\_OS\\_X\\_Tiger/Printing,\\_Faxing,\\_and\\_Scanning](http://en.wikibooks.org/wiki/Mac_OS_X_Tiger/Printing,_Faxing,_and_Scanning)

“Faxing is done easily by selecting the print function from within any program’s document. In Mac OS X 10.4, the print dialogue menu has a pull-down option in the bottom left corner.

1) Simply scroll down to, “Fax (document),” and the fax function dialogue appears.

2) In the first field, the fax telephone number is to be entered complete with appropriate prefixes. (i.e., 1 for long distance, area code)

3a) The second field is for appropriate predialing prefixes. Examples are, 9 (for outside line,) \*70 (to disable call-waiting,) etc.

3b) It is important to follow the predialing prefixes with a comma that allows the dialing to pause after the predial. This pause allows a subsequent dial tone to activate before actual fax telephone number is dialed.

4) Be sure to connect phone line to internal modem port before clicking the “FAX” button (which replaced the typical “Print” button).

5) The watch the cues as the fax is dialed, connected, sent, and disconnected before disconnected any temporary phone line.

One can enter a routine fax target in the Address Book program within OS X. Be sure to designate the fax telephone number as such before saving the entry. Then, when faxing a document, click the human silhouette to the right of the first field to select the address book entry you wish to fax to. Then go to step 3a, above.”

## **What I Say**

Well, yeah, you know what they say...

When Smith Micro started on their acquisition binge a while ago, did they know what they were buying? For this app to work, the Mac OS X function for faxing has to be disabled. Strike One.

Faxes in the Outbox cannot be moved or deleted until all fax retries have been exhausted. Strike Two. To share networked faxing the FAXstf Server has to be purchased. Strike Three.

And hearsay says that support for this product is near non-existent, so look elsewhere, like either FaxCenter or PageSender.

Frankly, I prefer the FAX function on my Canon MP530 somewhat clunky though it may be. <http://www.macompanion.com/archives/October2006/Hardware/CanonPIXMAMP530.htm>

# FileSalvage 5.1 Data Recovery for Mac OS X

Reviewed by Robert Pritchett



SubRosaSoft, Inc.

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

**Released:** November 9, 2006

\$90 USD (for CD), \$80 USD (for download), \$40 USD (update)

System Requirements:

DVD-ROM Drive

Secondary storage device

Mac OS X 10.3 or later

**Strengths:** Undeletes files and recovers lost data.

**Weaknesses:** Runs exceedingly slow with large drives. Not intended to be a replacement for either DiskWarrior or TechTool Pro. Does not recover from all file types yet.

**Other Reviews:** <http://www.macupdate.com/reviews.php?id=16097>

<http://www.versiontracker.com/dyn/moreinfo/macosx/24747>

**MacFixIt Forums:** <http://www.macfixitforums.com/php/postlist.php?Cat=&Board=subrosasoft>



## What They Say

Written specifically for Mac OS X, FileSalvage includes powerful features that give the user greater control and flexibility in analyzing and retrieving lost data:

**Safety first** - FileSalvage will never write to the disk or device being salvaged from. This makes the software “risk-free”, as it does not attempt to repair a disk or alter its contents. Instead FileSalvage simply reads it and copies the relevant files to a destination of the user’s choice.

**Works anywhere** - FileSalvage is device and file system independent. This means that the user can recover files from a hard drive, digital camera, USB key, PC disk, FLASH card, scratched CD, and most storage media that work with the Mac.

**Searches free space** - On HFS+ volumes, the user can limit FileSalvage to scan only the free space of a volume to recover files from. This produces huge speed efficiency and means that the task of recovering files can be accomplished much quicker. By default, “Undelete” scans for “free space” whilst “Salvage” will scan the entire space on a device.

**Recovers files after a disk or device has been formatted** - Have an initialized disk or other device with files that you want back? No problem! So long as the drive was not securely initialized, FileSalvage should be able to recover the files from the drive.

**Recovers files from corrupt media** – Data corruption does not stop FileSalvage from working. In fact it will happily process an entire corrupted file system for intact data and recover whole or partial files wherever it finds them.

**FileSalvage works on faulty hardware** - FileSalvage can also recover data from mechanically unsound devices. The software uses several tried and tested methods, which in addition SubRosaSoft has improved upon, to read the same piece of information and to automatically skip of areas of the file system that are fully unreadable. By employing these methods, FileSalvage is able to recover data from sources that may have appeared to other software to be too physically broken to use.

**Preview** - Allows the user to preview a range of available files before choosing to recover them. Using the underlying architecture of Mac OS X, FileSalvage can read and display audio, video, image, text and other files.

**Recover images** - FileSalvage can analyze and recover files from most third party tool disk images such as standard ISO, EnCase® (unencrypted images only), UNIX dd, Drive Genius™, and SubRosaSoft CopyCatX™.



## What I Say

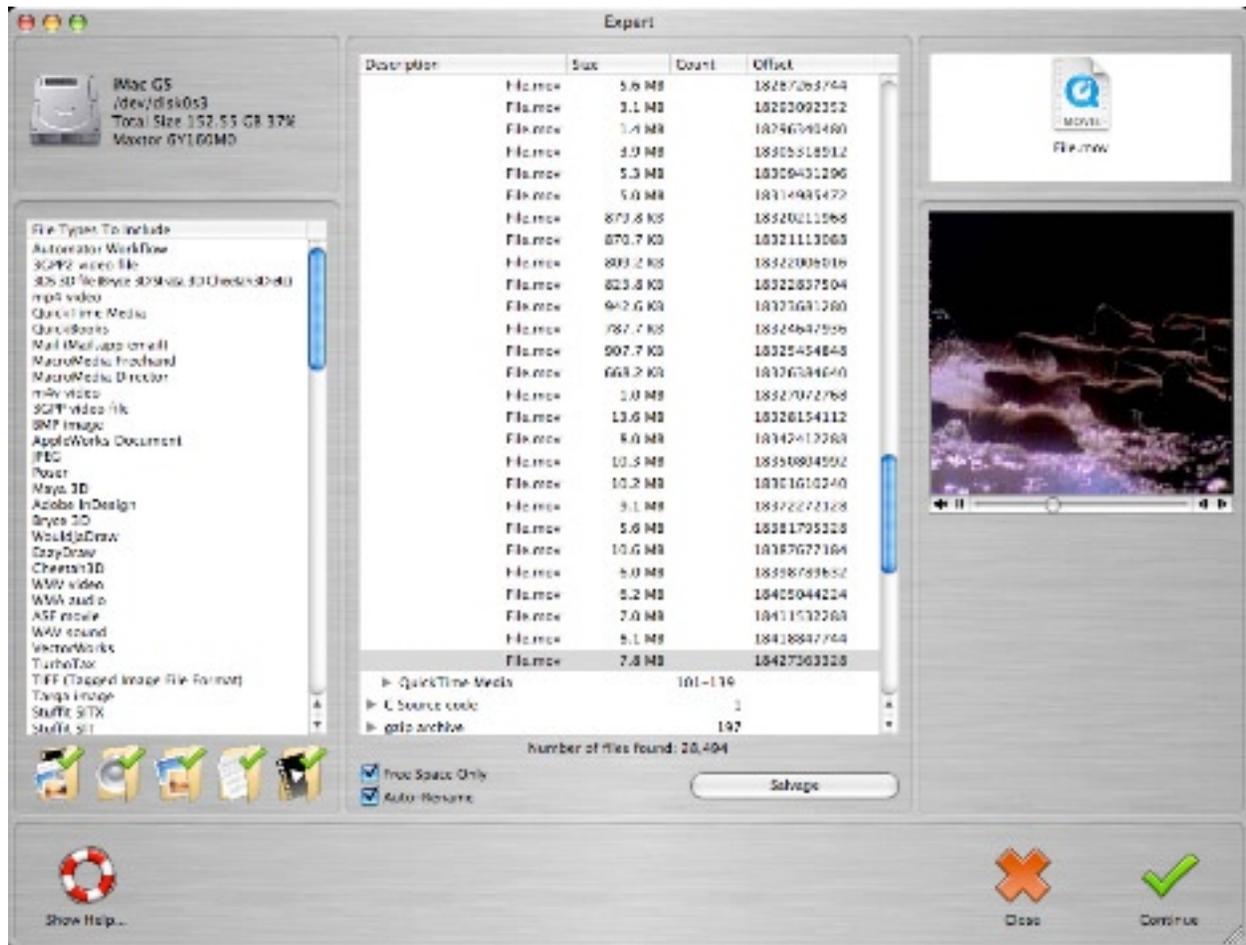
I think SubRosaSoft made this application just for me. I've had to reinstall Mac OS X on my machine more than once due to issues with various beta-strength apps I run in real time on my productivity machine. We review so you don't have to and we take the hits sometimes when those apps behave badly. So I need a tool like this to help me with the oopsies.

There is a 47-page manual that says that FileSalvage can recover over 70 file format types from just about any kind of storage media.

One of the smart moves with the most recent version is being able to choose which filetypes to recover. Say I want to recover only PDFs. I can flag those now.

Perhaps the naysayers who reviewed this app didn't think to save to a different storage medium and not to the same device. FileSalvage refuses to do that. Invest in external storage of some kind to use this app. Perhaps the smartest move was to get MacFixIt to host the Forums for SubRosaSoft. What an excellent idea! By going there I learned which file formats are recoverable and which are not yet supported.

To my delight, the Expert mode allowed me to see files I didn't know existed and to open them to see what they contained. I have a bunch of QuickTime movies and other stuff on my system that must be artifacts. I can see and read them and delete them if I need to now.



The program is designed to work off the DVD-ROM and with large drives, it is methodical in its pursuit of the truth when examining a drive.

If you have a scratched CD to recover, by dragging a copy of FileSalvage from the DVD to the desktop seems to work fine.

Face it. FileSalvage is a three-trick pony and it does its job very well. It finds deleted files and recovers them. It can salvage files from an unmountable drive and it does a fantastic job “exploring” a volume. But you could do the same thing using Unix commands. I think you are paying a good chunk of money for a pretty GUI. But for the non-Geeks, paying that premium is worth the price.

This is a “no-sweat” program and cheap insurance when the “undo” command doesn't cut it and files have been emptied out of the trash and have become “unrecoverable”. Just invest in some external storage media so those files can be salvaged, okay?

# Internet Cleanup 4.0 for the Mac

Reviewed by Robert Pritchett



<http://www.allume.com/mac/cleanup/index.html>

**Released:** June 22, 2006

\$30 USD, Upgrade \$15 USD.

There is an Internet Cleanup 5.0 for PCs.

**Strengths:** A package for the Paranoid.

**Weaknesses:** Ouch! Hurts worse than the alternative.

**Other Reviews:** <http://www.versiontracker.com/dyn/moreinfo/macosx/19900&page=1>

<http://www.macupdate.com/info.php/id/12062>

**Previous *macCompanion* Review:** <http://www.maccompanion.com/archives/july2004/Software/software.html>

Reviewed using Mac OS X 10.4.8 on an iMac G5.

I ran Internet Cleanup 5.0 for non-Mac machines. It is designed for Windows 2000 or later, but I ran it on a Win 98 box and it found and removed 25 spyware entities and left one behind because it could not remove it. On a Win XP machine, it found 145 spyware entities, consolidated instances and removed a final 45 entities. The owner of the second machine bought a copy. The owner of the first machine is seriously looking at buying a Mac.

I asked for an update, because the last version of Internet Cleanup is one I bought back in 2004 as version 2.0. I was sent the download version 4.0 for the Mac.

## What They Say

### WHO'S WATCHING YOU?

Is that application secretly phoning home? Are you being tracked online? Surveillance spyware can be installed without your knowledge and can watch your every move. Don't give up your privacy. Safeguard your Mac online and offline with Internet Cleanup 4!



**Protect Your Personal Information** □ Stop your personal information from being transmitted over the Internet. You choose what information you want protected, and only a password can unlock it. If you are tricked onto a non-secure web page, Internet Cleanup's **Personal Info Protector** will block any of that info from being sent over the Internet.

**Detect and Eliminate Spyware** □ Surveillance programs watch your every move. Don't let someone record what you type, track where you go, or take snapshots of your screen. Internet Cleanup 4's **enhanced Network SpyAlert™** makes it even easier to stop programs from making secret online connections and stop spam emails from reporting back home.

**Now Selectively Block FLASH Ads** □ Pop-ups are distracting and annoying. Banner ads can slow down your surfing to a crawl. Netblockade™ will filter ads selectively or turn them off entirely, block pop-ups and pop-unders, and even **block Flash ads!** NetBlockade supports all major browsers, including Safari, Firefox, and IE.

**Sort and Toss Unwelcome Email Attachments** □ Strip unwanted attachments from Apple Mail, Entourage, and Eudora emails without deleting the text message they arrived with, automatically! With the **SmartRules™**, you can sort through thousands of email for particular attachments, then delete, move, or archive them!

**Cover Your Online Tracks** □ Wield total control over third party web cookies, or let Internet Cleanup's **enhanced and automated cookie management** handle the cleanup tasks for you. Erase web browser histories and cache files, erase Instant Messenger chat logs, and more.

**Stop Web Sites from Watching You** □ Browsers store the web pages you visit! Anyone can easily examine your web browser's cache, cookies, and history of sites visited! **Internet Cleanup 4 supports more browsers than ever before!**

**Make Sure Those Files are Truly Gone** □ Tossing private or confidential files in the trash doesn't prevent them from being recovered. Even emptying the trash won't protect you from prying eyes. Shred those Files! Secure Delete™ ensures your files will be permanently overwritten and completely unrecoverable.

## What I Say

I really wanted to give this one a go. You know, we like to say that we test and evaluate so you don't have to, right?

Well, after reading all the other reviews that pretty much diss this app, I had to try it out and see if they were right about it. I think they got it right. It acts like a PC app. It slows things down and locks things up on my Mac. It "owns" Mac OS X. Netblockade takes over and that is just one of the various utilities in this package..

There are other alternatives we've reviewed before that function better per app. This package attempts to combine a number of activities into one package and falls all over itself and does some cruel things to Mac OS X. It is mind-boggling that a package that did so well in version 2.0 could have gone downhill so far in version 4.0! What the heck happened when they went from Alladin Systems to Allume to Smith Micro?

When NetBlockade is on, most of the *macCompanion website* pages loose their tabs and graphics. Not all, just most. Go figure.

I tried Mail Cleaner, but it hung after letting it run nearly all day.

I don't use IM, but the IM Cleaner ran and removed iChat logs.

I attempted to run Spy Alert, but apparently, there is also a Network Spy Alert.

There is also an Internet File Finder, a Personal Info Protector a Scheduler, a Program Control and a Secure Delete.

Starting the Secure Delete shows a shredder and Internet Cleanup started removing my Internet Cache files. The same behavior happened when I ran Spy Alert.

I can't help but wonder if Secure Delete does exactly the same thing as the Finder Secure Trash that is part of Mac OS X?

Other reviews give this app a 2 or 2.5. Sorry, but I give it a 1. Where is the next rev, so it plays nice with Tiger or Leopard? This acts and looks like a port from the non-Mac environment instead of a good update from version 2.0.

It is a sad state of affairs when the 39-page User's Guide is better than the software it is written for.- and it doesn't have a Table of Contents.

By the way in attempting to remove this package from my machine using the standard removal process doesn't work very well. And this may be what triggered AppZapper to be created. Anyhow, if you bought a copy and need to remove it, the only way to really get rid of it is by downloading the demo version and going to custom where the uninstall app is located. No kidding!

The recommendation from others is, "don't waste your money". I guess I have to agree this time. Here is one instance where the "cure" is worse than the disease. Sorry, until Smith Micro cleans this app up in Rev 5.0, I do not recommend it.

# MusicBedDV

Reviewed by Guest Contributor Chris Marshall



Publisher: Synk Audio

[www.synkaudiostudios.com](http://www.synkaudiostudios.com)

**Released:** November 2006

\$249 USD, \$290 CND, £130 GBP.

**System Requirements:** PowerPC G4, G5, Intel or better CPU. Display with 1024x768 or higher (1280x1024 recommended). Mac OS X v10.4 or later, QuickTime 7 and 512 MB of RAM.

**Strengths:** Tons of great features.

**Weaknesses:** More advanced music skills would help, but are not needed to get a lot out of this product.

**Original article:** <http://myapplestuff.com/musicbeddv/>



MusicbedDV is a product that I loved the thought of, didn't really get to grips with initially, but grew to really enjoy. At \$249 I guess that is a good thing! Musicbed DV is the revolutionary tool that generates professional music soundtracks to match the mood and timing needs of your video or audio projects.

- Sculpt stock music with unique musical style and texture controls. Adjust music intensity, complexity, dynamics, and much more, all in real-time.
- Punctuate and underscore your project with innovative and easy-to-use musical style and texture automation curves.
- Create custom music soundtracks with easy-to-use software that delivers professional results.
- All customizable stock music available as stereo mixes, instrument sub-mixes, and surround music at any custom duration."

The music is royalty free so you can use it as much as you like and there is an extensive library to use: <http://web.synkaudiostudios.com/stock-music-library/>

Without doubt you need to watch the screen cast to see exactly what this application can do, and how easily it does it: <http://web.synkaudiostudios.com/musicbed-dv-screencast/>

Installation is simple, and despite the fact that it requires 18 GB of available disc space for the application and content, the DVD is only 2.8 GB in size. This is because the library is encoded from over 28 GB of audio data, so when you first run the application it does a cache run. It said this would take 120 minutes, but actually only took 90 minutes on my PowerBook G4\*. You don't actually need the 18 GB to run the application i.e. it doesn't take up 18 GB of your drive so don't panic although you will need to have it available for the installation.

The application has too many features (see <http://web.synkaudiostudios.com/musicbed-dv-features/>) to list

them all here, but don't let that worry you. The real joy, and benefit, of this application is that all these features work behind the scenes in effect, providing a very easy and intuitive experience. It was this that took me a while to get my mind around - I felt that the features meant that I should be "doing more" with the application and sort of got a little disinterested for a while, but I watched the screen cast again and realized just how smart this application is.

Fundamentally the application allows you to add music to your video projects, and edit them. It does this via two main windows, the Browse and Edit windows:

<http://myapplestuff.com/wp-content/uploads/2007/01/screen-main-browser-a01.jpg>

Populating the application with your video and selecting audio is really easy:

<http://myapplestuff.com/wp-content/uploads/2007/01/screen-main-editor-a01.jpg>

You don't need to be a music expert, but some advanced knowledge helps. I don't have much of a clue, so struggled a little with the 'Abstract-Real', 'Background-Foreground', 'Melodic-Percussive', and 'Sparse-Dense' options. It wasn't that I couldn't understand them, or use them, I just couldn't really tell that much of a difference! Pretty much everything sounded OK to me. Well, I exaggerate a little; some was pretty bad, but I think an advanced awareness of music is needed for really specific fine-tuning.

Editing is as simple as any Mac application, so if you have the core basics in place you will be fine. For the more advanced user it is possible to export the finished track to the more advanced applications like

<http://www.apple.com/finalcutstudio/soundtrackpro/>

<http://www.apple.com/logicpro/>

<http://www.apple.com/finalcutstudio/finalcutpro/>

Those are beyond the scope of this review, and in all reality this reviewer, but it is good to know that as your skills develop the application will still have value.

### **Recommendation:**

If, like me, you like the idea of putting some professional quality audio to your home movies, this is a great application. Very well put together, great documentation and a lot of fun to play around with.

# Protégé

Reviewed by Daphne Kalfon



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

\$99.00 USD, \$115.00 CAD, £50.00, €75.00

**System Requirements:** Mac OS X 10.3.9 or later; 1 GHz or faster CPU; 512 MB RAM; 1.5 GB hard drive space.

Intuitive Music Creation & Performance Software

**Strengths:** The *NTempo* feature is very unique and practical. The sidebar feature on the score page is helpful. Articulations work well.

**Weaknesses:** I didn't find the overall program to be as intuitive as I would have liked, and there seem to be a fair number of bugs with the program as you work with it. Sound quality of various instruments is okay but not what I would rate as "good."



The link below contains information about both *Notion* and *Protégé*, including a comprehensive listing of features for each, mp3 and WAV samples of music created using the orchestral sounds that come with each program, usage comparison chart and system requirements.

<http://www.notionmusic.com/products/software.cfm>

For a demo, fill out the form at this URL: <http://www.notionmusic.com/demo/>

Within about a week you will receive the demo disc in the mail. The demo version contains all the features of the full version but will only function for 30 days. During the 30-day trial period, or at its end, you can convert the program from demo to the full software simply by clicking "Authorize" when you open the program.

For the time being, *Notion* and *Protégé* are not *Windows Vista* capable but the company anticipates that a *Vista* version will become available by the end of March 2007.

## Getting Started:

I put the install disc in the disc drive, double-clicked on the installer, typed in my password as requested, clicked through the end user license agreement that came up, and then the install process began. There is also a license agreement for PACE (anti-piracy software), which allows *Protégé* and its extensions to run. Unfortunately, I had to agree to it in order to install the program, but I understand that PACE can be quite problematic in regards to other programs you may already have on your computer.

When I then double-clicked on the *Protégé* icon, a window came up asking me to authorize the program. After I clicked "okay", another window came up asking me to activate my copy of *Protégé* either via the Internet or manually, so I chose Internet.

This then opens a Product Authorization page on the Internet, and after choosing to activate authorization, another window appears, asking users to first create a *NOTION* account in order to be able to authorize their software.

For those who don't have an account, such as myself, I was then directed to a new page where I had to fill out information, as well as fill in the very long authorization code that came with the software, in order to be able to authorize it.

After I received notice that authorization was successful, a *Protégé* window came up, asking me to press the finish button to complete the registration process, at which point *Protégé* finally launched.

May I say again that as with other program installations, this was a bit long and tedious, and I believe it is because companies are trying to incorporate safeguards to discourage pirating. I would like to say here once again, that I think the only thing this really accomplishes is not to discourage pirating, but to annoy those who have already made their purchase and would just like to get on with using the product they have purchased.

I went under the File menu and chose new. A window appeared, called "Score Instruments". This window allows me to set up my page of instruments that I would like to use, such as strings, woodwinds, brass, vocal, percussion, keyboards and such. I have to keep in mind that *Protégé* only allows up to 8 instruments, and that a limited selection of instruments are available to me within this program.

There is a 27-page tutorial to help you get started with *Protégé*, as well as demo files that are installed with the program. In addition to that there is an extensive Help menu for *Protégé* online, which is what I used. It covers everything from an overview of the program to using the keyboard and mouse, score setup, how to enter notes as well as all kinds of special markings including text and lyrics, editing the score, using MIDI, playback and audio options, printing and more.

I set up a page with 4 instruments on it. What results is a score page divided into 2 parts. One part is the score page, and to the right is what they call the sidebar. The sidebar contains 4 sections: Tools, Entries, Expressions and Properties. Under the Tool section, clicking on each item, one a time, will bring up the corresponding keyboard shortcut for that tool. Clicking on other items in the Tool section will bring up information and settings options corresponding to it in the Properties section, or will bring up all the items contained in that tool. Holding the mouse over a symbol brings up information pertaining to it, such as what it is, and if it has one, its keyboard shortcut. This makes for easy reference to everything needed to create your score.

Pressing F2 will also bring up a quick reference keyboard shortcut chart for everything from accidentals, articulations, dynamics, notes and ornaments.

As I went through, once or twice I found that the help menu wasn't accurate in its description of how to find something. Perhaps that's because the program has been updated and the help section has not, or because the description is more accurate of what one would see in *Notion* rather than in *Protégé*.

As with other notation programs, in *Protégé*, you can enter notes by either selecting the note symbol you want and clicking it in yourself, by computer keyboard using the shortcuts indicated, or by MIDI, using whatever instrument you have. I particularly like the keyboard shortcut assignments for entering notes, because whenever possible, the key with the first letter that corresponds to the note value, is the assigned key. For example, if you wish to enter a whole note or rest, the corresponding keyboard key is "W"; if you wish to enter a half note or rest, the corresponding keyboard key is "H", and the same sort of thing goes for entering quarter, eighth, sixteenth and thirty-second notes. *Protégé* has a feature (optional) whereby if you have too many beats in your bar according to your selected time signature, the note or notes you have entered will be in red, instead of black,

indicating to you that you have too many beats in that bar.

Barlines have to be entered in oneself – they don't seem to appear automatically after you have completed each bar, although manual entry is pretty simple using the keyboard shortcut.

I would have liked there to simply be an eraser tool, which there wasn't. The eraser is activated by a key command and is not that intuitive when it comes to actually using it.

I tried implementing the slur tool exactly as indicated in the help menu but had a great deal of difficulty getting it to work using both methods. Adding staccato proved very easy using both methods (from the sidebar or using the indicated keyboard shortcut). Certain keyboard keys allow the entry of several different articulations – all you have to do is press the selected keyboard shortcut key repeatedly in order to toggle through the various articulation options associated with that key, and then select the one you want when it appears.

The articulations are very good. I implemented a number of them and was very impressed with the quality of playback in adjusting to whatever I entered, whether it was an accent, staccato, slur or whatever else I selected.

I may have missed this option, but I did look for it and didn't find it. As *Protégé* played back my French horn part for the first time, I realized it was not playing at concert pitch but expected me to notate the French horn as it would be for a score. I was hoping I would have the option of notating it at concert pitch, because at least for me, I find it a lot easier and faster to work that way rather than having to keep working out the transposition. (French Horn sounds a fifth lower than written.) Same goes for my bass clarinet part, which sounds a major ninth lower than written. I think this is totally unnecessary and annoying as the odds of having any orchestral piece played live, by someone using *Protégé* to create it, are rather remote. On the other hand, please disregard this rant if I just missed the “play at concert pitch” option.

There was definitely some flakiness when it came to being able to hear the correct instrument via my MIDI keyboard – clicking on a staff brings up its name at the bottom of the score, and allows you to play the instrument sound via your MIDI instrument. However, it only worked some of the time or not at all, at least for me. Either the wrong instrument sounded – for example, even though on playback, the bassoon would sound, if I tried playing it through my keyboard, I would get what sounded like probably a cello - or it didn't sound at all. Or worse, *Protégé* crashed when I tried to hear the instrument sounds by clicking on each staff.

I also had problems with being able to implement accidentals – I didn't always get the corresponding correct note after placing it in.

As for the instrument sounds, the quality is okay but I would not say that they are of terribly good quality.

The NTempo feature is very unique and I really like that I can control the playback tempo of my score in various ways just by activating this feature and then, via my computer keyboard, tapping out the tempo variations I would like to have while my music score plays back.

The score itself looks very professional. What I did manage to print out looked very good but it wasn't what had appeared in my preview before printing. I probably need to get some help with page setup.

The “Save as .wav” feature worked perfectly.

### **Conclusion:**

In all, *Protégé* is a decent starter program for those just entering the field of orchestration and scoring for orchestra. It is pretty good value for the cost of the program.

# Spring Cleaning 8.0 for Mac

Reviewed by Robert Pritchett



**Released:** January 2006

\$50 USD, Upgrade \$30 USD

<http://www.allume.com/mac/springcleaning/index.html>

**Strengths:** 25 utility tools to choose from.

**Weaknesses:** Slow, buggy, hangs forever on some apps. Suggests removing files that should never be removed.

**Other Reviews:** <http://www.macworld.com/2006/03/reviews/springcleaning8/index.php>  
<http://www.versiontracker.com/dyn/moreinfo/macosx/16790>

**Previous *macCompanion* Review:** <http://www.macompanion.com/archives/april2004/Software/software.html#7>

**Other Reviews:** [http://www.machome.com/reviews/0604/springcleaning\\_lasso](http://www.machome.com/reviews/0604/springcleaning_lasso)  
<http://www.macworld.com/2006/03/reviews/springcleaning8/index.php>

Reviewed with Mac OS X 10.4.8 on an iMac G5.



## What They Say

**SPRING CLEANING** is the all-in-one cleaning and privacy solution! Secure your privacy by cleaning out your Internet tracks! Boost performance by cleaning out stray or forgotten files! Protect information by creating encrypted archives on your Mac! See all of the changes that an update or installer made on your Mac! Whether it's routine maintenance or a deep cleaning, Spring Cleaning's powerful actions and tools help you every step of the way!

### Spring Cleaning is the safe & easy way to:

- Clean Your Mac
- Boost performance
- Regain disk space
- Protect your privacy

**Seeing is Believing!** Spring Cleaning's specialized tools make it easy to find and organize the clutter so your Mac can operate trouble free!

**NEW! Music Finder** Find all your favorite music files and import them into iTunes or burn them onto a CD!

**NEW! Image Finder** Locate and manage your digital photos and import them into iPhoto.

**NEW! Archive Finder** Process searches faster when you only search for your archived files and folders.

**NEW! Widget Finder** Find the widgets you never use and easily disable or remove them entirely! Regain control over Dashboard, restore performance, and clear up disk space!

**NEW! Universal Slimmer** Universal Slimmer finds all the applications that contain both PowerPC and Intel-specific “Universal” code. On your command, Universal Slimmer will automatically remove whichever code your Mac does not need! Reclaim your hard drive’s space!

**NEW! Disk Image Finder** Find and delete all those multi-megabyte disk images you forgot to throw away after you downloaded or installed your software!

**NEW! Choose** Choose any set of volumes, files, and folders to navigate through and apply convenient actions to easily organize them!

**IMPROVED! System Snapshot** System Snapshot is a separate application that allows you to scan your system and see any changes that took place since your last scan. It is especially useful to see what files an updater or installer placed on your Mac!

**IMPROVED! MailCleaner** You now have the ability to toss all your email attachments without having to erase the email! Works with Apple Mail program, Eudora, and Microsoft® Entourage.

**IMPROVED! QuickCompare** Locate all your duplicated files and folders on your Macintosh, and easily and graphically compare them with QuickCompare™ – you will never make a mistake when you throw files out with Spring Cleaning’s handy restore feature.

## What I Say

Hey, give ‘em a chance, right? There are no less than 25 utilities since the last time we reviewed Spring Cleaning back in 2004. We gave that version (6.1) good grades. This time, not so good. Why?

Each app (similar) can be found in other places for less money. And in most cases, they work faster without hindering Mac OS X.

The smart thing to do is go into the Help Menu and see what all the various utilities do for a living after downloading a copy.

What the heck are “Universal Executables? Without asking, Spring Cleaning began identifying their location using the “Universal Slimmer”. It removes non-PPC code if the box you are running is not a MacTel box and vice versa. And I reviewed this on an iMac G5.

Look, I tried using this package, but it ran slow, and hung on me when trying to run the apps. I don’t think I have that much on my hard drive. I don’t like having a program take over my machine or do stuff without asking first.

I also don’t like a program that shows you all the duplicate files and then doesn’t offer which ones should be removed. Heaven help you if you select “All”!

I’ve paid for earlier Spring Cleaning versions, but somehow the complexity and quantity is taking over quality.

No program should take forever and then not deliver as promised. Sorry,

I suggest waiting for the next rev. And it has been a whole year and Smith Micro has not updated Spring Cleaning 8 with all its issues? Riiiiiggghhhttt....

A few freeware apps accomplish the same thing in less time. Really!

You might want to peruse the comments posted from Kirk McElhearn's review in *MacWorld* from a year ago shown in the link above.

I did what Allume suggested on their website; I "dumped the junk" by reinstalling the program and going to the Uninstall function, which took no time at all to remove everything. I wished the rest of the program performed as well.

# Roxio Toast Titanium 8

Reviewed by Ted Bade



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

\$99.99 USD. Discounts and competitive rebates available.

**System Requirements:** Macintosh computer with a PowerPC G4, PowerPC G5, or Intel processor; CD, DVD or Blu-ray Disc recordable drive; Mac OS X v10.4.8 or higher; 250 MB of free disk space to install; Up to 15 GB of temporary free disk space during usage; QuickTime 7.1.3 or higher.

**Optional Equipment:** iPod®, PSP™ or other portable video player, TiVoToGo requires a TiVo® Series2™ or other TiVoToGo compatible DVR connected directly to your Mac or to your home network. This will not work with DIRECTV DVRs with TiVo service. See [www.tivo.com](http://www.tivo.com) for more information, EyeTV video recorder.

**Universal code support:** Yes

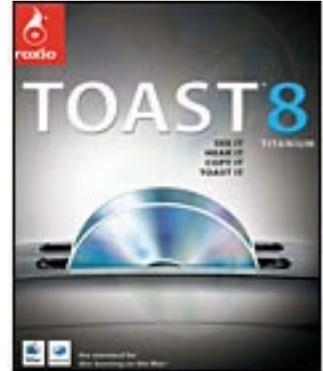
**Experience needed:** minimal

MacCompanion rating: 5

**Strengths:** Easy to use, very comprehensive package,

**Weaknesses:** DVD menu options limited.

Reviewed with a G5/1.8GHz and Dual Core based Mac Mini.



Version 8 of Roxio's Toast Titanium is the most full featured and robust disk burning application anyone can buy for MacOS X. It will let you burn any type of CD or DVD format you can imagine and even supports the newest "Blu-Ray" HD format (provided your Mac has the necessary burner). The package includes a suite of helper applications that provide labeling, organizing, interaction with older analog sources and Tivos, and making photo slide show disks. This program is a must have for anyone serious about working with any type of burnable disk!

Toast 8 offers a simple to use interface that I found very intuitive. The basic user needs only decide what type of disk they are making, then drag and drop the data onto Toast's window. Ease of use doesn't mean Toast is lacking in features. Tucked away inside this program is the ability to handle just about, if not every, CD/DVD format that exists. It can even handle some legacy formats that only people with special interests might even know about.



The Toast 8 interface window makes it easy to set up and burn a disc. On the left side you'll find a list of the four major burn types that Toast handles, (Data, Audio, Video, or copy). When you click on one type, the menu expands to show the various sub types applicable to the selection. For instance, in the data type area you can select Mac only, Mac & PC, DVD-ROM, ISO9660, or photo Disc. If other options exist for your selection, a menu below this area lists them. For instance, if you selected Mac only, you can also select to compress, encrypt, and/or make the CD auto open. If you want to get really fancy with your CD/DVD you can add a background color or image to its open window. A feature I really like is the ability to easily set the layout of the data when the CD opens. (I usually forget to set my data CD to show in list view, which I prefer.) With Toast 8 you can select list, icon, or column view with a click of the mouse. Toast 8 not only burns the disk for you, but also helps you set up how the data will be presented when it is used! In my experience working with other types of disc burning software, you could do most of these things, but none of them make it as easy to do.

Once you have the format of the CD taken care of, you simply drag and drop the data you want to burn onto the right side of the window. You can pick and choose items from all over your drives or simply drag a folder with data onto the window. You can even send things to Toast using the Finder. After you install Toast you will discover a new contextual menu called "Toast It". Right (or option-)clicking on any item in the Finder adds the file or folder to your open Toast project or starts Toast and a new project containing the item you selected. This is a handy feature to easily and quickly back files up to a disc.



When you select a type of project, Toast will automatically select the media type that goes with it. This is used to calculate available space on a platter. In the case of large volumes of data, Toast can break the data into several different disks creating an archive which Toast can re-assemble for you when needed.

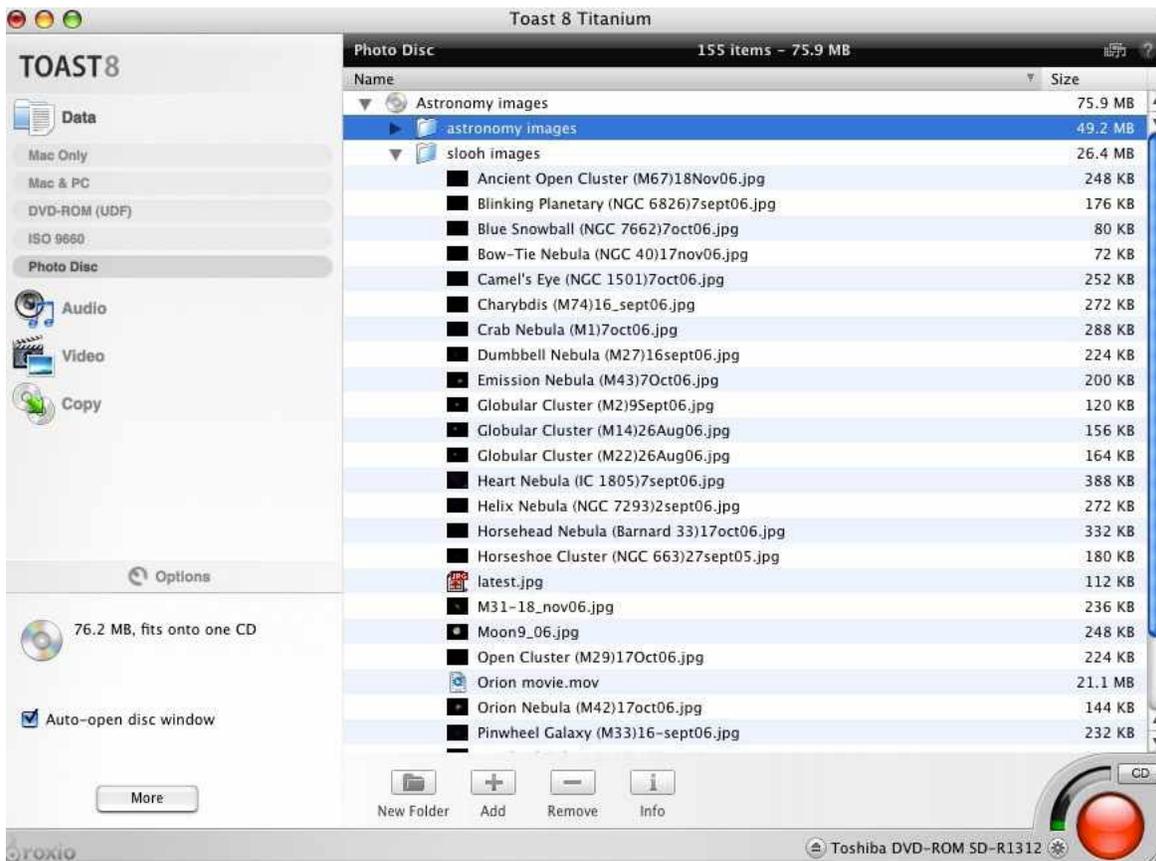
The Toast interface includes a media browser, which is essentially a Finder window inside of Toast that lets you browse and locate various files to burn. It has direct links to your iPhoto, iTunes, and Movies folders, as well as the Tivo storage folder if you have one. The media browser also can directly access Apple's Spotlight search engine. If your Mac is networked with other Macs, you can use the media browser to search the drives on networked machines for files to move to your disk.

Toast 8 offers some nice features for making a video DVD. If you like DVD menus, you can use one of the ten styles offered Toast or can buy additional styles from Roxio. I couldn't find any way to just import or create a style. However, you can change the background image of a canned style. Once you have a menu style you might want to show an image in it.

I was disappointed with their means of selecting an image for the menu frame. A little drag pointer attached to a small video box lets you slide through the video to choose a scene to use. This slider doesn't seem to let you view every frame of the video. When testing this feature, I found the frame containing the Title of a show was one of the ones I couldn't get to no matter how much or how carefully I moved the pointer back and forth. Sliding the pointer isn't all that exact. You click-and-hold on the pointer and drag your mouse. I could find no way to go frame by frame with arrow keys or something less coarse than the mouse drag. One might be better off using a dedicated DVD video package like iDVD if you are creative or exacting. However, for a quick video, Toast 8 works well. If you are moving video from your Tivo, Toast's abilities might be your only option.

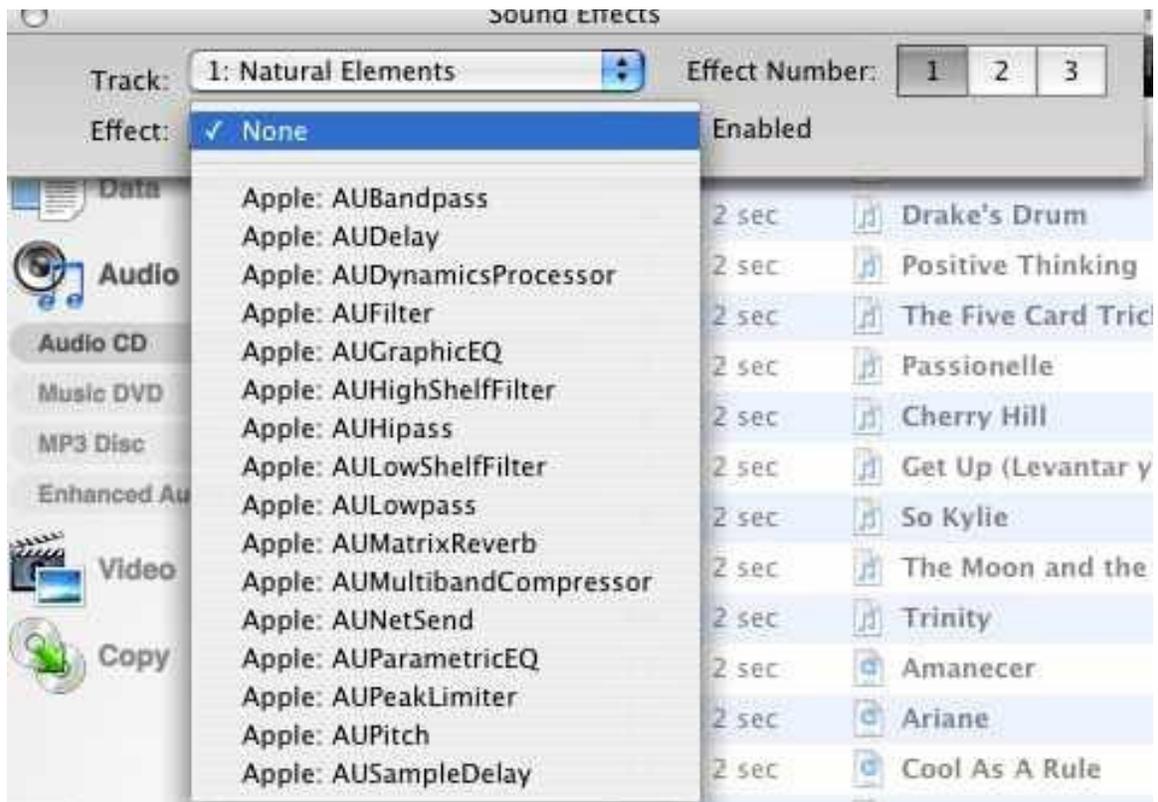
Toast 8 also lets you create video DVDs video formats such as DivX and Video\_TS. You can also make Video and Super Video CDs if that is a format you are interested in. This format is great for using up all those CD blanks you've collected!

If you want to share your photos with a CD, Toast offers a neat feature called the Photo CD. Drag and drop images onto Toast and it selects the Photo CD option. The disk it creates includes a slide show mini application that lets you view a slide show of the images. You can even set this up to automatically start when the CD is inserted. It's pretty cool. To make the disk even more fun, select an image from the slide show to fill the disk's open window. Now when you mount the disk it will display a window containing the image.



This process can be even further enhanced by selecting the add on application called “Motion Pictures”, which lets you control the order of images, the transitions, how the images slide back and forth or turn, and so forth. Motion Pictures lets you grab images from iPhoto, put them in the order you choose, select transitions, and then select music from iTunes to finish the slide show.

Toast is great for Audio discs as well. You can select a group of mp3 files and make a standard audio CD with them. (However, due to Apple’s DRM, you won’t be able to burn CDs that contains protected music bought from the iTunes Music Store). You can use Toast’s media browser to locate and select the music items you want or simply drop the files you want onto Toast’s window. The interface provides the means to fade in at the beginning of the CD or out at the end as well as cross-fade between items and also control the pause between tracks. You can choose to include CD-text that will send Title, Artist, and Album info to a player that can display this while you are listening. This information is editable, but if the MP3 tags are correct, you shouldn’t need to.



You can also apply a variety of audio effects and enhancements to each track. There are 16 different effects you can apply to a track. When you select a particular effect a window opens letting you control the parameters of this effect. This is some pretty advanced stuff, which might be fun for enhancing your audio CDs but could be a real benefit for artists creating their own music CD! Some examples of the effects available are a Dynamic processor to add dynamic range to music, graphic equalizer to enhance audio at various frequencies, and matrix reverb, which processes the music to sound like it is in a variety of spaces. You can add up to three effects to each track and each track is controlled separately. Home users will probably find the dynamic processor the most useful to put back a little of the dynamic range lost in making the MP3 file.

The bottom line is, if you are burning a disk, Toast 8 can make the task easy. I was really impressed with how Mac-ish the interface is. From the drag and drop of adding files to using contextual menus to “Toast” a folder. But there is a lot more to the Toast package.

When you install this program, several other helper applications are added. All help you work with the discs or the material you are placing on the discs.

The package includes an application called DiskCatalogMaker: <http://hp.vector.co.jp/authors/VA008942/library/diskcatalogmaker/>

**Note:** There is no information concerning an upgrade path to the full version at this site.

Initially I didn't think this was going to be a very useful feature, but then I discovered how it was integrated into Toast. This application reads the directory information of a data CD or DVD, then bring this information along with the title of the disk into a database. You can then use its search features to locate a particular item you backed up.

What is cool about the integration is when you burn a disk with Toast, it automatically adds the disk information into this database. While this might seem like a minor thing, it isn't. It is all too easy to forget to manually add the disk information, or just never get around to it. Then the day comes and you need to find something you saved to CD, you end up spending a long time reading through poorly done labels or inserting CD after CD into your machine. I can attest to having done this!

If one were to make every back up or storage CD with Toast, the process of keeping track of it's contents would always be done automatically. It's a real time saver and one I really appreciate. I liked it so much, I began feeding it my previously burned data disks, letting the program gather all the information.

Searching in this application is basic, and only as good as the name of the file. For instance, if you are looking for a particular photo and don't remember the name was something like dcn12345.jpg, there is little chance you will find it. But if you named the file you are looking for, "Letter to Fred", then searching for the word, you will be more likely to find the file.

Another integrated feature is the disk labeling package that is included with Toast. Toast comes with a limited edition version of BeLight Software's Disk Cover. There are several things left out of the LE version, you can check out BeLight's web site for the total information including upgrade price by visiting:

<http://www.belightsoft.com/products/disccover/roxioedition.php>

DiskCover is a great little program for making fun labels for your burned disks. It includes a number of pre-made templates and well as a ton of graphics you can use to make your own creations. One could easily write a complete review of this product alone. I will just say that I like working with DiskCover and its an excellent choice to include in the Toast package.

I was very interested in this version of Toast because of the "Tivo-To-Go" for the Macintosh feature that is included. What this add-on does is let you download files from your Tivo DVR and either burn them to disk or watch them on your Mac. One thing I had hoped for and actually got, was the ability to burn the video to a VCD or SVCD rather than only to a DVD. In my case it was more about having a lot of blank media around that I wanted to use then favoring the format. Obviously the quality of the video placed on VCD is less the a DVD. This may or may not be a problem, depending upon the quality of the video you get from your cable company and Tivo. If you are only getting VHS quality video you gain nothing by formatting it for a DVD other then you can record a two hour show if you want.



When you select the Tivo Transfer option an application runs that looks for Tivos connected to your home network. If you have given the Tivo's names (you do this on the Tivo support site), they show up on the browser. Select a particular Tivo and then select a show you would like to transfer. The .tivo file is transferred to a folder in your home directory. Once it is transferred you can watch it or you can let Toast Burn it to a disk.

Mac users have waited for over two years for this feature to show up on the Mac side. Having worked with

the Windows version of Tivo-to-Go, I think Mac users got the better deal. I could find no way to burn a VCD with the Windows version and I don't think the quality of the video was as good. Unless you record all your Tivo files in best quality the quality of the video may be lacking. But if you are a person who is interested in archiving the shows you love and have a Tivo, this is a very easy to use solution.

A feature that might be valuable to multiple Mac households is the ability to use the burner on a remote networked computer to burn a disc. For instance, in my household my desktop machine doesn't have a DVD burner, but the MacMini upstairs does. This feature, called ToastAnywhere lets your use a drive on a network connected drive or even a drive connected via the Internet!.Interesting!

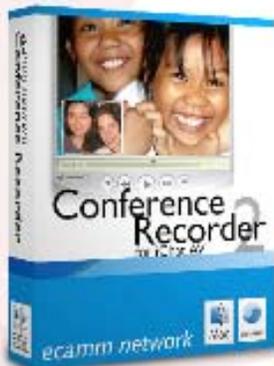
Toast 8 is a superb application. There is so much to this program one could write volumes about it. The best I can say to sum it all up is that it is the best disc burning application I have ever used. It makes working with burnable discs a real breeze, offers every feature I could imagine for burning disks and comes with add-on applications that provide many different features for those disks you burn, from working with the Tivo, to organizing and labeling your discs, to brining your legacy analog music into the digital realm, Toast 8 has it all. This application is a definite must have for anyone serious about working with burnable disks.

# Hardware

The section 3 hardware reviews and articles in this issue of *macCompanion* are:

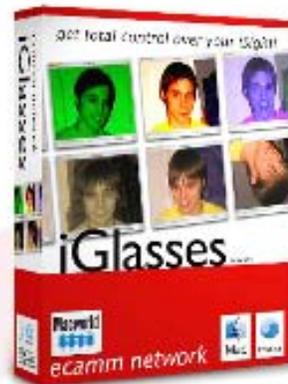
- **Belkin Lighthouse Battery Backup** – a new UPS from Belkin, reviewed by Mike Hubbartt
- **Comply Noise Reduction** – a passive noise reduction cell phone earphones, reviewed by Robert Pritchett
- **Comply NR 10** – professional series noise reducing earphones, reviewed by Robert Pritchett
- **Dialog** – Internet phone, reviewed by Robert Pritchett
- **Huckleberry II** – a product to let the iSight camera access what happens on the other side of your Mac laptop, reviewed by Robert Pritchett
- **iMainGo** – iPod carrying case with external speakers, reviewed by Eddie Hargreaves
- **Kensington i750 Mouse** – another fine wireless mouse, reviewed by Derek Meier
- **Rode Mic** – nice podcaster mic by the talented guy doing the *macCompanion* audiocast, Wayne LeFevre
- **Smart Alec** – a look at a high quality backpack from Tom Bihn, reviewed by Wayne LeFevre
- **Space Navigator** – mouse replacement device, reviewed by Robert Pritchett
- **wiREVO** – decent-sounding wireless headphones, reviewed by Derek Meier

*use your USB webcam  
with iChat AV...*



*record your iChat audio  
and video chats...*

*adjust iSight settings  
and apply effects...*



*ecamm network*  
*dream the connection*  
www.ecamm.com

ecamm network  
<http://www.ecamm.com>

# Belkin Lighthouse Battery Backup

Reviewed by Mike Hubbartt

## BELKIN.

[www.belkin.com/](http://www.belkin.com/)



\$99.99 USD

**Requirements:** Home electronics in need of power and protection.

**Strengths:** Decent backup power time, attractive, four battery backed outlets plus two surge protected outlets, detachable and rechargeable flashlight.

**Weaknesses:** I'm not fond of folding user guides.

**For more information:**

[http://en.wikipedia.org/wiki/Uninterruptible\\_power\\_supply](http://en.wikipedia.org/wiki/Uninterruptible_power_supply)



How many times has a power company brown out or black out brought down your computer or HDTV? For the past six years my local electrical company has power issues with too many air conditioners and storms in the spring and summer. Power problems – specifically surges or brown outs - can severely damage electronic components running when the power fails, so what can you do? Buy a good UPS (Uninterruptible Power Supply).

Already in the UPS market, Belkin announced the Lighthouse Battery Backup (along with four other new products) at MacWorld Expo 2007, and it started shipping mid-February of this year. The Lighthouse Battery Backup comes with a detachable flashlight, three rechargeable AAA batteries (for the flashlight), USB and phone line cables, installation software and a short user guide. This unit looks nice – like it belongs beside a Mac workstation, instead of a clunky PC or trash compactor...

The 550VA/300W Lighthouse Battery Backup is good for around 20 minutes and has four battery backed and surge protected outlets, plus two surge-only protected outlets. The detachable flashlight is located on the front of the unit – it turns on when the power fails, so it is convenient to locate and use in a darkened office.



There are indicators on the top of the unit: AC Power, Low Battery Power, Fault/Overload and Replace Battery lights. There are audible alarms as well as visual, and they can be annoying but useful when you fail to notice the lights suddenly go out.

The UPS battery is located behind an easy access panel in the rear of the unit, and it is easy to open and replace when the time comes. And yes, UPS batteries do wear out and need replacing. Don't ignore the Replace Battery light on your UPS unless you really don't need your data.

Really. And it is not hard to replace the battery. There is software, but you don't need to use it to protect your equipment, so yes, you can protect that new Apple TV.

## Conclusion

Your equipment needs protection from power issues. The Lighthouse Battery Backup provides decent battery backup power, an emergency flashlight, and it looks like Apple designed it. The \$99.99 price tag is reasonable and a good investment. Don't wait until you lose data or equipment. I highly recommend it as a new or replacement UPS.

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*"If you're looking for a low cost laptop solution, look no further. The Neo is easy to use and is worth the money for people needing to write while away from their desktop computers."*

—Mike Hubbartt, Editor  
MacCompanion magazine  
February, 2007

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# Comply Noise Reduction -1 CS Stereo Cell Phone Earset

Reviewed by Robert Pritchett



Hearing Components

800-872-8986

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

**Released:** May 2006.

\$70 USD

**Requirements:** iPod, Cellphone or even  iPhone

**Comes with:** NR-1 earphones, 1 pair standard Comply Canal tips, 1 pair Slim Comply Canal tips, 2.5 mm mono Cell Phone adapter, 3.5 mm Stereo MP3 adapter, carrying pouch.

**Strengths:** Integrated Mic with mute button with stereo headset.

**Weaknesses:** It would be nice if the Whoomp! Earbud Adapters worked with these earsets.

**Other Reviews:** <http://www.macobserver.com/review/2007/01/22.1.shtml>



**Caution:** Don't use while driving a vehicle or walking the streets of New York City. ;^)

## What They Say

What is the technology? Insert-Passive Noise Reduction.

Why is it so good? It achieves average noise reduction of 42 dB while the desired signal is boosted ~ 5 to 10 dB at higher frequencies.

How does it work? Passive Noise Reduction is placed in the location that it should be...in the ear canal, not over the ear. The signal-to-noise ratio is dramatically increased. Desired sound is increased since it is sent into the remaining smaller space of the partially filled ear canal. The noise is reduced because the Comply™ Platinum Canal Tip, the most effective sound attenuator, efficiently filters out noise.

What benefit is this? One achieves an extremely comfortable seal, equivalent sound perception with less energy, plus hearing in your head, not at your ear. Keeps out unwanted noise.

## Key Features:

- *Great Noise Reduction* Keep unwanted noise out (reduces noise at an average of 42dB).
- *Great In-The-Ear Comfort* Memory foam is three times softer than skin and conforms to your ear canal.
- *Great Sound* Hear the desired sound in your ear.

## Specs:

Noise Reduction 42 dB over frequency range of 20 Hz to 20 KHz. [http://en.wikipedia.org/wiki/Hearing\\_\(sense\)](http://en.wikipedia.org/wiki/Hearing_(sense))  
Cable Length 1.2 m or 47 inches, Impedance – 16 Ohms, 2.5 mm pin Stereo jack and 2.5 mm Mono jack that complies with most cell phone or MP3 player devices. <http://en.wikipedia.org/wiki/Headphones>

## What I Say

You pay for convenience and the increase in cost for this earset over the NR-1s (by about \$10) is that these have extra adapter cables and a mic with a mute button on it as well as a wheeled volume control attached to the clip. The squishy earplugs remind me of the foam ear protectors I used to use in the woods when I worked in the forestry industry, a wood box factory and in shops, but these have a plastic core that the earpieces screw into and the material is of a higher quality made of gray memory-like foam.

These Stereo Cell Phone earsets have a chrome finish and black plastic and cables, so folks won't mistake them for iPod plugs.

I actually used them for listening to the cable TV on my iMac, so as to not disturb my family. They plugged into the optical audio port on the back of the iMac and took the Internal Audio Preferences for sound. I also tried them with Skype, but when I talked with the folks at Hearing Components, I suggested they market these as earsets designed for the  iPhone. And why not? Do you think the  iPhone is going to have a different audio port than is used with the iPods? And yes, these do work just fine with the iPods too.

There are packages of 10 for either Standard - Platinum or Slim – Platinum “Canal Tips”, if you wear the ones out that come with the NR-1 CS. The Slim ones are for smaller ear canals and are about ½ the size of Standard.

The gold-plated adapter cables are either 2.5 mm or 3.5 mm (the Mac uses the 3.5 mm plug).

[http://en.wikipedia.org/wiki/Jack\\_plug](http://en.wikipedia.org/wiki/Jack_plug) These all have the standard sleeve-ring-tip configuration, except the earset goes one better than the stereo signal. It uses a 4<sup>th</sup> connector in the sleeve that military circuits use and thus, is why these earsets are used by the military.

So why not get an earful, with in-line variable volume controls that meet military specs? They do a great job handling outside noise and reduce it by 42 dB. And you will forget they are in your ears after a while. Yes, they are that good. And believe me, if you have not already done so, you will be replacing your Apple earbuds sooner or later.

# Comply Noise Reduction -10 (NR-10): Professional Series High Tech Earphones

Reviewed by Robert Pritchett



Hearing Components

800-872-8986

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

**Released:** May 2006.

\$80 USD

**Requirements:** iPod, Cellphone or perhaps even the  iPhone.

**Comes With:** NR-10 earphones, 1 pair standard Comply Canal tips, 1 pair Slim Comply Canal tips (installed), carrying pouch.

**Strengths:** Great sound comes through with in-line volume slide switch.

**Weaknesses:** It would be nice if the Whoomp! Earbud Adapters worked with these earsets.

**Other Reviews:** None

**Caution:** Don't use while driving a vehicle or walking the streets of New York City. ;^)

## What They Say

See the NR-1 review posted elsewhere in *macCompanion*.

## Specs:

Noise Reduction 42 dB over frequency range of 20 Hz to 20 KHz. [http://en.wikipedia.org/wiki/Hearing\\_\(sense\)](http://en.wikipedia.org/wiki/Hearing_(sense))  
Cable Length - 43 inches, Impedance – 16 Ohms, 3.5 mm pin Stereo jack.

## What I Say

I really don't really know why, but these cost \$10 more than the NR-1 reviewed earlier. These earphones are intended for MP3 players (like the iPod) and these are black instead of white, so are pretty much hidden from view.

Instead of a volume control wheel, these earphones have a dinky slider that really works incredibly well. I was listening to "Anna and the King" on cable TV on my iMac G5 and the earphones picked up everything when sliding to "MAX". I had to turn down the volume settings on the iMac. And "MIN" really works well too. There is no mic with this unit and it doesn't have the military grade 4-section plug, but uses the standard audio

## comply™ High Tech Noise Reduction Earphones



plug, though it is gold-plated. And perhaps that is what makes this unit “professional”. The 3.5 mm gold-plated connector works fine with the iMac and iPods.

There are packages of 10 for either Standard - Platinum or Slim – Platinum “Canal Tips”, if you wear the ones out that come with the NR-10. The Slim ones are for smaller ear canals and are about ½ the size of Standard and come already installed with the earphones. The larger Canal Tips come in a separate baggy.

If I had a choice between these excellent earphones or the NT-1 CS, I’d grab those, because I would feel I was getting more for less. However, if you won’t need the extras (mic and adapters for phone interface) that come with the NR-1 CS earset, you won’t go wrong with the NR-10. They fit nicely and sound great. And they won’t advertise that you are using an iPod. The earphones are small and unobtrusive. Now if only the *Whoomp! Earbud Adapters* worked with these...

# Dialog+ Internet Phone

Reviewed by Robert Pritchett



Miglia Europe (HQ)

<http://miglia.com/products/communication/dialogplus/index.html>

\$99 USD, £59.57 (Excl. VAT)

**Comes With:** 3 rechargeable Ni-MH AAA batteries, a USB charging cable, a USB “dongle”, CD and User Guide.

**Requirements:** Skype and/or iChat

**Mac Requirements:** G4 or later; Mac OS X 10.4 or later; 256MB RAM; USB2 port; Internet connection. For Windows, Pentium III or later with USB and Internet. Skype, the latest version.

**Strengths:** You don't have to be tethered to the computer to use Internet Telephony anymore.

**Weaknesses:** Download the latest software from the website.

**Other Reviews:** [http://applejac.typepad.com/applejac\\_macintosh\\_users/2007/01/telephone\\_throu.html](http://applejac.typepad.com/applejac_macintosh_users/2007/01/telephone_throu.html)  
<http://climbtothestars.org/archives/2007/01/14/miglia-dialog-cordless-skype-phone/#dialogplus>



Miglia released the Dialog + Internet phone October 2006. The CD has version 1.1.3 on it for the software interface and I was running Skype Beta, so I could not get the unit to work until I downloaded 1.1.4 from the Miglia website and updated Skype to 2.5 (beyond beta) in January.

Skype needs to be activated in order for this to work with the Mac. Technically the unit is supposed to work up to 25 meters from the computer.

For iChat, I kept getting a SIMBL Error:

“iChat 3.1.6 (v441) has not been tested with the plugin iChatForDialog 1.0 (v227). As a precaution, it has not been loaded. Please contact the plugin developer for further information.”

Once I removed the DialogPhone app (from the previous review) and the SIML folder from the Library > InputManager folder, iChat played m nice with the Dialog+ and the error disappeared.

For Mac OS X, the Dialog+ is recognized as a “USB Headset” in Sound and Speech Preferences.

Once the DialogPhone app was removed the switch between the Headset and dongle worked too. Previously the dongle “grabbed” the Input and Output Audio and the only way to get those back was by disconnecting the dongle.

Updated to 1.1.6...

Victor Marks (US Miglia Product Manager) wrote that the Dialog+ phone uses the 2.4GHz ISM band at 12.5 cm wavelength for wireless connectivity - [http://en.wikipedia.org/wiki/ISM\\_band](http://en.wikipedia.org/wiki/ISM_band)  
And deductive reasoning by means of distance makes the dongle a Class 1 Bluetooth <http://en.wikipedia.org/wiki/Bluetooth>



Now, I haven't tried the Dialog+ with Gizmo Project. It looks for a SIP phone function. I have not been very happy with iChat and Skype so far has been the best player, including the annual subscription-based Internet-to-Phone functionality.

Calls are clear and apparently are as good as the headset/mic combo I've been using. That is high praise.

# Huckleberry II

Reviewed by Robert Pritchett



Mungai Mirrors Ltd.

<http://www.mungaimirrors.co.uk/>

**Released:** Huckleberry Pro January, 2007, \$30 USD, £ 15 GBP, € 22.50 Euro.

Huckleberry - \$20 USD; £ 10 GBP, € 15 Euro.

**Comes With:** Huckleberry Pro Assembly (two mirrors and brackets), Black faux “crushed velvet” bag and if purchased from ecamm network, a license for iGlasses.

**Works With:** <http://www.ecamm.com/mac/huckleberry/apps.html>

**Requirements:** MacBook or MacBook Pro with internal iSight camera. Mac OS X 10.4.5 or later.

**Strengths:** Turns the captured iSight camera into a video camera to view what is away from the other side of the screen.

**Weaknesses:** Do they have these for the iMacs? Documentation could use a little more instruction and be updated (the link is wrong on the 1-page sheet.) Needs a bigger bag to place the assembled Huckleberry Pro back to protect it.

**Other Reviews:** <http://www.macnn.com/reviews/review.php?id=251>

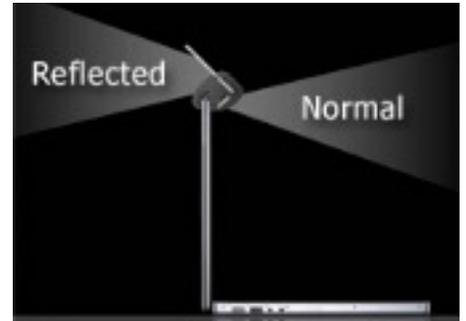
## What They Say

Huckleberry is a unique mirror device that connects to the lid of any MacBook or MacBook Pro, reflecting the built-in camera’s field of view back over the top of the screen. This allows users to create pictures and movies while still viewing and controlling their favorite Mac video application.

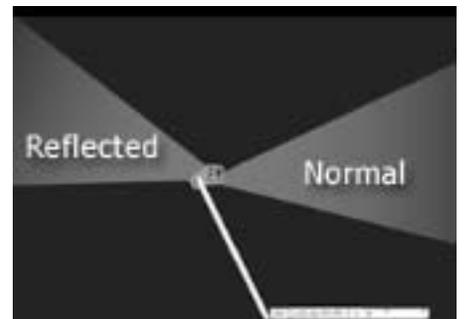
The **Huckleberry** works like the rear-view mirror in a car, so now your MacBook can see things that are behind the screen. In other words it can see what **you** can see. For the best view tilt the lid on your laptop all the way back.

Every Huckleberry includes the award-winning *iGlasses* software (<http://www.maccompanion.com/archives/October2006/Software/iGlasses.htm>) from ecamm networks, for image enhancement and video mirroring.

The Huckleberry for MacBook consists of a mirror and two plastic mounting brackets, a carrying case, and a serial number to download and register the iGlasses software.



**Huckleberry II for MacBook Pro**



**Huckleberry for MacBook**



The two-mirror Huckleberry II for MacBook Pro consists of two mirrors and two brackets, and ships disassembled in a carrying bag. It also includes full instructions and an iGlasses software serial number.

The video image will be reversed by the one-mirror Huckleberry, and flipped upside-down and backwards when using the two-mirror Huckleberry. The *iGlasses* video enhancement software, will allow you to flip the video image back to normal.



Once *iGlasses* has been installed you'll notice a new little widget that pops up whenever you launch an application that uses the iSight camera. This is the *iGlasses* control panel.

*iGlasses* does a lot of cool things but just make sure you have the box labeled 'Mirror Image' checked when you are using your Huckleberry.

So that's it - you're all set up. To start recording video just hit the 'Record with iSight' button and you're off.



For MacBook Pro (50mm H x 71mm W x 82mm D) Huckleberry II



MacBook (32mm H x 67mm W x 51mm D) Huckleberry



### **What I Say**

What a great idea! Apple should include one of these with each portable.

The instruction sheet for the *Huckleberry Pro* comes in the bag along with the unassembled unit comprising of two mirrors and 2 black Perplex brackets. Each is covered with a transparent film such as can be found on new LCD screens.

### **RTFM**

I 'm not the brightest bulb in the box and could not see myself in the larger mirror when I removed it from the bag. Since the material is acrylic and reflects off the back, I saw the front as being marred and decided to polish it. I used some toothpaste first and that didn't help. Then I used some special glass polishing material and it just fuzzed the image further. Wait, it gets better...

I noticed a little bit of separation and the "A-hah!" light began burning a little brighter and I removed the film. Underneath was this perfect mirror. I hadn't damaged the surface! Then I read the instructions. The first line reads; "Remove the protective film from all components before assembly". Duh!

Okay, the instructions are in something like 6-point font, but I can ding Mungai mirrors anyway, because the printed link for the *Huckleberry Pro* doesn't link properly. It does up above in this review after I did a Google search.

Oh yes, and the black bag has a trick up its sleeve too. Once the *Huckleberry Pro* is assembled, it can't be put back in the bag unless it is disassembled. They should have provided a bigger bag....

However, partnering with *ecamm networks* was a stroke of genius, so the image seen through the iSight

on the Apple portable acts like your eyeballs and shows images properly aligned with the ground plane (horizon) once *iGlasses* is installed on the MacBook Pro.

This is one of those, “I wished I’d thought of it” way cool products! If you use a MacBook or MacBook Pro, this might interest you.

Apparently, Mungai Mirrors is getting a lot of orders from MacBook Pro users for this one. Wonder why? Me neither.

Just read the assembly instructions first...

We do dumb stuff, so you don’t have to...no, wait, I thought our byline was, “We review so you don’t have to”. Yeah, that’s it.

# iMainGo

Reviewed by Eddie Hargreaves

Portable Sound Laboratories, Inc.

<http://www.imaingo.com>

\$70 USD

**Requirements:** an iPod.

**Strengths:** High quality audio from compact, stylish case.

**Weaknesses:** Not easy to put in/take out iPod on a regular basis.



The iMainGo is a zippered iPod case that has a clear, touch-sensitive window on one side and a pair of high output, stereo speakers on the other. You wouldn't expect to hear great audio from speakers this small, but that's what's so surprising about the iMainGo.

Powered by four AAA batteries, the iMainGo delivers portable, headphone-less audio from your iPod. Without being tied down by your earbuds, you can move the small case from place to place and share your music with others. The battery life is rated for 30 hours and I haven't had to replace them yet.

In jet black, it's a stylish case that caused more than one person who saw it casually to query 'Wow, what's that?' It's also quite sturdy, protecting your iPod from bumps and other rough handling.

There are a number of foam inserts included in the packaging to safely hold any iPod, but some fit better than others. My 5G iPod had to be removed from its previous case in order to fit inside the iMainGo. It then had to be removed from the iMainGo (not a quick process) in order to be connected to my Mac, car or alarm clock. Thinner models like the iPod mini (which doesn't need a separate case) fit perfectly inside.

When I initially tried out the iMainGo, I was not impressed. But that's because I tend to prefer using earbuds. But that's like complaining that a breadmaker doesn't make good pizza. Everyone has different listening styles and the iMainGo will suit some more than others. If you like to listen to your iPod but find yourself snagging your earbud cables on corners as you move around, the iMainGo is a great solution. Another situation that the iMainGo works perfectly for is ambient or background music. Because of its small size, you can place it vertically or horizontally in nearly any location to provide high-quality sound at any level.

And if your iPod is equipped with a wake-up alarm, you can set the iMainGo to alarm mode and it will sleep — conserving the batteries — until the iPod wakes it up and begins playing music.

The iMainGo is an eye-catching and, more importantly, ear-pleasing device that deserves more exposure.

# Kensington Si750m Wireless Notebook Laser Mouse

Reviewed by Derek Meier



Kensington Computer Products Group  
650-572-2700 phone  
800-535-4242 technical support line  
650-267-2800 fax

<http://www.kensington.com>

**Released:** September 18 2006

\$50 USD

**Requirements:** A laptop.

**Strengths:** Responsive, portability, ultra long battery life. nice storage compartment.

**Weaknesses:** None found.

## Installation

After unpacking of the mouse installation is as simple as putting the single AA battery (included) into the back of the mouse. The back of the mouse is opened easily by squeezing both rubberized sides of the mouse which reveals a compartment to place the USB receiver in when not in use and a battery compartment. This storage compartment is ideal to keep the receiver from being lost when not in use because of its diminutive size. After putting the battery and then plugging the small receiver in to an available USB port your off and running. No hassles no pairing process like you have in bluetooth your just ready for work. It does come with a fold out installation guide but its no brainer process.

## Usage

The Si750m mouse is small like the typical notebook mouse. Its small size may be uncomfortable for those with larger hands but is necessary for portability. Using the mouse can take some time to get used to due to the size if you are used to a full size desktop mouse. The rubberized grips on the side are nice to prevent slippage as well as making the mouse look nicer cosmetically. The scroll wheel works well and turns very nicely. The mouse is very responsive this is probably attributed to the laser tracking. Kensington states up to a 6 month battery life on this mouse which would seem pretty impressive being a laser mouse but unfortunately there is no way of testing if that holds true. A way to preserve power when storing is that the unit turns off automatically when the receiver is put in the storage compartment. The unit also has its own low battery light that lets you know when to replace.

All in all Kensington has put together a very nice wireless notebook mouse. The neat little storage compartment for the receiver is a definite plus. With long battery life and a simple installation this mouse is a nice addition for the notebook traveler who wants a nice small responsive wireless mouse to go along with their travels.



# RØDE Podcaster Microphone

reviewed by Wayne LeFevre



RØDE Microphones

<http://www.rodemic.com>

PO Box 4189

Santa Barbara, CA 93140

805-556-7777

[usasupport@rodemic.com](mailto:usasupport@rodemic.com)

**Released:** 2006

List Price \$349 USD. Can be found for \$199 USD

**Technical Ability:** None

**Strengths:** USB Plug-in professional microphone, no mixer or pre-amp needed.

**Weaknesses:** No pre-amp, so can have low levels going in. Can be corrected through software.

**Ease of Installation:** Plug it in, go to System Preferences and select Rode Podcaster as input. That's it.

## Manufacturer Interaction

Called to talk to representative, and spoke to Peter Freedman. The president of the company, can't get better customer service than that!

## Accessibility

Good public contact information such as address, e-mail, phone, website, FAQs and tutorials.

## Instructions

Hardcopy instruction manual with complete and easy to follow instructions.

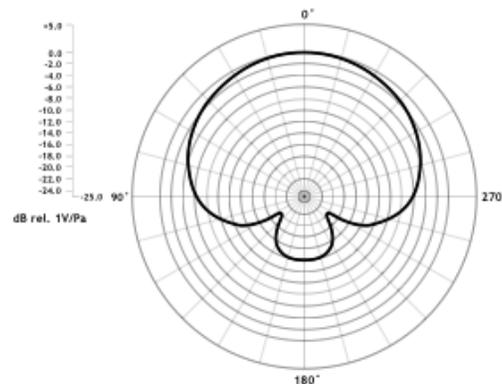


## Recommendation

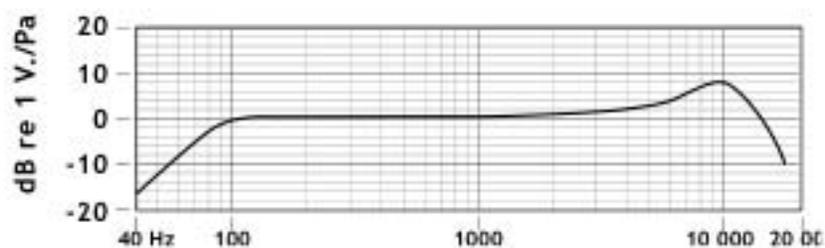
I believe that the number of quality USB microphones that are on the market today, you could probably count on one hand. I am not including the headset mics, which quality can range all over the map. I'm also not including any lapel, shotgun or specialty mics. The mics that I'm speaking of would be a viable choice if one would want to create a podcast or record music.

Normally, in this situation and up until now, you would be purchasing either a dynamic or condenser microphone, using a cable to plug into a pre-amplifier or even a full mixer to supply power to the mic if needed, to bring the gain, or the levels up to a level that the computer would be able to use. It is usually the mixer or pre-amp that plugs into computer using either the mic in, the USB port, or the more expensive ones can use the FireWire port.

Lately, especially with the podcasting boom, people have started to want an easier way to get good quality sound into their Macs. The only good quality mics, however, where analog and needed the middle equipment to talk to their computers. Now, we are seeing some mics that have built in analog to digital converters built in and are able to plug straight into the USB port. Any power used by the mic is also gained through the USB port. The most common of these mics that are suggested for the podcaster are, in order of price, the MicFlex, the Samson C01U - USB Studio Condenser Microphone, Blue Microphone's Snowball and now Rode has thrown the Podcaster into the mix. I was able to get ahold of the podcaster, and have literally, put my other microphones away.



First, some technical stuff. This is a large, heavy, studio microphone that looks and has been compared to the EV-RE20. The mic weighs in about 1.5 pounds, without the spider shock mount. It is a cardioid pattern, which means when you talk into the end of it, the sides and rear of the mic do not pick up much noise. It is a dynamic mic, which uses a magnet to register sound waves and uses a coil to create electricity in the frequency of those waves. Most every book and subject on Podcasting suggest you go with a condenser, (basically using a capacitor instead of magnet,) to pick up more tonal quality. But what I find curious, are the real expensive microphones like the Shures and the EVs are dynamic mics! Leo Laporte's favorite mic is a dynamic, so I wouldn't put too much stock into only using a condenser mic for studio work. What is nice is the pickup for the dynamic part of the Podcaster is a huge 28mm.



It's a very quiet mic considering that it does all its Audio to Digital conversion in the mic itself, with a signal/noise ratio at >78 db. Speaking of the audio out it's 18-bit resolution, 8khz to 48k sampling. Remember CD quality is 16-bit. It has an internal pop filter, and I didn't see much advantage on test audio with or without an external filter. The frequency range is 40 to 14khz, with a very flat range from 40 Hz to a slight rise from 8 KHz to 10 KHz topping out at 8dB. The slight rise of response at those frequencies is to make up for any loss by installing a foam wind shield. Again, it's just another one of those small extras that Rode thought about in designing this mic.



The greatest asset, to me, that the microphone offers is a built in variable gain 3.5mm stereo headphone jack. It monitors your voice, dry, (or without effects,) in real time with zero latency. For anyone who has tried to use headphones and plugs in too far into the audio stream, you start to get delays depending on what kind of effects you have. If you try to talk with even a slight delay, you soon start sounding like a bit drunk as you start elongating your vowels to try and slow down. This jack also has its own volume control, so it's really a great addition to this mic. In order to hear other tracks while recording, you can also set your audio out to the Podcaster, and pick up those tracks in your headphones connected at the same jack.

It comes with no software needed for the Mac. The Mac recognizes it straight away. The only thing you may have to do is increase the in volume in the System Preferences, as to my experience, the gain going into the computer is a bit low. This is the same problem that the Blue Snowball USB mic had when it first came out, but was apparently corrected with a firmware update. Though the Podcaster does not have any updates as of yet, the Rode site has PC software you can download to increase the gain before the sound panel.

Though this microphone is the most expensive of all the USB mics out there, it is definitely worth it. Especially when you factor in the cost of a pre-amp or mixer that you won't have to buy. Its sound is warm and full. Takes a bit of practice to get the right mic feel, but otherwise I can't think of one reason not to purchase this mic, where I can think of several when thinking of some of the lesser USB mics. The only reason that you might feel you want to pass up on the Podcaster is if you already have, or need, an XLR setup. Sometimes you'll simply need a mixer if you want to have external devices such as compressors or gates. If you don't think you will need a mixer, and just want to do a professional sounding podcast or simple voice-overs, than definitely buy this mic, buy the spider shock mount for it, and I guarantee you won't regret it. Speaking of guarantee's, Rode has a full 10 year guarantee on this microphone. If that's not enough to get you down to the store, I don't know what is. Visit their website, go through some of their training online, plus they even have a place to post your own podcasts if your new and need somewhere to stick it and would like some feedback. From my angle, though, you can't go wrong.

RØDE Microphones are based out of Australia. Australian contact information can be found online.

# Smart Alec Bag from Tom Bihn

Reviewed by Wayne LeFevre



Tom Bihn Seattle Factory Showroom  
2203 1st Ave S.  
Suite #200  
Seattle, WA 98134  
800-729-9607  
inquires@tombihn.com  
<http://www.tombihn.com>

\$110 USD

**Strengths:** A surprisingly simple bag with clean lines, yet genius in design for all your gear and laptop.

**Weaknesses:** None. Zero. Zip. From the zippers to the stitching.

Tom Bihn's motto on the website:



## What it is:

A daypack that just works. For those that read an earlier review that I did on the Oakley SI Computer Bag, I was very excited to get a messenger type laptop bag with all the bells and whistles anyone could want. Now I needed a backpack. When looking for a backpack that could carry a laptop with all its gear, plus either a change of clothes or just the normal items one carries through the day, I immediately fell in love with the Smart Alec.

I didn't know much about Tom Bihn when I heard Victor Cajiao talking about the Brain Bag on The Typical Mac User Podcast. I went to their site, and had to have the Smart Alec.

First off, as they will be the first to admit, they aren't the cheapest bags around. Primarily because you won't find one of their bags coming from China, or anywhere else but the States. Most of their manufacturing is done right there at their Seattle factory, with a small number of items coming from Minnesota and Missouri. Another reason is they actually use 1050 denier Ballistic Nylon, and 1000 denier Cordura nylon. I'm not sure if you've been following this, but apparently a lot of manufacturers are saying that their bags are made with Ballistic Nylon, but are really just regular nylon. I've seen where a pack will snag on a sharp object, and literally just start unravelling! Tom has stories of his packs being used all over the world, one of them being a Marine in Afghanistan that had a laptop in a Brain Cell in a Brain Bag. His Humvee was hit by an i.e.d. and his laptop was undamaged, though he wound up wounded in the hospital.

Tom learned to make backpacking and other equipment at a young age for lack of money to buy the cool equipment. Soon he was not only making bags for himself, but his friends and teachers. This experience has obviously taught him that quality counts, even though it may cost a little more.



Back to the Smart Alec. This bag is not encumbered by a lot of pockets and dividers, and that is what makes it great. Inside is just one large open area that carries a surprisingly lot of stuff. Inside the main compartment there are five small pockets, for items you don't want to lose in its vastness. iPod, pens, etc. It also contains a key snap and two removable clips. These clips fasten in their optional Brain Cell laptop cases, in case you do want to carry laptops in your bag. These fantastic cases are hard sided, have their own handles, and are made for your exact size of laptop. This is not a one size fits all case. They have different cases for the 12" and 14" iBook, MacBook, MacBook Pro, (all sizes,) Mac mini, and much more. The clips will fasten down the Cell to prevent it from jostling around the spacious interior and make it so you can just take out the laptop easily, instead of having to remove the entire case.

There are two long pockets on both sides of the bag for other items including another key clip and place for a water bottle.

All the zippers on the bag are YKK Uretech® splash-proof zippers. What this actually does for you is provide a waterproof flap on either side of the zipper that almost forms a seal over the pocket when it is closed. The shoulder straps have 3/8" padding and a removable sternum and waist straps. The front panel is available in 5 different colors: Kiwi, Sage, Crimson, Grape or Black.

Tom Bihn has several items besides the Brain Cell to fit inside the pack. There's the Snake Charmer, to carry your cables, the Freudian Slip, which is a great sleeve that holds papers and folders, and various other organizing pouches.

## Recommendation

All-in-all, the Smart Alec bag is a great, well constructed daypack. Plenty of room, with some really great accessories. One nice option for this bag is the many colors it comes in, sure to satisfy anyone's taste. I got Kiwi, and it really makes it stand out. The quality of stitching lets you know that the bottom won't suddenly separate and give way, (happened to me with a cheaper bag!) and you'll also be reassured that the shoulder straps will stay on. Their guarantee is second to none. In fact, here are a couple of points taken right from their guarantee:

Everything you buy from TOM BIHN is satisfaction guaranteed: no sale is final.

If, having purchased a product from TOM BIHN, you are not satisfied with it, you may return it within 60 days for a refund of the purchase price. After 60 days, you may be able to receive a partial refund - contact us for specifics.

Defects in materials or workmanship are uncommon and almost always evident while the product is still new. If something goes wrong and it's our fault, we'll fix it free. Repairs due to normal wear and tear or otherwise not our fault will be done at a reasonable charge. Keep in mind that daypacks, messenger bags, and briefcases are often subject to extreme wear in everyday use: do not expect them to last forever. Only true love lasts forever! You can expect a TOM BIHN product to give years of hard service.

TOM BIHN is not responsible for long lines at the supermarket, people who talk too loud on cell-phones, or the fact that micro-brewed beer is largely over-rated.

With a guarantee like that, how can you go wrong?

# SpaceNavigator

Reviewed by Robert Pritchett



Work-in-Progress



<http://www.3dconnexion.com/>

**Released:** For PCs November 28, 2006, For Macs - January 10, 2007 at MacWorld Expo.

Personal Edition - \$59 USD,  
Standard Edition - \$99 USD.

**3DxMacWare:** <http://www.3dconnexion.com/support/4a1.php>

**System Requirements:** Mac OS X 10.4 or later, or a PC using XP Pro. 3DConnexion Driver software.

**Beta and Developers Forum:** <http://www.3dconnexion.com/forum/>

**Strengths:** 6-degrees of motion

**Weaknesses:** Public Beta only for the software.

**Other Reviews:** <http://www.3dconnexion.com/news/5b.php>  
[http://www.architosh.com/features/2007/reviews/spacnavigator/spacnav\\_1.html](http://www.architosh.com/features/2007/reviews/spacnavigator/spacnav_1.html)

## What They Say

This is a beta driver for both SpaceNavigator PE and SE products. For feedback or questions, please visit [www.3dconnexion.com/forum](http://www.3dconnexion.com/forum), login and post under the Mac OS X Beta Feedback forum. All feedback or questions will be handled via the forum. This software will work with Google SketchUp (version 6), Maya (versions 6 and 7) and Form Z (tested on 6.1). For Maya and Form Z, you will need to download additional plug-ins: For Maya, download and install the Maya mel script software available from this site. For Form Z, visit [www.autodesk.com](http://www.autodesk.com) and visit the Download section of their website. For users who would like to try the Mac OS X driver, but do not have a SpaceNavigator, you can purchase from many online sites, including our webstore, for the low price of \$59! The driver will be released after completion of the beta program in the next few weeks.

This was written back in December, 2006.

## What I Say

This unit is so beta it is alpha. If it were just the hardware and not the software this would get an excellent rating. But because this is a Windows-first and Mac-afterthought-after unit, the software essentially sucks for the Mac, while it is getting rave reviews for the Windows environments.

Now remember, this company was acquired by Logitech, so expect the software issues we are currently dealing with to change for the better.

Supposedly you can use this stainless-steel hockey-puck hefty device for such things as virtual flight navigation using fbweb.com's Google Earth plugin at <http://www.fbweb.com/fb40/pu/info/gep.aspx>.

However, the beta so far only allows me to run Google's SketchUp! Revision 6 <http://sketchup.google.com/download.html> – which in true 3D navigation, was incredible.

Ziva Nissan at 3DConnexion has been busy managing the beta forum and wrote that the SpaceNavigator is the only device that is supported on the Mac out of the 5 devices they sell.

There are possible workarounds such as the ControllerMate, by OrderedBytes at <http://orderedbytes.com/controllermate>, but 3DConnexion is still experimenting with the Windows-based mentality of creating a separate driver for each app, instead of creating a universal driver for all Mac-based apps. They really need to rethink that strategy. Perhaps by the time you read this they will have?

Adding a macro in the software is still is not possible and the process is a placebo at this time. Google Maps functionality does not work yet even though they advertise that it does. Yes, you can twiddle the knob with 6-degrees of motion and there are two buttons on either side for programming for special functions. And no, this is designed to be stationary device that sits on a provided whiteboard and not moved around like a mouse. Think of it more as a cross between a mouse and a joystick.



And if you try and find SpaceNavigator in the Applications folder, you won't. Access for configuration is located in the Apple Preferences as *3Dconnexion* under "Other".

Presumably we can use this device with any application to pan, zoom, tilt, spin or roll.

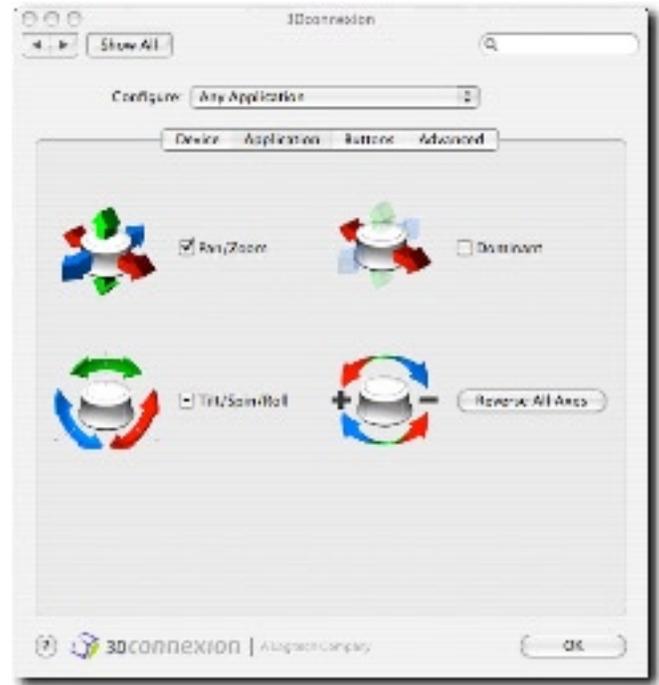
The Left/Right buttons also can be set to bring up the Preference Pane for 3Dconnexion, Pan/Zoom Only, Tilt/Spin/Roll Only, Pan Only, Zoom Only or Calibrate.

Calibrate is also a function under "Device", along with Zoom direction and Speed.

To customize the unit, there is a “Custom Functions...” button under Buttons that is a place for those who have the programming chops to create their own macros to make this device work with other apps.

The Forum tends to get rather geeky with regards to making this puck play with other packages. Apparently someone took the time to get it to play nice with Maya and Form Z. There is an “Install Plug-ins...” function back on the main Preferences Pane as a drop-down menu item under the Configure: button that allows these two apps to work with SpaceNavigator.

I gave this a “Work-in-Progress” rating because it is not ready for prime time. It holds a lot of promise, but it most definitely need a universal app like Alessandro Levi Montalcini’s USB OverDrive <http://www.usboverdrive.com/USBOverdrive/News.html> I was not able to make that app work with this one.



Besides the “Beta 0.1 there are also downloads for Maya 6 and 7 for Mac OS X.

There is also a MIDI Navigator v1.1 for MIDI control change messages. See <http://www.bbox.tv/snmidi.html> how sound can be generated from the device and the software to make it happen - <http://web.mac.com/keindesign/iWeb/Site/MIDI%20Navigator.html>

If you are into experimentation and programming, you can “play” with this device. The hardware is rock-solid. The software is a work-in-progress.

### **3DxMacWare 1.0.1 Release**

Hello: The first release of 3DxMacWare is now available from the download section of our website! This release includes support for Google SketchUp 6, Maya (8.5 is required for Mac Intel systems), formZ and also available, plug-in and demo for QuickTime QTVR formats for your QT viewer. We have supplied a panorama with the driver -- please visit the 3Dconnexion Preference Pane and select Demos, and you can move around the panoramic scene!

Ziva Nissan  
3Dconnexion, Inc.

# wiREVO

Reviewed by Derek Meier



<http://www.iodata.com/usa/products/products.php?cat=WRV&sc=WRA&ts=2&tsc=&sc=WRA&pId=WRH-S30B%2FA>

Released: October 9th, 2006

\$169 USD

**Strengths:** lightweight, sounds great, comfortable.

**Weakness:** none found.



Tired of being tied down by all those cables? We are tied down by power cords, USB cords and other assorted wires, so why be tethered to your iPod? The wiREVO pak by I - O Data comes with a bluetooth transmitter and an iPod Stereo adapter that plugs into your iPod. The transmitter can also accept a power connector like the typical iPod charger, so it can charge the transmitter as well as the iPod itself – that is convenient when recharging. It also comes with the headset, which also has a recharger. Looking at the headset I did not think it would be comfortable to wear, and I haven't heard great sound in the past when using wireless headsets. But after using these headphones, I barely noticed them and they sounded great.

### **Recommendation:**

If you can afford it the \$169 price tag, it's well worth it.

You need a

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exclusively from QuickerTek!



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# Books

The section 4 book reviews in this issue of *macCompanion* contains:

- **Building Scalable Websites** – a programmer’s guide to building websites from O’Reilly, reviewed by Dr. Eric Flescher
- **Code Craft** – for networking novices with a need to get that wireless network running, reviewed by Mike Hubbart
- **Do It Yourself iPod Projects** – a McGraw Professional book by Guy Hart-Davis on 24 cool things you can do with your iPod, reviewed by Robert Pritchett
- **Do It Yourself Mac Projects** – a McGraw Professional book by Joli Ballew and Andrew Shalat on 24 cool things you didn’t know you could do wit your Mac, reviewed by Robert Pritchett
- **iPod: The Missing Manual, 5<sup>th</sup> Edition** – a guide from O’Reilly giving all the inside scoop on the iPod, reviewed by Harry {doc} Babad

# Building Scalable Web Sites

Reviewed by Dr. Eric Flescher

# O'REILLY®

**Author:** Cal Henderson

**Publisher:** O'Reilly Media

[www.oreilly.com](http://www.oreilly.com)

**Released:** May 2006

**Pages:** 348

\$39.99 USD, \$52 CND, £28.50 GBP

ISBN 10: 0-596-10235-6

ISBN 13: 9780596102357

Advanced

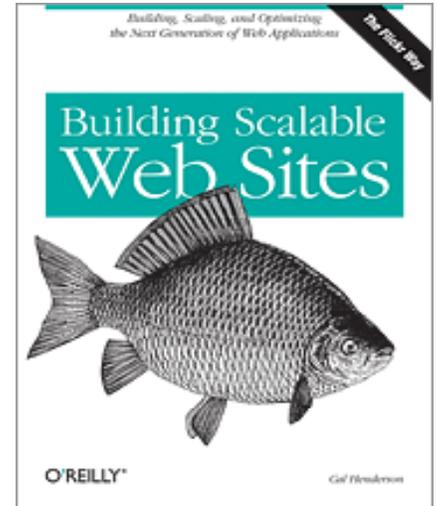
**Strengths:** The book deals with web application design, the design of software and hardware systems for web applications.

**Weaknesses:** The title is very misleading. Yes it deals with websites and web applications, but it is all about programming. The text includes a lot of code and has information about UNIX and LINUX commands. This book is not for the “faint at heart” - only for those who do advanced programming. Look at this book before you to decide it is what you want.

I thought that this book would deal with possibly Google-based scalable maps and other websites in which one can make different types of websites. I was wrong. It offers websites coding and application design for advanced users, but even then this book might not be what you want.

The author talks about advanced programming and then keeps on going. The language of the text is detailed and difficult to understand. The author knows what he is talking about, but the reader should also be an advanced programmer, which I am not. When the author talks about “who this book is for” it still does not make sense. There is a lot of code and examples, but why bother if these are not examples you need?. In addition, you need experience with database applications like MySQL.

This is the shortest review I have written. The author is an Engineering Manager for the Flickr photo-sharing service and has worked on web projects in the UK. He apparently knows little about educating the public in terms of applications for the majority of users: beginners and intermediary level people. Most won't understand the inner parts of the book, and even the introduction gives few clues who get the most from this book. I want to build websites now and in the future, and this is not the book I need for that purpose. Unless you have special needs for website coding, look for a different book.



## O'Reilly Digital Photography Masters Head to PMA 07

Sebastopol, CA--Now that Lightroom 1.0 has shipped, buzz is building over Mikkel Aaland's new book, "Photoshop Lightroom Adventure," (O'Reilly, \$39.99 US). This exciting new publication--featuring a panorama of extraordinary images taken last year in Iceland--will be published in May 2007. But visitors to next month's PMA International Convention and Trade Show in Las Vegas can get a sneak peek at the galley at the O'Reilly Booth #J244.

"The Adventure book is my tenth and by far the best technology book I've ever done," says Aaland. "It brings together my passion for photography and adventure with practical information. I'm really looking forward to showing my colleagues and friends at PMA the final work. It's been a long haul and worth all the effort."

Adobe created Photoshop Lightroom to be the first truly integrated digital photography workflow application. Last year, Aaland decided to find out how the application performed in demanding situations, say, on a rare photo excursion to Iceland where the only studio is your laptop.

He organized a group of 12 top-notch photographers for a trek to "Nature's Light Room," the pristine Icelandic landscape where each summer day is bathed in 22 hours of horizontal light. There, armed with beta versions of Lightroom and laptops, the award-winning photographer and Bestselling author of "Photoshop CS2 RAW" and fellow digital shooters took the new software on a genuine road test. "Photoshop Lightroom Adventure" includes detailed case studies from the trip.

For more information about "Photoshop Lightroom Adventure" and Lightroom, click here: <http://digitalmedia.oreilly.com/lightroom/>

Aaland joins a team of bestselling authors headed to the 83rd annual PMA International Convention and Trade Show in Las Vegas. The convention runs from March 8 through 11. So stop by the booth to check out our award-winning titles and meet our photography authors. During the conference, they will be answering questions and signing books at the O'Reilly Booth #J244 at the following times:

1. Mikkel Aaland: <http://www.oreillynet.com/pub/au/399>  
Thursday, March 8, 11:00 AM and Friday, March 9, 11:00 AM
2. Julieanne Kost: <http://www.oreillynet.com/pub/au/2445>  
Thursday, March 8, 3:30 PM
3. Stephen Johnson: <http://www.oreillynet.com/pub/au/2501>  
Thursday, March 8, 1:30 PM and Friday, March 9, 12:00 PM
4. Derrick Story: <http://www.oreillynet.com/pub/au/54>  
Friday, March 9, 2:00 PM

# Code Craft

Reviewed by Mike Hubbartt



**Author:** Pete Goodliffe  
**Publisher:** No Starch Press  
[www.nostarch.com](http://www.nostarch.com)

**Released:** December 2006

**Pages:** 624

\$44.99 USD (PDF is \$26.95), \$55.95 CND, £30.99 GBP

ISBN-10: 1-59327-119-0

ISBN-13: 978-1-59327-119-0

Beginning/Intermediate/Advanced

**Strengths:** Good organization, easy to understand material, great examples, and well written.

**Weaknesses:** Some of those chapter titles... Ouch.

Why do companies pay higher salaries to experienced programmers than people just out of college but with newer skills? Experience. In time, developers learn shortcuts that streamline application development and make code easier to read by other developers that will support that application down the road. And yes, these things are important in an industry where time truly is money.

The programming classes I attended in college were focused on the specifics of the language or technique, but the tips I picked up from other programmers after leaving school made my job easier and more satisfying. I must admit I wish we had courses offered that taught some of the tips and techniques I learned from more experienced coders.

When I saw Pete Goodliffe's Code Craft book in December, I wanted to see what he had to offer. Would it be solely aimed at new programmers, or would experienced programmers find processes and procedures that would help them in their daily tasks. I picked up a copy of the book and dug in.

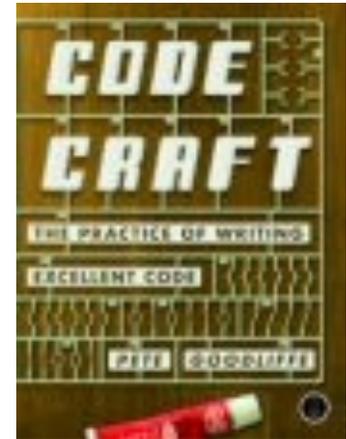
Here is a list of the chapters in this book.

Book Index

Chapter 1 – On the Defensive

Chapter 2 – The Best Laid Plans

Chapter 3 – What's in a Name?



Chapter 4 – The Write Stuff  
Chapter 5 – A Passing Comment  
Chapter 6 – To Err is Human  
Chapter 7 – The Programmer’s Toolbox  
Chapter 8 – Testing Times  
Chapter 9 – Finding Fault  
Chapter 10 – The Code that Jack Built  
Chapter 11 – The Need for Speed  
Chapter 12 – The Insecurity Complex  
Chapter 13 – Grand Designs  
Chapter 14 – Software Architecture  
Chapter 15 – Software Evolution or Software Revolution?  
Chapter 16 – Code Monkeys  
Chapter 17 – Together We Stand  
Chapter 18 – Practicing Safe Source  
Chapter 19 – Being Specific  
Chapter 20 – A Review to a Kill  
Chapter 21 – How Long is a Piece of String?  
Chapter 22 – Recipe for a Program  
Chapter 23 – The Outer Limits  
Chapter 24 – Where Next?

Chapter 1 is the intro chapter, which goes into defensive coding rationale. Is it a good idea? You bet. I don’t know how many programs have experienced unexpected bugs, but I’d guess the majority. Goodliffe suggests expecting problems is reasonable and advises a developer skip the trial-and-error approach. The techniques the author recommends for defensive coding are:

|   |                                     |
|---|-------------------------------------|
| Enjoy a good coding style and sound design        | Don’t code in a hurry               |
| Trust no one                                      | Write code for clarity, not brevity |
| Don’t let anyone tinker with stuff they shouldn’t | Use statistical analysis tools      |
| Compile with all warnings switched on             | Use safe data structures            |
| Check every return value                          | Handle memory carefully             |
| Initialize all variables during declaration       | Declare variables late as possible  |
| Use standard language facilities                  | Cast carefully                      |
| Use a good diagnostic logging facility            |                                     |

Chapter 2 covers layout and presentation of source code. A new topic right? Wrong. Every company seems to have their way of entering source code, as they want to maintain consistency for other developers that may take over program support. Goodliffe’s tips on good presentation are not new – we had similar suggestions in several classes I took. My only caveat on this subject: most employers aren’t going to go along with changing source code standards, so this material is better suited for startups or people posting code for open source projects.

Chapter 3 covers naming conventions for variables, functions, types, namespaces, macros and source files. Good advice and well worth reading, but, as I mentioned about the chapter 2 materials, most companies have naming conventions and so this material is better suited for startups or people posting code for open source projects. The most important thing Goodliffe mentions in this chapter is the need for consistent usage when naming elements.

The material in chapter 3 transitions to the subject matter in chapter 4: techniques for writing self-documenting

source code. I've come across some code that was intentionally obfuscated, or the programmer had no clear idea on to really solve the problem. Writing clear code, as well as using clear element names should reduce the amount of comments needed for source code.

Chapter 5 goes over writing code comments. I'm sure you've seen code with no comments, with good comments, and with the coding language itself documented. Too few and too many comments are bad, and the author advising favoring quality over quantity – something true in writing as well. And again, consistency is important.

Chapter 6 addresses error condition handling situations: when noting is reported, return values, status variables, exceptions and signals. The author also covers when and how to handle error conditions.

Chapter 7 covers software tools. Source editing tools include editors, manipulators, navigation, and revision control tools. Code construction tools include: compilers and linkers. Debugging tools include: debuggers, profilers, validators, metrics, disassemblers and fault tracking systems. Miscellaneous tools are: documentation tools and project management tools. A thorough list, but not real deep on any individual tool.

Chapter 8 goes into testing, which is an art into itself. Testing is less of a problem if do you as Goodliffe suggests: code defensively from the start, and use clear and consistent naming standards. I once worked with an Engineer that told me that, as the Test Engineer, I was responsible for any bugs in his code. Totally irresponsible and absolutely incorrect. Testing is important, but don't count on testing to resolve lazy coding techniques.

Chapter 9 goes into the things to do when things do wrong: debugging hows and whys. Some of the problems the author mentions – segmentation faults, memory overruns, memory leaks and math errors – pop up in serious commercial software every day. We are responsible for the state of our coding, and we'd better be prepared to follow through with fixing it when our software breaks.

Chapter 10 goes into building software. Interpreted vs. compiled vs. byte-compiled languages. A programmer should know this before launching a compiler, so I'm going to skip this section. New programmers will find this interesting, but intermediate and advanced should move on to chapter 11: optimizing programs. This chapter gives reasons why and why not code should be optimized, and gives good tips how to optimize code using the compiler. But when it comes down to it, you won't have as much need to optimize code when you write efficient code in the first place.

My overall favorite chapter in this book was Chapter 12 Insecurity Complex. This chapter istalks about code vulnerabilities and nhow to reduce them. Good stuff. Another favorite chapter was chapter 13 – how to produce good software design. Goodliffe goes into the things that demonstrate elegant coding. My complaint here was I wished he spent more space on design tools.

Chapter 14 covers software architecture: what it is, how it differs from code design, qualities of good architecture, and an overview of styles. I liked the architectural styles section the best; it covered: no architecture, layered, pipe and filter, client/server and component-based architectures. Chapter 15 was interesting but not crucial: how software grows over time – a lesson Microsoft learned well. Chapter 16 is about fostering the correct attitude and approach to programming – good to help identify coworker personality types.

Chapter 17 – 20 are familiar subjects to people working as programmers for a living. These chapters go into teamwork, source control, software specifications (excellent material) and code reviews. Again, as I said earlier, most employers aren't going to go along with changing internal standard practices, so this material is better suited for startups or new programmers wanting to learn about these subjects before starting to work as a programmer.

Chapter 21 addresses a subject I always had issues with: timescale estimates – good chapter and worth jumping to from chapter 14 if you feel the other material isn't useful. Chapter 22, development methodologies, is good, but is also covered in less detail than I'd like – this is one area I hope Goodliffe focuses on for a major section of a future book.

### **Conclusion**

I like the material in this book and will look for other books by Pete Goodliffe in the future. My only negative comment is my impression that he tries to cover too much material in too little space. I'd like to see this one book written as four books, instead of four sections.

### **Recommendation**

If you're a Computer Science major in school, this book is worth the money. Good practical real-world tips will move you ahead of the other new graduates. If you are a hobby programmer wanting to contribute to open source coding efforts, this book explains a lot and could save you some grief from more experienced developers. Overall: a good purchase.

# Do-It-Yourself iPod Projects: 24 cool things you didn't know you could do!

Reviewed by Robert Pritchett



**Author:** Guy Hart-Davis

<http://www.oreillynet.com/pub/au/2159>

McGraw-Hill

<http://www.mhprofessional.com/product.php?isbn=0072264705>

**Released:** November 16, 2006

**Pages:** 256

\$25 USD, \$30 CND, £15 GBP, €20 Euro

**ISBN-10:** 0072264705

**ISBN-13:** 978-0072264708

**Requirements:** An iPod.

**Audience:** Anybody who uses an iPod and is into tweaking.

**Strengths:** 24 really good projects in easy, challenging and advanced sections of the book.

**Weaknesses:** I'd still like to see a dedicated website for the book for updates and feedback.

## What They Say

Amp up the power of your iPod. Get more out of your iPod than ever before with the fun and exciting projects packed inside this easy-to-follow guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how to do all kinds of cool things with your iPod, like use your iPod as a voice recorder, read your email on your iPod, install a different operating system, enhance audio quality, and more.

Inside this book, you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. With CNET Do-It-Yourself iPod Projects, you'll discover that your iPod has much more to offer than you ever imagined.

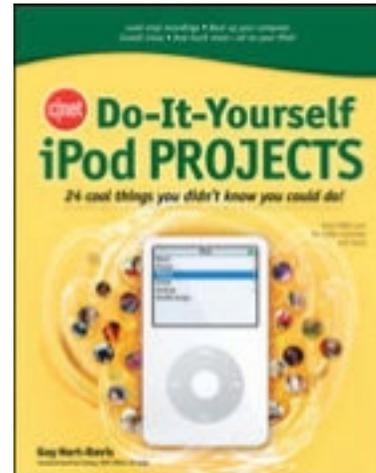
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Project 1: Play Back iPod Videos on Your TV or Your Friend's Computer

Project 2: Turn Your iPod into Your Home Hi-Fi



- Project 3: Use Your iPod as an Audio Recorder
- Project 4: Use Your iPod as an E-book Reader
- Project 5: Read Your E-mail on Your iPod
- Project 6: Clean Up Your Songs, Tags, and Album Art
- Project 7: Put Your Home Videos and DVDs on Your iPod
- Project 8: Use Your iPod as Your Car's Stereo Source
- Project 9: Put Your Vinyl Records on Your iPod and iTunes

## Part II: Challenging

- Project 10: Become an iTunes Expert
- Project 11: Load Your iPod from Multiple Computers (PCs, Macs, or Both)
- Project 12: Play Your Music Across the Internet from a Remote Computer
- Project 13: Use Your iPod as a Portable External Disk
- Project 14: Make Your iPod an Invaluable Companion for Your Digital Camera
- Project 15: Back Up Your Music Library or Recover It from Your iPod
- Project 16: DJ Using Your iPods or Your Computer -- or Both

## Part III: Advanced

- Project 17: Troubleshoot Your iPod and Diagnose Its Problems
- Project 18: Replace the Battery in an Original iPod Shuffle
- Project 19: Replace the Battery in an Original iPod nano
- Project 20: Replace the Battery in an iPod with video
- Project 21: Share Your Songs with Your Household via iTunes or a Server
- Project 22: Boot Your Mac from Your iPod
- Project 23: Install iPodLinux on Your iPod and Record Full-Quality Audio
- Project 24: Install Rockbox on Your iPod for Even Better Audio Playback

## INDEX

### **What I Say**

This is the first book of the “Do-I-Yourself” Series with Mac, Laptop, Camera and Music Phone, and Windows Vista Projects released later.

Start here – <http://diyipod.cnet.com> To get the “Inside Secrets” videos to show up, I had to refresh the browser. And yes, the videos are useful and are not included in the book.

You can save yourself the price of the book and then some by learning how to replace your own batteries in Projects 18 through 20, but I ‘spose the trick is in getting a hold of those replacement batteries first...

Like the *Do-It-Yourself Mac Projects* book, each project starts with a list of items needs and possible costs involved. And yes, the book does have an Index.

I enjoyed Project 22 on booting my Mac from an iPod and thought this is perfect for DasBoot from SubRosa Software.

I also thought the last project on installing RockBox was interesting because I had never heard of it before. <http://www.rockbox.org>

I guess I'm wondering if it is so good, why Apple hasn't used this Open Source app internally yet?

Anyway, if you are into amping up your iPod, why not start here?

# Do-It-Yourself Mac Projects: 24 cool things you didn't know you could do!

Reviewed by Robert Pritchett



**Authors:** Joli Ballew and Andrew Shalat

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

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

McGraw-Hill

<http://www.mhprofessional.com/product.php?isbn=0072264713>

**Released:** December 5, 2006

**Pages:** 299

\$25 USD, \$30 CND, £15 GBP, €20 Euro

**ISBN-10:** 0072264713

**ISBN-13:** 978-0072264715

**Requirements:** Mac OS X.

**Audience:** Mac-tweakers.

**Strengths:** 24 easy-to-do Mac-based projects all in one place for ready reference.

**Weaknesses:** Yes, you probably could gather all this info off the Internet. Where is the on-line website for comments, errata and follow-up?

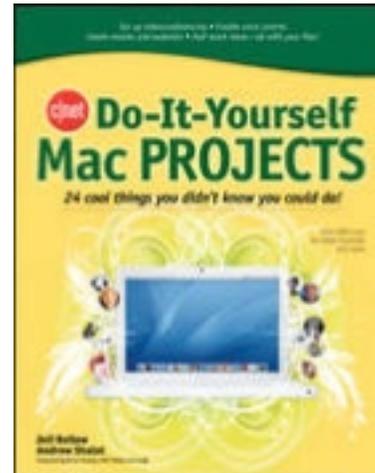
Oh, I guess this is it... <http://diymac.cnet.com>

**Other Reviews:** <http://hostit1.connectria.com/twduff/home.nsf/d6plinks/TDUF-6WUPXF>

## What They Say

Maximize the power of your Mac with the useful and entertaining projects packed inside this easy-to-follow guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how to do all kinds of cool things with your Mac, like convert VHS movies into digital format, control your Mac with your voice, set up a PC-friendly Mac network, and more.

Inside, you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. With *CNET Do-It-Yourself Mac Projects*, you'll discover that your Mac has much more to offer than you ever imagined.



- Set up videoconferencing via your webcam
- Create a live radio broadcast, a podcast, or a vodcast
- Connect to a Windows PC remotely
- Send and receive SMS messages to and from cell phones
- Turn your Mac into a jukebox and stream music wirelessly
- Create a multimedia DVD
- Convert any video content to iPod video format

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### Part 1: Easy

Project 1: Turn Your Mac into a Fax Machine

Project 2: Turn Your Mac into a Jukebox

Project 3: Keep a Backup of Your Mac's Hard Drive with Disk Utility

Project 4: Stream Music Wirelessly Throughout Your Home

Project 5: Put Your Favorite Photo on a T-Shirt, Apron, or Quilting Square

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Project 16: Send and Receive SMS Messages to and from Cell Phones

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Project 20: Turn Your Mac or Mac Mini into a DVD Media Center

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Project 22: Make a Mac Network That Is Friendly to PCs

Project 23: Make a Copy of Your Kid's Favorite DVD Before They Destroy It

Project 24: Convert Digital Movies, Videos, and DVDs for Viewing on a Video iPod

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## What I Say

I think grabbing a bunch of neat projects that are no/low-cost activities (except perhaps your time) elevates the Mac environment, don't you? Can you imagine a book like this for the non-Mac environment? C|Net seems to think so. They have online tutorial videos too. (Probably designed to compete with TeachMac.com.) <http://www.cnettv.com/> The Mac videos apparently are forthcoming...

I think that even if you are not new to the Mac, but grew up with it over the last 6 years that there are still a lot of neat things we can do with our Macs and Joli and Andrew have captured a number of them, whether easy, challenging or advanced.

Each of the 24 projects listed have a bill of materials (sort of) at the beginning, so there are few surprises as to what is needed to get the ball rolling.

Some of the projects refer to sliding apps from non-Mac environments over to the Mac and not very surprising at all is that they landed in the “Challenging” section of the book, such as establishing video and voice communications with PCs or transferring data across from PC to Mac. And for some reason, making a Mac Network so PCs will run on it, landed over in the “Advanced” section.

One thing that I thought was also a good idea was that in the Index, there is a whole list of websites under “W” that are referenced in the book.

Now I’m going back to Project 19 on Video Podcasting...

# iPod: The Missing Manual, 5<sup>th</sup> Edition

Reviewed by Harry {doc} Babad



**Author:** J. (Jude) D. Biersdofer

**Publisher:** O'Reilly Media <http://www.oreilly.com/>

**Released:** November 2006

**Pages:** 255

\$20 USD, \$26 CND, £14 GBP € 16 Euro

ISBN 10: 0-596-52978-3

ISBN 13: 9780596529789

Includes a comprehensive index and virtual CD resources.

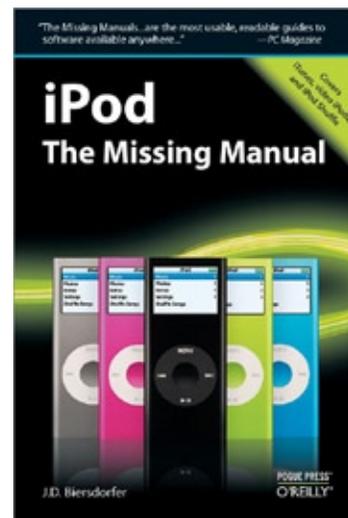
**Audience** — All iPod Owners and iPod wannabes

Product and company names and logos in this review may be registered trademarks of their respective companies.

**Strengths:** iPod is simply the best music player available, and this is the manual that should have come with it. Each custom re-designed page contains easy-to-follow color graphics, crystal-clear explanations, and guidance on the most useful things your iPod can do. I found the tips particularly useful as an experienced but moderately eclectic user.

**Weaknesses:** The fifth edition removed the chapter on Digital Audio formats [Chapter 4 on the fourth edition.] I've provided links later in this review to sites where such information is available. See: *Discomforts!*

**Disclaimer:** When reviewing a book I will often use the publisher's descriptions without quotation marks. This avoids clutter. All other comments in the review, unless otherwise cited, are strictly my own and based on my own assessment of the book's contents and usefulness.



**Tip** If you know you want all the songs on that stack of CDs next to your computer, just change the iTunes CD import preferences to "Import CD and Eject" to save yourself some clicking.

## Publisher's Overview

With iPod and iTunes, Apple's gotten the world hooked on portable music, pictures, and videos. One thing they haven't delivered, though, is an easy guide for getting the most from your sleek little entertainment center. This new edition covers the redesigned iPod Nanos, the video iPod, the tiny Shuffle and the overhauled iTunes 7. Each page sports easy-to-follow color graphics, crystal-clear explanations, and guidance on the most useful things your iPod can do. It discusses and illustrates the power of the 'Pod. Download movies, play photo slideshows, find cool podcasts, and more: this book shows you how to unleash all your iPod's power. As even the Economist and the Wall Street Journal have noted, and you as users know well — the iPod is simply the best music player available. This is the manual that should have come with it.



## Review Introduction

I recall reading but not reviewing the fourth edition in 2006 and finding it a bit grey but filled with useful information. I've long been a fan of the Missing Manual series, and have reviewed some in the past; but until recently I've not been an ipodder.

I inherited my grandson's iPod shuffle, a year ago, in return for a shiny new, at the time, 5G video iPod. I promptly ripped about 34 GB of AIFF files from my favorite jazz albums. Then I had iTunes do a random load of these cuts. When the present tracks bore me, or I want something not loaded, I reload again, randomly of course. That the kind of music I get when I tune into KKJZ (Long Beach CA), KBEM Minneapolis MN), WKTZ Jones College, Jacksonville, FL), WEMU (Ann Arbor MI) or KPLU (Tacoma WA.) I either spin CDs or listen to Internet radio when I write this purple prose; you now know what to blame.

Now I don't use my iPod much, preferring to listen, Walkman style, to news and views FM radio when I work out. [The latest news keeps my adrenaline pumping.] But for those long walks along the Columbia River at an almost aerobic speed, my shuffle is the thing I carry. Not so fast doc, my grandson is broadening my interest in things iPod. I may be a candidate for an upgrade. It would be an easier decision, if I were to chose a video model, if Apple incorporated it's new tilting (iPhone) screen the iPod; to make viewing a bit less on the squint. By the time I become a buying I'll need reversion 6 of this book; I will buy it whatever version it is. After all it's "the book that should have been in the box".

So, I figured I should get ahead start of both the iPod and iTunes capabilities; therefore this book review. Now to this latest iPod book. However, having read this book I know I could pick up a new multimedia iPod now and use it like a champ! The book has worked for me.

## The Book Itself – An Annotated Discussion of its Contents

Meet the iPod (Out of the Box and Into Your Ears in 15 minutes) — Getting some music into iTunes on the Mac or PC and thence into the iPod and to your ears. Learn how to install iTunes, load music on your iPod, and how to get rid of that dang, flashing "Do not disconnect" message.

Bopping Around the iPod - once the panic of having a 'first listen' is dealt with in the first section, this section explores all the iPod features and menus and general care giving. Whether you've got a tiny Shuffle or a big-screen model you'll learn everything from turning your iPod off and on to charging your iPod without a computer.

In Tune with iTunes - covers the basic use of iTunes and its interconnection with the iPod. iTunes can do far more than your father's jukebox. Learn how to pick and choose which parts of your iTunes library loads onto your iPod, how to move your sacred iTunes Folder to a bigger hard drive, and how to add album covers to your growing collection.

*The book contains a fine section of rich sources of music of any genre for music lovers with or without an iPod or not addicted to one. Me – me –me!*

The Power of Playlists – This chapter delves into iTunes further explaining playlists and their benefits. Download movies, play photo slideshows, find cool podcasts, and more: this book shows you how to unleash all your iPod's power.



*I skimmed this material because I make samplers rather than setting up play lists. I have enough well indexed CDs and mostly unindexed (vinyl) records, so I never feel musically deprived. If I get let down, there's always Internet radio. However, I was delighted to discover that iTunes could create snazzy CD covers and booklets using such playlists.*

Shop the iTunes Store — How to shop at the store; how to manage the purchased materials; and how to deal with problems that might arise (e.g., an interrupted download).

*Now this chapter's material left me cold! Why? There's nothing wrong with what Ms. Biersdofer wrote. The chapter is both clear, information rich, and convincing. However, I've not caught the "cuts" paradigm. Like lovers of classical music, folk and traditional bluegrass; jazz lovers are CD collectors. We collected Vinyl before that! It's okay to have 45 versions of "Take the A Train" or 36 versions of "Love for Sale" but too few of "Harlem Nocturne"; they're all different and most are great. Indeed, when I get time off for good behavior, I make samplers of stuff like this and do a but of additional background reading of the artists who recorded the music — the way to go. So why mess with the store.*

Videos Everywhere — all about videos on the iPod including buying, loading and even converting your existing video material to iPod specifications.

*I'm not into squint-a-vision, or even movies on my computer. Life it is too short for You Tube of the other visual; media out there. I'll stick with my DVDs and occasional moves on the cable. DVDs are better than cable, with out a Tivo type service, because I can't pause on the cable when I want to treat myself to another... what ever I'm killing my carbohydrate count with.*

Picturing Your Photos on the iPod — Loading photos and viewing, on the iPod and on a TV.

*Not for me but I don't do cell phones yet either. I am however, as not in another article, scanning old photographs and burning them to archive CDs along with a bit of whom did what when information. [See my article this month on Archiving Your Valued Data.]*

Other Stuff the iPod Can Do for You — explains using the iPod as an address book, calendar, stopwatch (actually very handy with lap times and memory of five training sessions), world clock and portable hard drive

and reading text files.

*I have a pocket drive for data, tossed my wristwatch, and I otherwise don't know how useful an iPod base data drive would be. But if I upgrade to an iPod with a screen, I'll reread this chapter and see what makes sense.*

iPod Out Loud — connecting to car and home stereos, wireless connections and sources of iPod accessories.

*Great for finding goodies for my grandson; and there's lot more stuff links on the missing CD site. <http://www.missingmanuals.com/cds/ipodtmm5/> I believe in the virtues of loud but isolated sound, my hearing is lousy! If I were to play anything so I could hear it, even with a state of the art (almost) digital aide, I'd drive the neighbors nuts and get fined for noise pollution. But don't let that stop you from checking out and adding goodies that share your iPods content with car passengers, guests over your stereo of TV or a boom box.*

What to Do When the iPod Isn't Working Right — the important steps to diagnosis; resetting; software update, restoring; battery tips; and repairs. The point is made that the iPod is not simply a music player, it is a little computer and it can have computer type glitches. A simple reset may be all that is required...

*Just read up on Apple's 5 R's. You know: Rest, Retry, Restart, Reinstall and Restore. After that find a good technician or service.*

Advanced iPodding — The fun stuff like connecting your iPod to your running shoes, and advice on using and creating podcasts.

*I have no present interest in the fun stuff like connecting your iPod to your running shoes, and advice on using and creating podcasts. But many of my younger friends do. I read, enjoyed and learned about was I was missing. You will too.*



The Missing CD-ROM — *The Missing Manual series of books, has added a concept called The Missing CD-ROM. David Pogue and O'Reilly have an innovative approach to the practice of including a helpful CD-ROM with an instruction book - there is none! - at a likely saving of \$5 per book. What would have been on the CD-ROM is available on the O'Reilly web site [www.missingmanuals.com](http://www.missingmanuals.com) Each item of ad- on hardware and shareware software or providers of associated paraphernalia mentioned in each manual is available there.*

## **Discomforts**

Digital Audio Formats — The material dealing with this subject, found in the fourth edition, should not have been left out of this book.

Check out: <http://www.informit.com/articles/printerfriendly.asp?p=372009&rl=1> and [http://en.wikipedia.org/wiki/Audio\\_file\\_format](http://en.wikipedia.org/wiki/Audio_file_format)

The Missing CD — Just to check on updates and errors I went to the Missing CD page for the book. Alas I was disappointed. It only contained a series of links to site that sold iPods and iPod related stuff. <http://www.missingmanuals.com/cds/ipodtmm5/>

Apple Scripting — I read somewhere but didn't catch the citation, perhaps Amazon.com, that in previous (4<sup>th</sup>) edition of iPod: The Missing Manual, there was emphasis on using Applescript to customize certain features.

This edition only shows you where to get ready-made scripts, but doesn't detail how to create your own scripts. [I checked, the anonymous reviewer is right.]

A Leap of Learning — Putting my self in the head of a new iPodder, not hard to do, I found the leap of assumed knowledge in going from chapter one let say to chapter three a bit uncomfortable. I would have preferred if the author had added cross-reference in later chapters to the introductory materials. Some readers, like some students need to have the “hands held.” Once again the index helped me to “flash back.”

#### A Little Too Late For Many Readers —

- Controlling your iPod – The click wheel functional description on Page 21 should be on page 14. The index helped me locate it.
- The Scroll Wheel – Although introduced on page 14, you don't lean much about this important action until page 16. Even then, the action for folks used to scrolling on a 3-button-wheel mouse, the iPod click wheel action is not clearly explained.

### **In Closing**

If you want to know more about that toy you just got for the holidays or your birthday check out iPod: The Missing Manual (5th Ed.). Check out an excerpt from iPod, the Missing Manual on O'Reilly's website:

<http://digitalmedia.oreilly.com/2006/11/30/six-tips-from-ipod-missing-manual.html>

If you value your iPod and want to gain full use of its ever-expanding set of features, this book will serve as both a great introduction (ipodder 101) and reference tool! Compared to other volumes in the Missing Manual series, about the book is printed in full color with excellent photographs, screenshots and iPod menu graphics. For some reason, my magnifying glass tells its also printed at a higher resolution make each image easier to study.

J.D. Biersdorfer writes in a gentle colloquial (folksy) style that is easy to read and her gentle humor soon hooks you. This is not to say she's not knowledgeable and accurate — to the contrary, she's a real expert who knows how to write for you and me. With help from the books designers, the combined flow of color images and text keep you reading — even if you have no real use or immediate interest for the topic.

The book will point you to some resources you may not have known about, both online and on your own desktop. For example, how to find and delete duplicate songs. (I had lots.) Or how to safely move the iTunes folder on your hard drive, and options for burning different kinds of discs. You will also learn how to legally use your iPod on other computers or on your TV and the associated Video conversion programs for the iPod. So there's a bit of rich information for all of you. Nirvana it's not but go out and add this book to your collection so can start podding along more harmoniously. This book is perfect for both the new iPodder and folks like me who just want to get more in tune with the iPod's capabilities.



**Review PS:**

In an amazon.com review Jeremy Hall noted that “What I found most unique about this missing manual is how it could really be a great resource for someone trying to decide which iPod to get. Whether it is size, space or playing video and photos along with your music, you can get familiar with the various models and their options before making your purchase. Once you get your device you decide on, you then have a great reference for It.” doc\_Seiz, now why didn’t I think of that?

**Author BIOS**

Jude Biersdorfer has written the weekly Q&A column for the Circuits section of The New York Times since 1998, and she occasionally writes feature stories and how-to articles for the same section. As the computer Q&A columnist for the New York Times she is comfortable with both the Mac and PC platforms. This is important because this book covers the iPod in both worlds. She has also written for Rolling Stone, The New York Times Book Review and the AIGA Journal of Graphic Design, among other publications, and has contributed essays on the collision of pop culture and technology for the books *The Education of the E-Designer* (2001) and *Sex Appeal* (2000), both published by Allworth Press. In her limited spare time, she likes to watch documentaries and torture the neighbors with her clawhammer banjo playing. She lives in New York City.

# Shareware

The section 5 shareware reviews in this issue of *macCompanion* are:

- **Deinstaller 2.0.1** – help remove installed packages, not applications or .dmg files, reviewed by Harry {doc} Babad
- **Disc Label 4.1** – media labeling software, reviewed by Harry {doc} Babad
- **Menu Collection 1.26** – a menu based collection of OS system centric utilities, reviewed by Harry {doc} Babad
- **myNotes 1.4.2** – a note-taking program that lets you create, manage, retrieve, personalize and print notes, links and clippings of all kinds, reviewed by Harry {doc} Babad
- **PopChar 3.1** – insert special characters in a number of applications, reviewed by Harry {doc} Babad
- **Semulov** – mount and unmount external drives – including iPods, reviewed by Harry {doc} Babad
- **TuberSock 1.0.1** – synchronize and record a video, by Dr. Eric Flescher
- **uApp 1.3.1** – another fine *application deinstall* tool that cleans out all the bits and pieces hidden on your hard drive, by Harry {doc} Babad

From Assistant Editor Harry {doc} Babad:

macCompanion Help Wanted

Shareware and freeware reviewers for *macCompanion*

Motivation - There's so much out there to share

Rewards - Seeing your name in print

- Sharing new toys with soon to be friends

Contact – Robert Pritchett, and CC Harry

Expected salary - The product is yours all yours.

*macCompanion* is looking for a few good people that want to write informative reviews of shareware products. Writing experience is useful, but not an absolute requirement.

# DesInstaller 2.0.1

Reviewed by Harry {doc} Babad

**Developer:** Nicolas Zinovieff

**Support:** <http://krugazor.free.fr/software/desinstaller/documentation.html>  
<http://krugazor.free.fr/software/desinstaller/DesInstaller.php>

**System Requirements:** Mac OS X 10.0 or later. Not universal binary.

**Released:** March 9, 2006

**Audience:** All user levels

**Strengths:** DesInstaller allows you to inspect , remove or archive and remove installed packages and their components.

**Weaknesses:** DesInstaller removes installed packages. For now, it only works with Apple's "pkg" files, but that, according to the developer, may change in the future.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

Product and company names and logos in this review may be registered trademarks of their respective companies.

**Disclaimer:** When briefly reviewing share-freeware I will often use the developer's product, functions and features descriptions. All other comments are strictly my own and based on testing.

## Publisher's Summary

DesInstaller is a simple tool that reads the receipts generated when you install a .pkg file with Apple's Installer. Every file installed by this package is removed, even if it has been modified, and archived if you ask the DesInstaller to. If you decide to use a reinstaller, you will get a tar archive, for portability, and a shell script with a "command" extension, to be double clickable. Please be aware that even if the reinstaller does not actually care about its position when invoked, the two parts (the tar archive and the term shell script) are both needed in the same folder.

## Introduction

I am a sucker for testing "like-me" application just to see if the one I now use can be one-upped. I have used AppZapper so when I came across Deinstaller I thought, here's another tool to test.

Alas, I did not read the fine print. Deinstaller removes packages, not installed applications. I wrote this review anyway; who knows when I may want to rid my self of an installation package or learn enough to tweak one. In many ways, testing this software reminded me of the first few times, in classic Macintosh OS's, I used ResEdit. This sense of imminent "doom or disaster" held me back in using heavily using ResEdit even after having spend



For Experts:



For Newbies:

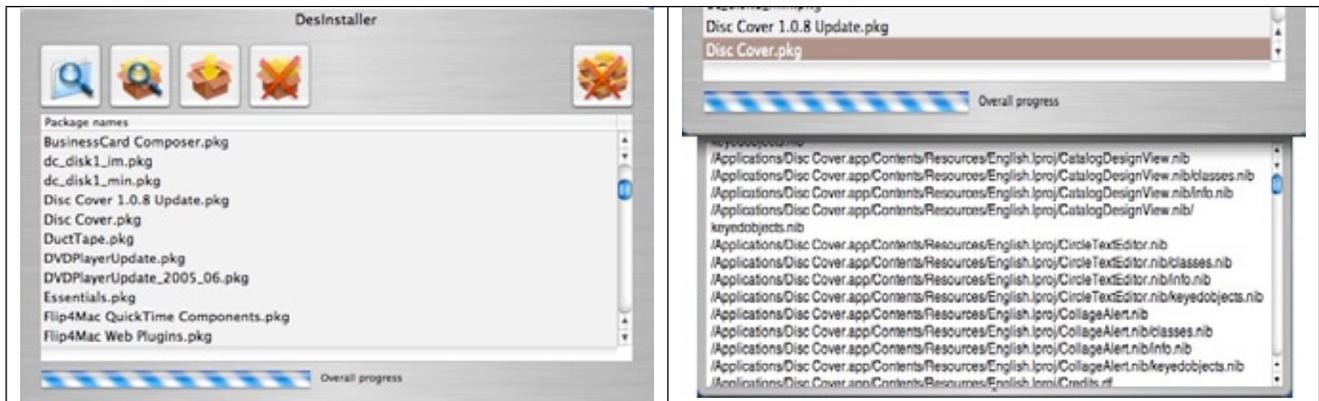


hour reading and studying *Zen and the Art of Resource Editing* by Derrick Schneider, Hans Hansen, and Noah Potkin – 1992. I feel that way about DesInstaller

## Working With

Installing this application is simple. Open its .dmg file, and drag it to your applications folder. There are all sorts of *application installer* package related things you can do with the product, some of which I've listed below.

View Packages — Open DesInstaller and click “Show Packages” button. I was appalled to find that I had



Display Package Contents — Click the *Reveal Contents* button to toggle the files drawer and double-click any package from the list. The drawer displays files that have been installed in selected package. This may take a while so be patient while the “beach ball” spins. This works but I have no idea what much of this packaged stuff does, so I restricted myself to looking.

Backup a Package for Archive Purposes — You can also open a package or receipt from any location to get the files list, save a reinstaller or remove it. Therefore, to backup a package, select package to backup. Click “Save as Reinstaller” button and choose location for files.

## A Few Surprises

Okay, doc, how many .pkgs do you have installed? Where are they hiding?

A bit of a search with EasyFind and I found that I had 115 installer packages, hidden in my Harry's Tiger > Library > Receipts Folder. This amounted to 97.6 MB of files.

There were things like DuctTape and Essentials that I'd never heard of. There were also packages associated with applications I'd installed such as Business Card Composer, Disc Cover, HP Printer Drivers, Norton Anti Virus, OS X 10.4 updaters QuickTime and a plethora of security updates [SecUpd packages]. For example, were six QuickTime installer packages [e.g., version 7.03 to 7.13]; eight Mac OS X update and nine iPhoto related packages.

So what to do? Well I *initially* chickened out and thought I'd leave this stuff on my drive. It was just a case of *Caveat Emptor* — Since I had no idea what I was doing, I did not actually click the remove page button.

Then I had a light bulb moment. I remembered that I'd read somewhere that Apples Software Update [Preference Pane] stored the updater .pkgs after completing installation, although I had no idea how this

preference was set. Well my timing was grrreat. There were three new Apple updates, related to daylight savings time, waiting to be installed. Guess how many new packages showed up in my receipts folder? So as experiment one, I tossed the QuickTime updaters, all but the last one, as well as all Macintosh OS X security updaters for 2006. I rebooted and my computer seemed to work normally. In a few days I'll toss the largish number of OS X 10.4 updates. Deinstaller, at least that the level I've used it, simply works.

.pkg vs .dmg — And just be a bit more pedantic, a .pkg is not a .dmg files. *A .dmg file is a Mac OS X disk image. These are buckets for storing things like applications or data files in compressed form in a manner similar to a Zip file.* When using the later, you must do something more than click on a package and follow instructions. You must do some real work, like dragging an application to your applications folder. These are just two different ways to deliver software... don't let it worry you. The only things to remember is that packages are stashed in the library > receipts folder. By contrast, I can see a .dmg installer in my downloads folder, and toss it when I'm done with it.

### **Another Feature**

Examining New (Application) Packages Prior to Installing Them — I played with this feature, it works, but I'm not smart enough to use it to change an installer packages contents. Again, caveat emptor, let the buyer (user) beware.

The developer recommends that you “inspect a package prior to installing it. From the application File menu choose “Verify package before installing” and select desired package. You will have the option to backup files that will be replaced by installing a newer package, or to remove files from package BEFORE installation. To do so choose *Open Package...* from the application File menu and locate the installer package to open.”

### **Review Limits**

I did not work with the *restore package* features because using terminal is not one of my skills. However the publisher provided the following help. “Make sure the two parts of the reinstaller (the tgz archive and the shell script) are both in the same folder. Double-click the shell command file. The terminal window will open for administrator password to run the script.”

I also did not check *setting different receipt locations* — “If necessary, choose “Change Receipts Root...” from the application File to set another receipt location. To restore default settings, set the receipt root to /Library/Receipts/ folder on your startup disk.”

Deinstaller Version 3.0b3 — I downloaded and tested this version but it was not stable on my system. It not only could not read package contents, easily visible with version 2, but it kept crashing. Discretion being the better part of valor, I removed it from my hard drive.

### **Conclusions**

The program works smoothly as it is supposed to. Although one can delete packages directly from the library > receipts folder, there is a certain elegance in using Nicolas Zinovieff's fine application. The price is right and after all, in a senior moment, you might forget where all those pesky disk space-consuming packages are stored.

### **IMPORTANT**

If you don't know what you're doing, don't play with this application except to deinstall packages.

**PS**

Check out the review of the uApp application deinstaller in this issue, it's a real application space saver. I used it to deinstall the beta version of this program.

**PPS**

Like all deinstallers, a cautionary disclaimer from its developer, because this is a dangerous program:

“Be aware that DesInstaller is not an intelligent tool. It does not perform modification/moving tests, and removes what the OS thinks was installed. For power users, you can add and customize the tgz archive with optional files, or whatever. I really think of creating a simple way to make archives of what you want to save, but this is not the point here: we only want to remove stuff that was installed and that is no longer needed.”

# DiscLabel 4.1.1

Reviewed by Harry {doc} Babad



**Developer:** SmileOnMyMac, LLC

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

[info@smileonmymac.com](mailto:info@smileonmymac.com), or [support@DiscLabel.com](mailto:support@DiscLabel.com)

## Price

\$33 USD, \$27 USD Academic, Upgrade \$15 USD

Trial Period – 30 days

**System Requirements:** Mac OS X version 10.4 (Tiger) or later (DiscLabel 2.4.1 is still available for Mac OS X version 10.2.5 - 10.3.9.) Note that there are about 80 MB of graphics files that are part of this product.

Multilingual- available for English, Japanese, German, Italian, and French users.

**Release Date:** January 4, 2007

**Download Size:** 13.7 MB

Beginner/Intermediate/Advanced

**Strengths:** With its enhanced interface and added features, this product is, for now, the leader in the Macintosh media labeling software. Using its excellent and downloadable 80-page manual makes it easy to polish your label/insert creation skills beyond the intuitive. If you don't like manuals, who does, play, the DiscLabel user interface is truly intuitive (e.g., Mac-like.)

**Weaknesses:** Nothing worth noting – but I still can't make up my mind which media labeling product is best.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

Product and company names and logos in this review may be registered trademarks of their respective companies.

## Publisher's Summary

DiscLabel helps you make great looking labels for your CDs, DVDs, and related materials. The software package contains everything you need to design, print and apply custom CD/DVD labels. This major upgrade features new design tools, such as multiple layer support and gradients, as well as interface improvements that simplify the creation of new designs. We've streamlined the new design creation process, whether the user wants to use a template or create a custom design from scratch.”



## Introduction

As I continue to make heavy use media labeling software to prepare elaborate custom labels and booklets for various concert CDs and music samplers, my discomfort grows. Why, I ask, can I not pick a favorite from among the wonderful programs I own? Which programs? DiscLabel 4.1.1 [SmileOnMyMac Software, <http://www.DiscLabel.com/>], Discus 4.0.3β [Magic Mouse, [www.magicmouse.com](http://www.magicmouse.com)] and the newer Disc Cover 1.2.1 [Belight Software, <http://www.belightsoft.com/disccover/%5D>].

I also own The Print Shop 2.04u by Software MacKiev which I don't use to label media, and several sets of templates for both MS Word 2004, and AppleWorks 6.2.9, my old standby labeling applications. These are the programs that I first used to create elaborate custom media labels and inserts. Yes, you guessed it. That's why I've been testing the more media focused products listed above.

Instead of choosing, I flit from program to program like a bee in search of perfect nectar, at times actually creating a label in two of the programs just to meet some imaginary goal of perfection. Now If I were disciplined and a good macCompanion, I'd set up a bakers half dozen projects, and try these tools side by side; I'm retires and paid my dues. — Get It! I could even test out the templates, design help files and even dink with the clipart provided; the developers spent lots of energy providing this material.

My Labeling Focus — Before I continue, let's get one item straight about my labeling habits. I almost never use the templates and designs provided with these products or any of the provided clipart. I get this picture for a design in my head and then work to bring it to reality, or a closes approximation thereof. Indeed, were I hard disk space short, I'd likely remove some or all of the provided clipart collections from my hard drive. Therefore if clipart and template matter to you, you'll need to read the earlier macC reviews of these products or better yet check test drive them your self.

Robert Pritchett review this product (Version 2.1) and gave it 5 Stars. The product has gotten better like a good wine, but I grade harder than does Robert, therefore four and a half stars. <http://www.maccompanion.com/archives/september2004/Software/DiscLabel.html 02/>

## Working With

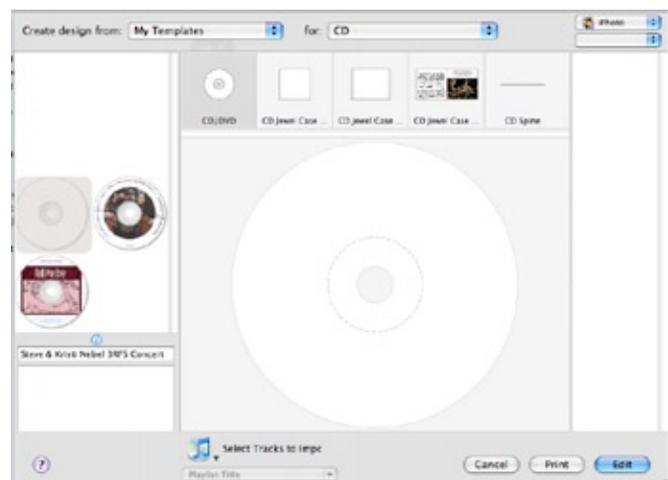
Simply double-click the DiscLabel installer from its disk image. Follow the installation steps, and DiscLabel will be installed in your Applications folder. I found that I wanted to create a folder called DiscLabel information in which I could store the readme folder and the downloaded PDF manual. The product worked fine from within its applications folder.

There are several approaches to using the product; all are intuitive with a little trial and error. If needed, these are all explained with great clarity in a stepwise fashion in the help notes.

Step-by-step from iTunes

Step-by-step with the factory

Step-by-step building a new label starting from scratch



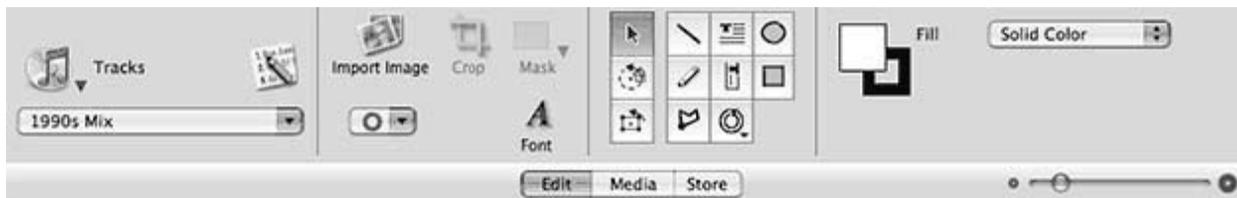
I actually found the text editing user interface simplified (compared to version 3.x and improved but still found changing font sizes and attributes for individual words a bit clumsy, not word processor perfect.

My Tests — To test the product, I focused on about six projects, some of which I'd done previously either in an earlier version of DiscLabel or with a competing product. All were successful, and took a minimal effort; after all I'd mastered the learning curve. The projects included my using photo collages of images collected on the Internet [googled, of course.] These were applied to music or recipe CDs. I also created jewel case booklets. That required importing both biographical information about album artists, as well as the album play lists. Much of the material I needed for the labels and booklets was stored in my CD database collection or found as a result of an Internet search. I maintain information on all my CDs owned or lusted-for in a FileMaker Pro database, still version 6. *Would that personal computers were available when I started collecting vinyl.*

I don't use jewel case inserts, favoring slim cases for my creations. I also tested that feature. I picked the insert design I wanted from the list based on the paper I had on hand. In a number of instances, I used the label art as a background for the second pages of a booklet or insert, by making it more transparent than the label art, so I could more *darkly* type over it.

Multiple Layers to Enhance Graphic Effects — DiscLabel 4.1 features the option to add multiple layers, which can be hidden or reordered. What fun, but my skills are not up to maximizing the benefit of this feature. I don't even yet do Photoshop Elements. The user can copy and paste all layers into a new design to create additional packaging elements like jewel cases. I did not test either the new tools for creating freehand scribbles and polygons or the support for multicolor gradient fills for text and objects, they would have made my design too garish.

An interesting Side Note — The publisher provides us with a comparison of features, which of course makes the product shine. SmileOnMyMac compares DiscLabel 4.0, discus 3.10 [I'm now using the 4.0x beta which is richer in features], and Disc Cover 1.2 (a new excellent contender.) Here's the Edit Function Interface.



Note that with each successive major update the features set of these three fine products become more comparable. Therefore, since cost is not a differentiator, that leaves the choice to how one interacts with the product's interface a major decision criterion. If there's a feature you can't live without in the tables below, then that will help you choose. There is also an ongoing effort by all three developers to add new features to one-up the competition, grrreat if it's a feature you'd use.

Obviously, you folks who prefer to use templates and who welcome the excellent provided clip art in these collections have different needs than those of us who like to start from scratch.] There are a significant number of blessed features that I don't use in the tables below. Like all other such choices, the set of you can't live without a given feature which product you prefer becomes an individual choice. *The items I marked with an asterisk {\*} are unique to DiscLabel.*

## Features I Care About:

- Create circular text including multiple line text.
- Copy and paste multiple layers
- Copy and paste images for graphics applications
- Drag & drop images, including Photoshop, from Finder
- Create montages with photos \* [A new feature in DiscLabel 4.0β, This can be done with all the products but is easier in DiscLabel.]
- Templates auto-adapt to imported data \* [little or no resizing]
- Auto-fit track text to CD bounds \*
- Print to a wide array of label and paper types, as well as supports direct-on-CD printers
  
- Those That Might Be Important to Me in the Future:
- Apply linear and radial gradients using multiple colors to text and objects
- Update and share templates online including .Mac \* Note, the other developers send me an email message of updates or auto-check when I boot the product.
- Precise adjustment of printed area for direct-to-disc printing \*
- Use multiple fonts in circular text \*



## Things I Don't Use Now Nor Will Likely Use:

- Supports LightScribe \*
- Online Paper Store \* [I use several sources of a supplies, although Neato is one of my Internet favorites because of low prices and great service]
- Draw free-hand polygons and scribbles
- Import playlists and track art from iTunes
- Import albums or photos directly from iPhoto
- Automate with AppleScript - Scripts menu & examples are provided \*

In addition for those of you who use LightScribe, direct-to-disc labeling technology used with LightScribe-compatible burners and media, enables users to burn images and text directly to the top of the disc itself rather than using an inkjet printer.

## Discomforts

Print Preview — There's no print preview either, I miss that but the loaded template using the template stationary does an excellent job or predicting what the final product will look like.

Too Much Ado with iApps — The software too often defaults to searching the Apple iApplications, none of which I use. I neither store photos in iPhoto, nor add music to iTunes. iDVD, who needs it? [Surely, I can't be along in ignoring Apples "i" offerings?] I would turn these connections off, but most of you will find them helpful.

## Conclusions

As Carol Mary Miller who writes for Mac360 noted "'DiscLabel' is simple, it's elegant, it's feature-laden, it's

intuitive, it's affordable, it's attractive, and it works. That will put a smile on your face." I agree. Ms. Miller further notes: "Every disc needs a label but what you want is a label that either 1) communicates simply, or 2) has great style, or 3) does both well. DiscLabel has a shoebox full of attractive, pre-designed templates that look as though you'd hired someone who knew what they were doing to design your label. Of course, if you know what you're doing, you can design your own, too. DiscLabel simply adds your design to the other templates, so you can use it again and again.

### **Other DiscLabel reviews I found compelling**

Review of the DiscLabel 3.3 CD & DVD Software for the Macintosh by Scott Kessman; [http://www.associatedcontent.com/pop\\_print.shtml?content\\_type=article&content\\_type\\_id=42270](http://www.associatedcontent.com/pop_print.shtml?content_type=article&content_type_id=42270)

DiscLabel 4 Gains Layers, Tag Editor, More... By: □Erik Vlietinck, November 21, 2006  
[http://www.it-enquirer.com/main/ite/more/DiscLabel\\_4/](http://www.it-enquirer.com/main/ite/more/DiscLabel_4/)

Disk Labeling Reloaded— DiscLabel 4.1 is out, *Softpedia News* By: Codrut Nistor, Editor, Software Reviews.  
<http://news.softpedia.com/news/Disk-Labeling-Reloaded-42430.shtml>

# Menu Utilities Collection 1.26

Reviewed by Harry {doc} Babad



**Developer:** Ari Feldman

**Support:** eMAIL through the website

<http://www.flyingyogi.com/fun/>

Make a donation, developer have to live too.

**System Requirements:** Mac OS X 10.3 or later, Not universal binary.

**Released:** 16 January, 2007

**Audience:** All user levels

**Strengths:** If one of these menu function add-ons works for you use them — there's something in this collection for everyone.

**Weaknesses:** Now wouldn't it be a grand thing if I could just ask Ari to create one or three other items for me.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

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**Disclaimer:** When briefly reviewing share-freeware I will often use the developer's product, functions and features descriptions. All other comments are strictly my own and based on testing.

## Introduction

The Menu Utilities collection is a free compilation of various small utilities that run within your Mac's menu bar. Included in the latest (version 1.25) compilation are 12 mini-applications that serve to provide information about your computer, as well as giving you quick access to a number of OS features. Since my 22" monitor has more menu bar space than does my dock, I decided to check them out.

## Working With

Installing these applications is simple. Open the folder containing the individual applications, after unzipping the download file, and drag it to your applications folder. To install, simply drag the application(s) of interest into your Mac's /Applications/ folder (or any folder you wish). To launch, simply double-click on an application's icon. To quit, simply select the application's Quit option, which appears in its menu.

I tried most of the package and then promptly deinstalled many of them. Although they could be valued tools, I

simply did not or would not use those items.



For the items I liked, I followed the developer's suggestion. "If you like any of these programs and want to have them start up automatically at login, simply enable them via the 'Accounts' applet in the 'System Preferences' application." Such an atypical route is necessary because opening one of the collection's applications does not place it in the dock. I had previously downloaded, individual tools, such as PrefsMenu 1.2.4, which for months allowed equivalent access to my preference pane. Why, accessing my preferences panel from the menu bar freed up dock space.

Which route you chose, individual downloaded applications for the MacUpdate or Version Tracker sites, or from this set. It's a matter of pure choice or even pure chance. What you've got is what you'll use.

I've highlighted the tools I like, but that doesn't mean your choices would be mine. I did however come to one conclusion about the applications that provided identical functionality either a pulldown menu items or as space hogs in the menubar. I'll let you guess which I chose. Note I did pick MenuPrefs over PrefsMenu 1.2.4 because the later had become flakey when I upgraded to Tiger 10.4.8. But after a test or three I kept the preferences pane in the dock. Read on!

### The Following Items are Included in this Compilation

HD Free: 130G (Used: 24%)

HD Free: displays the free and used space, displayed as a %, on your boot drive in the menu bar.

HD Free ±: displays the free and used space on all of your mounted drives in a drop down menu. This includes any iPods configured as drives and plugged-in flash drives. Note that according to Charles Moore (see below) Drives will also be listed in the order that they were mounted.

mCal: displays a small calendar of the current month inside a drop down menu.

66.108.235.244

MenuIP: displays your Mac's external IP address in the menu bar.

MenuIP +: displays your Mac's external IP address inside a drop down menu and lets you copy it to the Clipboard. According to Charles Moore, "this tool also checks an external URL to get your IP rather than relying on the value of network interface *en0*, which should allow it to report your IP correctly whether you're using an Ethernet, WiFi or even dial-up connection or behind a corporate firewall, etc."

MenuPrefs: displays your Mac's standard System Preference panes inside a drop down menu for quick access. One limitation is that MenuPrefs only display the standard System Preference panes at this time so I don't regain that dock slot since half the items in my preferences pane don't show up.



MenuRAM: displays your Mac's used and free RAM in the menu bar.



MenuRAM +: displays your Mac's used and free RAM in a drop down menu.

Process Tamer: displays a list of all active application and system processes in a drop down menu. You can then individually kill them with one click. Mr. Moore notes "in many cases, Process Tamer will be more convenient than manually typing in individual process ID (PIDs) in the Terminal to accomplish the same thing." For more details on this feature check his review.

SysLoad: displays the current system "load" of your Mac, which can help you gauge just how busy your Mac is.

SysUtils: displays a list of all of the click-able applications in your Mac's /Applications/Utilities/ folder inside a drop down menu, which you can then launch. I did find, as Charles Moore noted that This can be handy as it allows you to free up precious Dock space when it comes to accessing important but sporadically used system utilities such as Grab, X11, Disk Utility, etc. Moreover, you can place other utility applications in your /Applications/Utilities/ folder and they will show up in the menu the next time it's activated."

yCal: displays a calendar of the current year inside a drop down menu.

## **Other Features**

Easy Removal — You should also note that when you first boot each application, some of these create a preference file (.plist) in your Library > Preferences folder. After experimenting with these applications, you should delete the preferences file when removing any unneeded application from your hard drive. It's just a drag and drop to the trash.

Developers Note: HD Free, MenuIP, MenuRAM and SysLoad can be used alone or in conjunction with one another.

## **Discomforts**

None, what's to dislike, you either find an item useful or not. It's free so you have nothing to complain about.

In a review of this product, posted by Charles W. Moore on Applelinks, he noted that “The only problem with this is that if you want to use several of them at a time, they eat up menubar space pretty quickly, even on a widescreen machine like my 17” PowerBook.”

[http://www.applelinks.com/index.php/more/menu\\_utilities\\_collection\\_125\\_mini\\_review\\_os\\_x\\_odyssey\\_843/](http://www.applelinks.com/index.php/more/menu_utilities_collection_125_mini_review_os_x_odyssey_843/)

## **Conclusions**

This simple and useful collection of applications provides various handy and timesaving features to make using your Mac faster and/or easier. The applications are very small and consume very little RAM or system resources.

For those of you who are interested in some of the applications that Charles Moore found helpful, check his review of version 1.25 for more details on how they function.

I initially placed an alias of the folder of applications in my dock, at least for a day or two. I moved the ones I like to my applications folder. Having narrowed down the ones I'd use I just arranged to have some of them boot on startup.

# myNotes 1.4.2

Reviewed by Harry {doc} Babad

**Developer:** Andrei Kozlov, Mishimo Software

<mailto:mynotes@mishimo.com>

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

\$18 USD

**Requirements:** Mac OS X 10.4 or later. Not yet universal binary.

**Released:** 15 December, 2006

**Audience:** All user levels

**Strengths:** This is a great note-taking product. It is still easy to use, flexible, elegant and stable that takes advantage of the Panther and Tiger operating system's native characteristics. Since it uses Spotlight as its search engine, finding filed material is straightforward.

**Weaknesses:** None that I could find but I was unable to test of its features because I don't use Apple's mail or Address book nor do I chat — no never. I also can't imagine needing to sync my notes to my Jazz filled iPod. [The world needs Philistines – doc.]

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

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**Disclaimer:** When briefly reviewing share-freeware I will often use the developer's product, functions and features descriptions. All other comments are strictly my own and based on testing.

## Publisher's Summary

myNotes is the note-taking program with groundbreaking ease of use and innovative printing capabilities. Its simple and customizable interface lets you focus on notes, ideas or your diary, while printable themes let you print it with different styled themes (stationary plus.)

## Introduction

I love note-taking software, much of which I've reviewed for macCompanion. Although I am still using DEVONnote as my principal note collection and organizing software, I remain intrigued by the products capabilities as well as my fond memories of trying out version 1.1.1. I reviewed the earlier version for the May 2006 issue of macCompanion. At that time, I enjoyed the interface and the software's functionality, giving it a 4.5 macC score. Since I'm always curious about how a favored product develops, I decided to do a quick re-review of the product. Although I did not adopt the product then or will now, there is much to recommend to

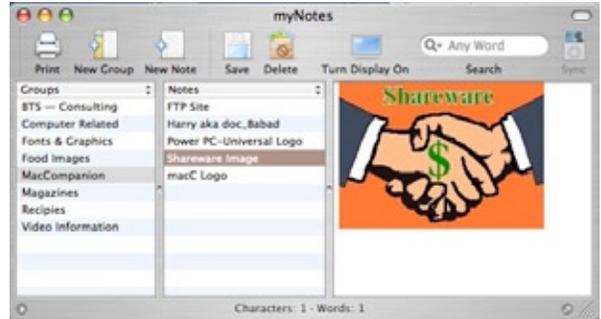


folks who need a straightforward robust and stable collector of “stuff”.

“Read on about what I found.

### Working With

Installation, a drag and drop to your application folder is fool proof. All work is done in the three-pane main window. To re-test the product I both added to the myNotes application the types of files that the software supports. These include making notes from PDFs, images {jpg, tiff, and gif...} , text, RTF and MS Word documents. I did not use any of the Apple iApps related features. The source of my inputs, allowing for a quick review was a combination of new snippets of material I’m using for my upcoming reviews and items I’ve recently added to DEVONnote or shadowClipboard to the software grouped notes.



Everything I tried worked just fine. Searching for information in my notes was also easy. In addition, all embedded links, worked fine when importing text or RTF based documents. On the rare occasion that a link didn’t take, its linking tools solved that problem [Font > Link].

### Other Package Features

Check out the features of this product at the developer’s web site. I would like once again to state that the product help system is excellent, simple and clear. You will not likely need help using this predicts, but its the just in case.

New in version 1.4.2, myNotes now uses a default email client (set in Apples Mail preferences) to send email. I use Eudora so this enhancement did not serve me.

### A Discomfort and a Recheck of my Discomforts in Version 1.1.1

Typing into New Group or Notes Fields — Unlike the newer version of other note and to-do software creating new folder or new note did not make the field available for typing. To name the group/note I had to double click on the newly crated item. That is an inefficient way to have to work.

In addition the auto (note title) naming feature for a new note seemed to only work half of the time, when I pasted information into the new black note field

Complete What? — There was one item in the find menu called *complete* that confused me. It did nothing. It was also not mentioned in the *help* file.

Flat Groups (from v. 1.1.1) — The product only allows groups that can only contain one layer of notes. I prefer, indeed require, a deeper hierarchy of notes. I need, at each level (folder) whose contents are another folder or two *and* some notes at each deeper level. This, from my person use, is the only significant weakness in this otherwise great product. [That’s the primary reason that I DEVONnote.] – *Nothing has changed this is still a flat folder organizer.*

Auto Naming of Notes (from v. 1.1.1) — According to the publisher, if tired of inventing names for notes,

let myNOTES do it for you! No way, grabbing the first 20 or 30 characters in a note comes nowhere close to giving the note a unique and functional name. This feature grows one – its just a matter of starting a new not with the “subject’s focus” in mind.

More Tool Bar Icons (from v. 1.1.1) — An paraphrased from a Version Tracker review, A few additional toolbar icons would also be welcome: Link, delete, text attributes, and color. However, this was not a big deal once you figured out the product’s logical menus. A highlighting tool bar and copy note capability is also very desirable. *I know that some of these items can be accessed in the product’s menus, and even have keyboard shortcuts, but I like complete toolbars. Is anyone listening?*

## **Conclusions**

The Good News - The product is stable; four plus hours of testing and no freezes or crashes. The developer has effectively implemented Auto-Saving and Backup so you never lose your work, nice belt and suspenders use. myNotes is a note taking program that lets you create, manage and retrieve notes and clippings of all kinds, as well as print with the help of beautiful printable themes. Its simple and easily customizable interface lets you focus on your notes, ideas or your review inputs or love letters.

For those of you who are comfortable with its flat (one layer file) interface and have not yet committed to putting large amounts of information into an other note keeping program, grab a copy and try it. You’ll find it well worth a few minutes of testing. For folks who are graphically obsessed, it also has the best printing features in any product I’ve yet tested including DEVONnote.

The lack of significant change in the products interface between version 1.1.1 and 1.4.2 and my lack of ability to reach the developer forces me to slightly lower my opinion about this product. Most other developers are responsive to reviewer feedback, if nothing else establishing communication.

The Bad News - I still like DEVONnote better, but if you try this product you will likely never reach out to any competing flat-groups oriented notepad smidgets organizer.

# PopChar X 3.1

Reviewed by Harry {doc} Babad



**Developer:** Ergonis Software

[popchar-support@ergonis.com](mailto:popchar-support@ergonis.com)

<http://www.ergonis.com/products/popcharx/>

\$30 USD

**Requirements:** Mac OS X 10.3 or later, now universal binary.

**Released:** 20 Nov 2006      **Download Size:** 1.5 MB

**Audience:** All user levels

**Strengths:** The ideal way to add little used characters to a document without having to memorize keyboard shortcuts

**Weaknesses:** Nothing major other than the old interface was less visually run-on when viewing the Unicode blocks or Scripts and Symbols windows — the old sliding draw metaphor was more comfortable.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

Product and company names and logos in this review may be registered trademarks of their respective companies.

**Disclaimer:** When briefly reviewing software, I will often use the developer's product, functions and features descriptions. All other review comments are strictly my own and based on testing.

## Publisher's Summary

PopChar X is a floating window where you can click on a little "P" box to display a table of available characters for a particular font. Select the desired character and it instantly appears in your document. No more Key Caps, no more memorizing keystrokes.

## Introduction

I have been using PopChar since it first appeared in 1987. Fourteen years and many versions later, I still use it! As soon as I saw a new OS X Tiger update I jumped at the chance to upgrade. This spontaneous act happened, even though I'm not using an Intel Macintosh. Then a surprise. Since at the time the 3.x update was released, I'd used the earlier version of the product for less than two years, I was delighted that updating was free {for two years}. Apple {e.g., QuickTime} Microsoft—Adobe, are you listening?



PopChar X plays nice with every application I tried and use it in. These range from disc labeling product, business card software, word and text processors, FileMaker Pro, MS Excel and all the notepad, brainstorming and ToDo software I've played with (er, reviewed).

I have even been able to make it work with Adobe Acrobat when I use the touchup text tool. [Of course the font can't be imbedded in the PDF. Who cares it works up fine when printed or read on the screen.] PopChar also works well in Acrobat Professional's sticky notes and comments as well as the typewriter tool function. All I can say is I'm impressed!

### Working With

To install PopChar X, download it from the Ergonis downloads page. PopChar X is distributed as a Mac OS X disk image (DMG). Once you have mounted the disk image, simply drag the PopChar application icon to your Applications folder. Then double-click the copy of PopChar you have just created. No restart required; you can immediately start using PopChar.

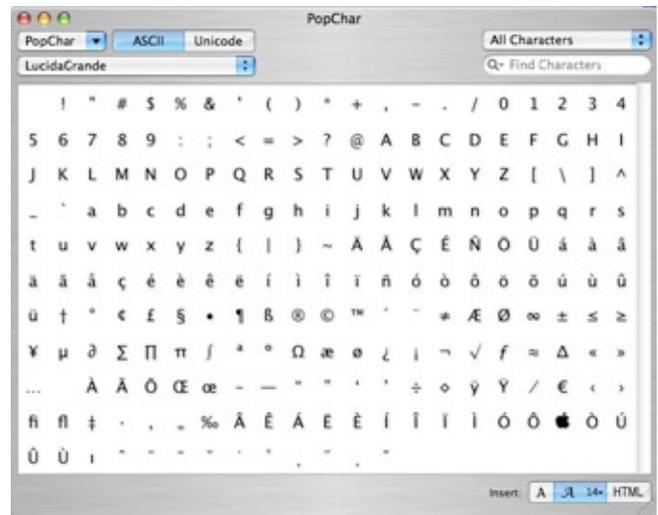
Note that As long as you do not have a license key, PopChar operates in trial mode: some special characters are dimmed in the PopChar table.



I use the software in either ASCII or more usually in the recent characters mode. Since I do most of my writing in Lucinda Grande, I will often need to go to other fonts to get special characters. I use special symbols to illustrate keyboard shortcuts or my Macintosh function keys

(e.g., control, option, shift and of course command.) This of course requires changing fonts... a nitpicking inconvenience. It alas, metaphorically speaking, comes out in the wash since my publisher uses Times New Roman, my least active favorite of the about 150 font packages I've installed.

As noted by ROGREROGRE in a MacUpdate review "I have many applications and ways to look up special characters on my Mac, but none are dedicated to doing just this. If you are looking up characters more than once a day the clumsy methods provided in OSX and all the font management software become a real pain. PopChar has always made getting to these characters efficient. However, the new version three is even better than the earlier versions. But there is one place where Version three was a "must have" for these old eyes. PopChar X 3.0 (and 3.1) is the most readable font display I have ever seen" Doc agrees!



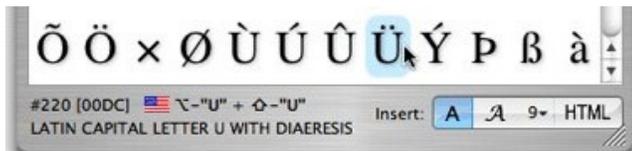
Some users of the new version think the new PopChar 3 interface is very ugly compared to PopChar 2.3. I miss the older look but find the new interface allows me to work smarter and faster. Is it me or is it the fact that version 3 seems faster? And as an added bonus, none of my other "font" tools work across all my installed text using applications including the Finder.

## Special Package Features

Instant Gratification — Inserts special characters right into your document - no font cheat sheet, no copy & paste, no need to remember keyboard combinations

Smart Font Menus — The product creates an optimized font menu that contains only the most recently used fonts, giving quick access to the required font, even with hundreds of fonts installed. You can also open PopChar's new font drawer that lists all available fonts.

Fast Character Search — Search for characters by name as quickly as you type. E.g., show all variations of the letter “E”, all “numbers”, all “arrows”, etc. I've not use this much, but it appears useful, especial when mixing languages (French, German, English) and disciplines (e.g., mathematics and engineering.) Type in an “e” and see what you get!



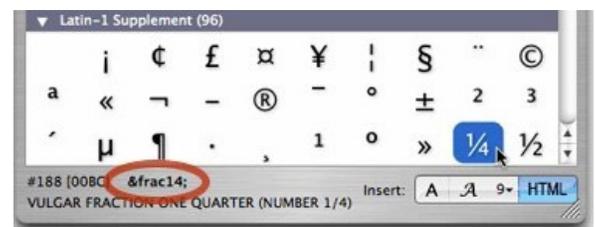
Learn Keyboard Combinations an oxymoron — If you want to learn the keyboard combinations for very frequently used characters, PopChar is also here to help. It shows you the keyboard combination needed to type the selected character on the keyboard. [Now why would I want to do that?]

As in Document Preference — PopChar can detect the font being used in the current document for many popular applications (such as Pages 2, Word, InDesign, AppleWorks, and more). Check the “As In Document” option, and PopChar will keep track of the current font. Furthermore in the As In Document Preference whenever you select a different font in your current document or move the insertion point into a text portion that uses another font, PopChar automatically displays the same font.

As noted elsewhere in this review, that defeats the purpose since I own no supper fonts that contain all the characters I'd use in any given complex technical document.

## Discomforts

The Distracting Bouncing Blue Square — As I move my mouse across the character filled window this dumb blue square appears every where I go. Moving my allow me to focus on individual characters to check them out without missing anything. I'd hat to have to look more closely by using a wood pointer across my screen to focus my attention. Please provide a preference to kill this interface feature. [Note the graphic also show the HTML related information.]



Symbols Favorites — I wish I could store the symbols I rarely use, that are unique to my rarely used fonts, in a new variant of PopChar's recent character window or perhaps called new favorite characters. Then I wouldn't have to stretch so much for the rare symbols in underutilized fonts I occasionally need. [I know ASCII space is

limited and most programs don't not fully support Unicode, but...

An Academic Discount? — I'm not sure of the business trade-off, but it would be wonderful if this product could be offered at an academic discount. [I have no way of knowing how much it would cost to check credentials; perhaps a deal with Academic Superstore?]

### **Conclusions**

The new version, which is Universal Binary, adds new features including search, Unicode support, html coding, and much more. However, these rich capabilities are invisible to you or me until we should need them.

Despite the addition features and strength, PopChar still as quick and easy to use as the first version I tried about 14 years go. I should have aged so well!

You don't have to be a heavy user of special font characters to benefit from PopChar. If you reach for the option key to select a non-standard character more than once a day this is a product well worth buying. Noted in Matt Neuburg's Tidbits review <http://db.tidbits.com/article/06891> "for those wishing to use more than the plain Latin alphabet, it's a must-have utility."

This is still a strong product that gets better with each upgrade. I would never consider this product as any thing but a priority one keeper – few other utilities I've used can make that claim. Thank you Ergonis.

# Semulov 1.0

Reviewed by Harry {doc} Babad

**Developer:** Kevin Wojniak

**Support:** None listed on web page, but feedback link provided in the application.

[http://www.kaintek.com/?page\\_id=37](http://www.kaintek.com/?page_id=37)

**Requirements:** Mac OS X 10.4 or later, universal binary.

**Released:** November 19, 2006

**Audience:** Folks with mounted external drives that range from iPods to pen drives.

**Strengths:** It works, mostly.

**Weaknesses:** Check the limitations described below.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

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**Disclaimer:** When briefly reviewing share-freeware I will often use the developer's product, functions and features descriptions. All other comments are strictly my own and based on testing.

## Publisher's Summary

"Semulov lists all mounted volumes in your menubar, categorized by type. Clicking on a volume menu will unmount/eject that volume. Semulov supports Growl unmount and mount notifications."

## Working With

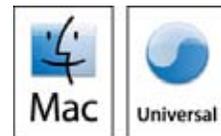
Installing this application is simple. Open its .dmg, and drag it you're your applications folder. Click on it and it's ready to use. I put it on my startup at start up items list.

The software works but with a number of limitations.

First, the software worked flawlessly on my pen (super) drives, and iPod shuffle.

Second, if you have additional internal drives, it may not always unmount/eject them. This is at odds with Apples Disk Utility that always works.

Third, I've not been able to get it to unmount individual sub-volumes on a partitioned LaCie drive that I use for backup. With Apples Disk



Utility all three partitions are ejected at once and each individual partition unmounted one at a time. When using another external drive that was partitioned into two parts, one half would be unmounted, the other not. Once again the Apple utility worked.

Such problems were also identified by

ELEGGRAPHY in a MacUpdate Review “My only problem is that it cannot eject my partitioned external hard drive. Semulov keep giving error messages that it failed the ejection. I don’t know if that failure has something to do with LaCie’s hard drive, or just huge volumes. Other than that, it does what it says.”

## **Conclusions**

Try it; if it works for you, going to the menu bar is a shorter trip than opening up Disk Utility. This of course requires that you start it up at startup, but you know that. [Preferences > Accounts > You > Log In Items] The price is right — a few minutes of your time.

# TubeSock 1.0.1

Reviewed by Dr. Eric Flescher

**Developer:** Rob Terrell

**Publisher:** © 2006 Stinkbot LLC

<http://stinkbot.com/Tubesock>

\$ 15 USD

**System Requirements:** Mac OS X 10.3.9 or later. iTunes integration requires iTunes 6.0 or later.

**Audience:** Novice/Intermediate/Advanced

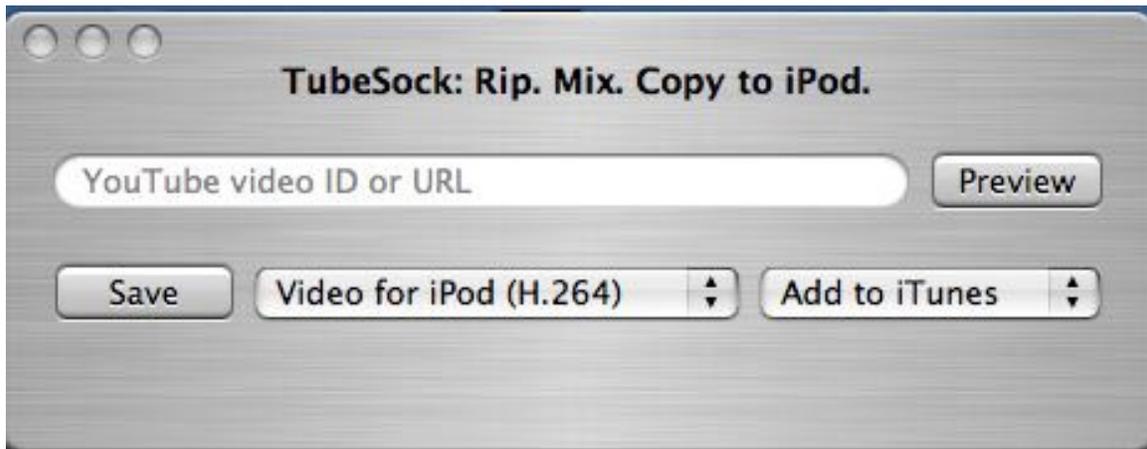
**Strengths:** Allows the synchronization with a video in You Tube and then recording it. Can direct the movie to be saved in iTunes, iMovie folder or save to somewhere else. Can save in several formats including video to iPod, audio PSP (MP4) and others. Flexibility saving video to iPod, iMovie folder or other areas on your computer or elsewhere. Can also just record audio. All iPod versions are supported.

**Weaknesses:** Only can record 30 seconds without shareware fee. The user must find a video and then place it into the top area of TubeSock and then click to make it start. I would have preferred somehow to click into my You Tube collection of movies instead of having to copy and paste the website. Only works with current iTunes and above. The name for the converted video is the same name as the original. This can be changed in the regular way by clicking on the name text and replacing.

## Introduction

YouTube became an instant sensation. Connecting to other videos used by others and uploading yours so that they could be popular videos seen by others, quickly became one of the hottest innovations on the internet. This took social networking to another level. This application became such a big deal that Google bought it for over a billion dollars! The two gentleman who started up You Tube then did not have to worry about whether You Tube would pay off for them. There was a reason to purchase You Tube and now others are beginning to find other ways to work with it. One of these I found is TubeSock 1.0.





This shareware product (cost is \$15 and includes frequent updates) installs easy enough on to your computer desktop. The application appears as “ a diagonal band aid over an orange square.” It does not say to copy to the Application folder on your hard drive but this can be accomplished later. This application works on the desktop as is, or can be placed in the Application folder and/or have an icon on the dock for use. I started with it on the desktop by clicking on the application.

The window interface opened up. The shareware allows 30 seconds of video using and saving. To get the most out of the product, one needs to pay the shareware fee to utilize TubeSock for a longer amount of time. To give it a spin, I found my site at You Tube. I quickly found that I could not click and find the one of my selected videos that I placed to share on my You Tube area. To port and use the video(s) each one needs to locate the website address on You Tube to work with and then copy and past the website url into the TubeSock.



Before you do anything there are some choices. Options include adding the video to the Movie folder, iTunes or some other area. Also video can be saved to any video iPod, an audio MP3 file or non video iPod versions, video PSP (MP4), Mac or flash file. This application automatically determines the appropriate file format, bitrate, and naming convention for the selected target device (which you can determine). There is no loss of sound compression on YouTube as well as TubeSock. The TubeSock window can be moved around to position itself in different parts of the screen.

Clicking on the SAVE button at the left bottom of the TubeSock interface, starts the conversion process. Immediately the SAVE button is replaced by CANCEL, (the bar to right) shimmers showing it has started converting the video and the bottom displays “ Unregistered copy, only converting a few seconds of video... . I waited.

After about 10 minutes, text on the bottom showed “ Compression completed.” I did not know where the movie was saved. But I guessed since I had clicked on placing the converted file in the Movies section on my hard drive it would be there . A Quicktime file with the same name as the video file from the You Tube movie was there. I could then play and see it was the same file and worked as well as it said. I figured that if desired the name of the file could be changed in the regular way by clicking on the name text and replacing.

The toolbar menu bar works. The TubeSock help menu says “There is no help for it.” I found that TubeSock can install a bookmark for Safari and Firefox. When you browse to a YouTube video you like, simply click the bookmark button. The video will instantly appear in TubeSock. Without an iPod, the video can be played full-screen with FrontRow and using your Apple Remote. In addition, future releases of TubeSock will support other web-based video services, such as Google Video, Porkolt and others.

YouTube is a hit and I slowly am using it more and more. I see many possibilities for TubeSock. This application is fairly easy to use, is versatile and the price is reasonable for what it does. There will be more updates and improvements but for now it does a good job. Get out and try it now.

# uApp 1.3

Reviewed by Harry {doc} Babad

**Developer:** MacXeagle — *uApp*

**Support:** I could find no contact for support.

<http://www.eagle-of-liberty.com/uapp/>

**System Requirements:** Mac OS X 10.4 or later.

**Released:** December 9, 2006

**Audience:** All user levels

**Strengths:** uApp is extremely clean and simple and effective. It does exactly what its developer claims

**Weaknesses:** Although Intuitive to use, the instructions on the developers web page are initially in French; but you're a click away from an English translation.

The software was tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM running under OS X 10.4.8.

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## Publisher's Summary

uApp allows you to uninstall applications and all their components, with a simple drag & drop. The product does a full or partial deinstallation removing all application's components (caches, libraries, preferences,...) are also deleted. Uninstall in security — You can lock applications (iApps, launched Apps, and Apps of your choice)

## Introduction

As I noted in the DesInstaller review **in this issue**, I am a sucker for testing "like-me" applications. Since a number of *free* applications to remove files installed by .dmg packages have appeared, I thought reviewing one more would be fun. There's now even a shareware product, CleanApp 2.2.2, but that review must wait until I get permission from its reviewer.



## Working With

Installing this application is simple. Open its .dmg, and drag it to your applications folder. To test the application I reinstalled a number of shareware items I'd previously deleted with AppZapper. Then I used uApp to make them go away, after playing with them for a few minutes. Why? I wanted to make sure that there were indeed preferences files, and if appropriate cache files for the newly installed application, available on my hard drive.

Using uApp is as easy as 1 and 5 or 1-5, depending on how informed you want to be.

|  |   |
|--|---|
| <ol style="list-style-type: none"><li>1. Drag, simply drag — Just drag many applications or folders that contain applications.</li><li>2. Looking for their components — This is time to wait (about 4 seconds, it depends of the number of dragged applications).</li><li>3. uApp is searching for applications components (Caches, Preferences, Receipts, ...) !</li><li>4. Use the Gear-Gear! — You can select and deselect components by types.</li><li>5. Delete, that's all! — Just click on "Delete", and selected components are immediately deleted</li></ol> |  <p>The screenshot shows the uApp application window with a list of components to be deleted. The list includes:</p> <ul style="list-style-type: none"><li>Mac Notepad (app) /Applications/Agimac Mac Notepad3.0.2/Ma... 39.3MB</li><li>Mac Notepad.plist (Pref) ~/Library/Preferences/Mac Notepad.plist 0B</li><li>QuartzClocks (app) /Applications/Agimac Mac Notepad3.0.2/Qu... 568.7K</li><li>com.cskent.quartzclocks.plist (Pref) ~/Library/Preferences/com.cskent.quartzcloc... 0B</li></ul> <p>At the bottom of the window, there are "Cancel" and "Delete" buttons.</p> |
|--|---|

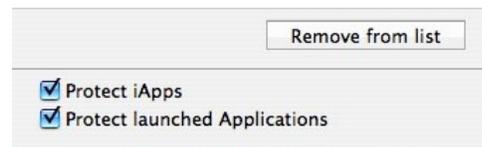
You can lock applications in the preferences pane so no one messes with them. Note: *You do have separate accounts, not as administrators, for the teenagers and other newbies or experimenters in your Mac's life?*

The documents you created by a deleted application are safe so that you can still use them in another application. Think Word Perfect 3.5e whose documents can be translated with MacLinksPlus or opened, with downloaded filters, in MS Word.



## Discomfort

I've only found one thing that troubles me about this product. If you want to delete more than one application at a time, you must shift click each one in your applications folder, and drag the selected items to the uApp window. I could no way to add a second application after having dragged the first one.



## Conclusions

What can I tell you? The application worked well, and did a thorough job of deleting unwanted applications and their chaff. Although I marginally prefer AppZapper because of its ZapGenie feature, which allows me to find installed applications by last used date. This should not be a deciding factor for most of you. I add a lot of stuff to my hard drive as part of testing software and don't always remember to toss stuff that's just taking up space.

**PS**

I wish I had a way to contact the developer to complement him/her on a fine piece of programming.

**PPS**

This is the first application I've installed that allow me to move the application of an alias of the applications folder found in the installer package. Wow!



# Goodies

The section 6 extra goodies in this issue of *macCompanion* are:

- **According to Hoyle** – Changes Coming to the C++ Language, continuing the excellent coding tutorial by Jonathan Hoyle
- **Apple's NeXT Server Offensive on Microsoft** – reprint of a well-written (and worth your time to read) article at [www.roughlydrafted.com](http://www.roughlydrafted.com), written by Daniel Eran.
- **Freeware of the Month** – from MacReviewCast, written by Tim Verpoorten
- **Archiving Your Valued Data** – a thoroughly researched article by our Shareware Editor, Harry {doc} Babad
- **Decisions, Decisions** – whether or not you should you run non-Mac apps, by Robert Pritchett
- **Doc Babad's Macintosh Tips** – a really good group of useful tips compiled by our own Shareware Editor, Harry {doc} Babad
- **February Updates of Interest** – Some software updates, plus a shameless Astronomy plug, by Mike Hubbartt
- **Podcasting with GarageBand** – a Lynda.com training course, reviewed by Wayne LeFevre

## According to Hoyle...

### ANSI/ISO C++ 2009: Changes Coming to the C++ Language

by Jonathan Hoyle

March 2007

Last month we explored some of the useful features of the Standard C and C++ Libraries. This month, we look forward to the changes ahead in the upcoming C++ Language and updates to the Standard Library.

#### The Evolution of C++09

After the first C++ specification was ratified in 1998, a deliberate 5 year period of silence was taken to allow compiler vendors to catch up with the standard, and for the committee to receive defect reports against the C++98 spec. At the end of this 5 year period, the ANSI Standards Committee released an updated ANSI/ISO specification containing bug fixes and wording improvements. These defects were documented in *Technical Corrigenda 1* in 2003. Changes were mostly minor, reiterations of things intended but were not properly spelled out. The biggest change coming out of it is the making explicit that memory allocated by the `std::vector` container must be contiguous. This updated version of C++ is referred to as *C++ + TGI*, or sometimes simply *C++03*.

Subsequent to that, committee members began by accepting proposals on various changes to the C++ language. This initiative was called *C++0x*, meaning that the expectation was to ratify a new version of the language sometime in 200x. As time has passed, it has become obvious that the new language cannot be ratified any earlier than 2009, and so recently the initiative has become named *C++09*.

A Technical Report on Library Extensions was initiated in 2004 and was completed in January 2005 (this report became known as *TR1*). This report recommended a number of extensions to the C++ Standard Library, many of which come from the Boost framework. By April 2006, the Standards Committee accepted all the recommendations of TR1 with the exception of certain high-level mathematics libraries (which were thought to be too difficult for some vendors to implement). GCC 4.0 already has a port of much of TR1, all under the `std::tr1` namespace, so *Xcode* users may begin using them now. *Metrowerks CodeWarrior* 9 & 10 also has a port of TR1. TR1 can be viewed at:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1836.pdf>

[Note: A second Technical Report on Library Extensions was initiated in April 2005 for further research, but this report is not expected to conclude before C++09 is finalized.]

The Standards Committee intends to complete the C++09 document by the end of 2007. There are two meetings planned in 2007 to finalize all outstanding issues: April 2007 in Oxford, UK and October 2007 in Kona, Hawaii. Assuming no other delays, a completed document for general review should be available in 2008, and so ratification can take place sometime in 2009.

#### Philosophy of C++09

With the ratification of C++98 being less than 10 years ago, the Standards Committee was not interested in any large, sweeping changes in the language. Instead, it was interested primarily in changes which make the language easier to use and more accessible to beginning programmers. One of the complaints that many people have against C++, in comparison to other languages, is that it is too *expert-friendly*. Many programmers are not interested in being experts at a programming language; rather, they wish to be experts in their fields and simply *use* C++. Although a few new powerful features are being added to the language, simplifying to a reasonable level is a goal.

Another goal was to err on the side of updating the Standard Library before changing the language core. Changing the language itself is inherently more risky and leads to greater backward compatibility problems. Library enhancements allow for greater flexibility with less risk. Consider automatic memory garbage collection for example: modifying the core language for self-cleanup (as Java and C# do) would involve much greater change in the language and necessary lack of compatibility. However, supplying a smart pointer class into the Standard Library would give the user these same capabilities without loss of backward compatibility.

Finally, the committee strived for improving real-world performance whenever possible. One of C++'s strengths is its performance relative to newer languages like C# and Java. The user base is aware of this fact, and many have made C++ their programming language of choice for this very reason. In 2003, IDC reported that there are over 3 million full-time C++ developers; it makes sense to improve the language for their usability and not try to turn it into something it's not.

## The Cautionary Tale of EC++

In 1999, a consortium of Japanese embedded systems tool developers (including NEC, Hitachi, Fujitsu and Toshiba) put together a proposal for a language subset of C++. This subset would essentially be C++ with a number of language features removed which (they thought) were too complicated and could hurt performance. The features targeted for removal included: multiple inheritance, templates, exceptions, RTTI, the new cast operators and namespaces. This new language subset would be called *Embedded C++*, or *EC++* for short.

To the surprise of the consortium members, the EC++ compilers were not only no faster than their C++ cousins, but in some domains EC++ was actually slower! C++ founder Bjarne Stroustrup later explained that templates were used in much of the Standard Library to improve performance, and their removal put EC++ at a disadvantage. Upon hearing this, the dismayed members of the EC++ consortium scrambled to put together a new proposal: *Extended EC++*, which was simply EC++ with templates put back in.

When the Extended EC++ compilers became available, they were once again put to the test against their C++ cousins. To the consortium's bewilderment, once again the performance gains relative to C++ turned out to be negligible. Part of the problem was the consortium's ignorance of C++'s *Zero Overhead Principle*: "what you don't use, you don't pay for". After this final embarrassment, ISO refused endorse any of the EC++ proposals.

In 2004, inspired by the EC++ debacle, the C++0x committee called for a Performance TR to determine which features of the C++ language truly had the greatest penalties in performance. As it turned out, there were only three areas where there were any measurable performance issues:

- 1) free store (**new** and **delete**)
- 2) RTTI (**dynamic\_cast** and **typeid()**)
- 3) exceptions (**throw** and **catch**)

Memory allocation and deallocation turned out to have the largest impact on performance; however, it is unlikely that you would want to use a language that did not allocate memory from the heap. As for RTTI and exception handling, many compilers have switches allowing you to disable these if necessary. Many modern compilers have greatly optimized their implementation of Exception Handling, making RTTI the only outlier. In any case, with the Zero Overhead Principle in place, simply not using a C++ language feature is no different than having it removed.

As for EC++, Stroustrup is quoted as saying, "*To the best of my knowledge EC++ is dead, and if it isn't it ought to be.*" To view the Performance TR, go to:

<http://www.open-std.org/jtc1/sc22/wg21/docs/TR18015.pdf>

## Embarrassments, Fixes & Improvements

Although the C++ standard in 1998 was an astounding achievement, there were a small number of flaws that remained. Some of these were simply oversights; others were known, but there had not been sufficient agreement for resolution. Bjarne Stroustrup described some of these as *embarrassments*, particularly when trying to explain them to novices. Some of these improvements include:

```
vector<vector<int>> x;           // Finally, legal!  
vector<double> x = { 1.2, 2.3, 3.4 }; // Initializing STL containers  
stronger typing of enum's        // Enumerated types remain in their scope  
extern-ing of template's        // No duplication across translation units
```

If you are not familiar as to how any of the above caused errors, you needn't even bother to understand why. They are problems that are going away in C++09. I will delve into the first item only (Stroustrup's biggest embarrassment), to give you a flavor of the problem. The flaw lies simply with the fact that C++98 parses the ">>" portion of `vector<vector<int>> x;` as a right shift operator and generates an error; C++09 fixes this. One of the reasons this took so long is that ANSI/ISO committee members are very hesitant to put in *silent changes* in the specification. A *silent change* is one that would keep the meaning of some C++ code with generating an error. Surprisingly, the reinterpretation of ">>" within templates can yield a silent change, as this example shows:

```
template<int I>  
struct X  
{  
    static int const x = 2;  
}  
  
template<>  
struct X<0>  
{  
    typedef int x;  
}  
  
template<typename T>  
struct Y  
{  
    static int const x = 3;  
}  
  
static int const x = 4;  
  
cout << (Y<X<1>>::x:::x:::x) << endl; // C++98 prints "3"  
                                           // C++09 prints "0"
```

## ANSI/ISO C99 Synchronization

The ANSI/ISO C specification was updated in 1999 with a number of improvements in the language. Many of these improvements were simply acquiring behavior that was already legal in C++ but seemed to make sense

for C as well. Other changes were not part of C++, but the ANSI/ISO C++ committee in turn saw some of these features as valuable and are rolling these into the C++09 specification. These include:

```
__func__ // returns the name of the function within which it resides
long long // extended integral type, typically used for 64-bit integers
int16_t, int32_t, intptr_t, etc. // specific integer types as defined in <stdint.h>
Hex floating point types, eg: double x = 0x1.F0;
Complex versions of some math functions, such as arcsin(), arccos(), fabs(), etc.
Variadic macros, that is macros taking a variable number of arguments, such as:
#define S(...) sum(__VA_ARGS__)
```

For more information on *C99 Synchronization with C++09*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1653.htm>

## Standard C++ Library Enhancements

The Standard C++ Library, including STL (the Standard Template Library), is a generous supply of useful containers and utilities. Despite its fullness of capabilities, there were still a number of components missing. C++09 fills these gaps:

```
regex: a long awaited regular expressions class
array<>: a 1-dimensional array class containing its size (can be size 0)
STL hash classes: unordered_set<>, unordered_map<>, etc.
(These do the same thing as their ordered counterparts, except using a hash table)
tuple<>: a templated tuple class of multiple types: tuple<int,int> x; tuple<double,void *,A,B> z;
```

Mac users are fortunate in that they do not have to wait until 2009 for the Standard Library changes: they are available today in gcc 4 (the compiler inside *Xcode 2.x*). These library additions are within the library namespace **std::tr1::** (“tr1” stands for *Technical Report #1*, the standard’s committee report defining these new classes).

For more information on *Standard C++ Library Enhancements*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1836.pdf>

## Thread Enhancements

Mac OS X programmers who have had to write Unix level multithreaded code will heartily embrace the new thread-capable features of C++09.

```
Thread Local Storage:
thread int x = 1; // global within the thread

Atomic Operations:
atomic
{
  ... // pauses other threads during scope
}
```

Parallel Execution:

```
active
{
  { ... }           // first parallel block
  { ... }           // second parallel block
  { ... }           // third parallel block
}
```

In the case of Parallel Execution, it is likely that **active** will be implemented similarly to the **register** and **inline** keywords in that it will be a compiler request only. If the compiler find that the overhead of creating parallel blocks in some given instance outweighs the savings, it will be free to ignore the request and run the blocks serially.

Clearly, these language features greatly simplify coding which would otherwise require the use of **pthread**'s, **mutexes** and a number of other objects. It should be pointed out that the aforementioned features are still being debated by C++09 committee members, so there may be some changes to what I have described prior to ratification.

For more information on *Thread Enhancements*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1834.html>

## Variadic Templates

For years, the C language has allowed functions to have a variable number of parameters. Unfortunately, this was not true of template arguments within C++98. In C++09, templates can have a variable number of types. Here is an example in which a templated **DebugMessage()** function can take advantage of variadic templates:

```
// Prints to stderr only when DEBUG flag set
template<typename... TypeArgs>
void DebugMessage(TypeArgs... args)
{
  #ifdef DEBUG
    ...           // Implement writing to stderr
  #else
    // Do nothing if the DEBUG switch is off
  #endif
}

// Later in code
DebugMessage("The value of n = ", n);
DebugMessage("x = ", x, ", y = ", y, "z = ", z);
DebugMessage("TRACE:",
  " time = ", clock(),
  " filename = ", __FILE__,
  " line number = ", __LINE__,
  " inside function: ", __func__);
```

For more information on *Variadic Templates*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2080.pdf>

## Delegating Constructors

Other languages, such as C#, allow one class constructor to invoke another. In C++98, this was not possible, thus requiring the class designer to create a separate initialization function if it wished to use common code across multiple constructors. In C++09, this becomes available, as the following example shows:

```
class X
{
    public:
        X();                // default constructor
        X(void *ptr);      // takes a pointer
        X(int value);      // takes an int
};

X::X(): X(NULL)          // calls X(void *)
{
    ...                  // other code
}

X::X(void *ptr): X(0)    // calls X(int)
{
    ...                  // other code
}

X::X(int value)         // does not delegate
{
    ...                  // other code
}
```

For more information on *Delegating Constructors*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1986.pdf>

## Null Pointers

In ANSI C, **NULL** is defined as **(void \*)0**. In C++, the use of **NULL** is deprecated. Why? Because unlike in C, it is illegal in C++ to assign a **void** pointer to any other type of pointer:

```
void *vPtr = NULL;      // legal C, legal C++
int *iPtr = NULL;      // legal C, illegal C++
                        // Cannot assign a void * to int * in C++!
int *iPtr = 0;         // legal C++
```

However, the proliferation of **NULL** in C++ code remains so great, many compilers simply generate a warning, not an error, when such a pointer assignment mismatch takes place. Others redefine **NULL** in C++ as **0**. Despite these occasional compiler courtesies, it is still very confusing for beginning C++ programmers, especially in examples such as these:

```
void foo(int);         // Takes an int
```

```

void foo(char *);           // Takes a char pointer

foo(0);                      // Is this supposed to be a ptr or the number 0?
foo(NULL);                  // No matching prototype

```

For this reason, C++09 introduces **nullptr**, a type-safe null pointer which can be used with any pointer, but is not compatible with any integral type:

```

char *cPtr1 = nullptr;    // a null C++ pointer
char *cPtr2 = 0;           // legal, but deprecated
int n = nullptr;          // illegal
X *xPtr = nullptr;        // can be used with any ptr type

void foo(int);             // Takes an int
void foo(char *);         // Takes a char *

foo(0);                     // Calls foo(int)
foo(nullptr);              // Calls foo(char *)

```

For more information on *nullptr*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1601.pdf>

## The Amazing Return of auto

When the C language first evolved, the **auto** keyword was used to specify to the compiler that a variable was being allocated on the stack, for example:

```

auto x;                      /* a variable named x, implicitly an int, is placed on the stack */

```

When ANSI C was ratified in 1989, the implicit **int** rule was removed:

```

auto x;                      /* illegal in ANSI C */
int x;                       /* OK, auto assumed */
auto int x;                  /* OK, but redundant */

```

Since that time, **auto** remained a keyword in the C (and later C++) languages, even though virtually no one had used it since the 1970's. After over 30 years of disuse, the C++09 standard introduces the **auto** keyword to mean the variable type is implied by the initializer:

```

auto x = 10;                 // x is an int
auto y = 10.0;              // y is a double
auto z = 10LL;              // z is a long long
const auto *p = &y;        // p is a const double *

```

The savings becomes more significant with complicated types, such as the following example:

```

void *foo(const int doubleArray[64][16]);
auto myFcnPtr = foo;        // myFcnPtr is of type "void *(const int(*)[16])"

```

In addition, **auto** becomes useful for temporary variables whose types aren't important but merely just have to match. Consider the following function which walks through an STL container:

```
void foo(vector<MySpace::MyClass *> x)
{
    for (auto ptr = x.begin(); ptr != x.end(); ptr++)
    {
        ... // Code modifying the data
    }
}
```

Without **auto**, the type for variable **ptr** would be **vector<MySpace::MyClass \*>::iterator**. Moreover, any change to this container, such as changing it from a **vector<>** to a **list<>**, or changing the class name or namespace, would require changes in the **ptr** variable definition, despite the fact its type is completely unnecessary to note (other than for the compiler).

Note that an initializer is still required to use **auto** for C++09:

```
auto x; // still illegal in C++09
```

But suppose you knew what type you wanted (based upon another variable) but did not want to initialize? The new **decltype** keyword is available for just such purposes, as the following example shows:

```
bool SelectionSort(double data[256], double tolerance);
bool BubbleSort(double data[256], double tolerance);
bool QuikSort(double data[256], double tolerance);

decltype(SelectionSort) mySortFcn;

if (bUseSelectionSort) mySortFcn = SelectionSort;
else if (bUseBubbleSort) mySortFcn = BubbleSort;
else mySortFcn = QuikSort;
```

For more information on *auto* & *decltype*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1984.pdf>

## Smart Pointers

*Smart Pointers* are objects pointing to memory which are smart enough to know when to delete themselves, rather than rely upon the user to manage its deallocation. Virtually all modern languages, such as Java and C#, manage memory in this fashion and thus avoid memory leakages and overstepping. The C++98 Standard Library came a minimally smart pointer object, **auto\_ptr<>**. Unfortunately, **auto\_ptr<>** had some severe limitations to it, the most notable of which being that it used an *exclusive ownership* model. That is, the last **auto\_ptr<>** receiving the assignment was the sole owner of the memory:

```
auto_ptr<int> ptr1(new int[1024]); // ptr1 has exclusive access
auto_ptr<int> ptr2 = ptr1; // ptr2 has exclusive access, ptr1 no longer
```

This is counter-intuitive, as one does not expect the source object to change in such an assignment. The C++ community has by and large rejected **auto\_ptr<>** and its use is now rather minimal.

C++09 Standard Library introduced a smarter pointer object, `shared_ptr<>`. Its main difference over `auto_ptr<>` is that it uses a *shared ownership* model using *reference counting* to determine when the memory should be deallocated. For example:

```
main()
{
    shared_ptr<int> ptr1;                // null smart ptr
    ...
    {
        shared_ptr<int> ptr2(new int[1024]);
        ptr1 = ptr2;                    // both ptr1 & ptr2 own it
    }
    // ptr2 destructed, only ptr1 owns it
    // memory not yet deallocated
}
// ptr1 destructed, now delete is called on it
```

A `shared_ptr<>` can be treated as a pointer, so it can be dereferenced like `*ptr1` or call call methods upon the underlying data such as `ptr1->foo()`. The following are some constructors for `shared_ptr<>` that make it useful to use:

```
explicit shared_ptr<T>(T *ptr);        // Attaching to memory
shared_ptr<T>(T *ptr, Fcn delFcn);     // Attaching to memory and a user- defined deletion fcn
shared_ptr<T>(shared_ptr<T> ptr);     // Copy constructor
shared_ptr<T>(auto_ptr<T> ptr);       // Converting from an auto_ptr<>
```

Note this last constructor converting the data from an `auto_ptr<>` to a `shared_ptr<>`, making it easier for you to transition your previous code. There are some additional utilities made available as well, such as a `swap()` routine and two cast routines: `static_pointer_cast()` and `dynamic_pointer_cast()`.

Fortunately for Mac programmers, `shared_ptr<>` is part of the `std::tr1::` namespace, and thus is already available to Mac users using *Xcode 2.x* or higher.

For more information on `shared_ptr`, visit:

<http://www.informit.com/guides/content.asp?g=cplusplus&seqNum=239&rl=1>

## Rvalue References

In C, function parameters are always passed by value; that is, a copy of the parameter always is passed, never the actual parameter. To modify a variable in a C, the function must pass the parameter's pointer, and then dereference the pointer internally to modify the data:

```
void foo(int valueParameter, int *pointerParameter)
{
    ++valueParameter; // parameter passed by value, so modifications are local to this copy
    ++pointerParameter; // pointer passed by value, so modifications are local to this copy
    ++*pointerParameter; // dereferencing pointer, so modifications are permanent
}
```

One of the powerful new features that C++ introduced over C was that of a reference, using the `&` operator. Functions in C++ could then have parameters passed by reference, thus allowing its data to be modified directly without the need of a pointer:

```
void foo(int valueParameter, int &referenceParameter)
{
    ++valueParameter;           // passed by value, so modifications are local to this copy
    ++referenceParameter;       // passed by reference, so modifications are permanent
}
```

References must be to lvalues, that is variables which can be modified. Rvalues, read-only or temporary memory, cannot be used:

```
int    myIntA = 10;
int    myIntB = 20;

foo(myIntA, myIntB);           // myIntA stays at 10, myIntB becomes 21
foo(1, myIntA);                // 1 passed in by value, myIntA becomes 11
foo(myIntA, 1);                // Error: 1 is an rvalue and cannot be passed in
foo(0, myIntB + 1);            // Error: myIntB+1 is an rvalue and cannot be passed in
```

Occasionally, it is useful to pass a parameter by reference even when there is no desire to modify its contents. This is particularly true when a large class or struct is being passed to the function, and you wish to avoid creating a copy of the large object:

```
void foo(BigClass valueParameter, const BigClass &constRefParameter)
{
    ++valueParameter;           // passed by value, so modifications are temporary
    ++constRefParameter;        // compiler error, cannot modify a const parameter
}
```

In C++09, a new type of reference is defined, that of an *rvalue reference* (the familiar type of reference from C++98 is now referred to as an *lvalue reference*). Rvalue references can bind to temporary data but act on it directly without the need of a copy. The `&&` operator indicates that a reference is an rvalue reference:

```
void foo(int valueParameter, int &lvalRefParameter, int &&rvalRefParameter)
{
    ++valueParameter;           // parameter passed by value, so modifications are local to this copy
    ++lvalRefParameter;         // lvalue reference makes changes permanent
    ++rvalRefParameter;         // rvalue reference makes changes local without a copy
}

foo(0, myIntA, myIntB + 1);    // The temporary value myIntB + 1 is not copied but moved as is
```

One of the chief benefits of rvalue references is the ability to take advantage *Move Semantics*, that is, moving data from variable to variable without copying. A class can define a Move Constructor instead of, or in addition to, a Copy Constructor as so:

```
// Class definition
class X
{
```

```

public:
    X();                // Default Constructor
    X(const X &x);     // Copy Constructor (lvalue ref)
    X(X &&x);          // Move Constructor (rvalue ref)
};

// Utility function returning X
X bar();

X x1;                // Default construction of x1
X x2(x1);            // x2 created as a copy of x1
X x3(bar());         // bar() returns a temporary X, memory moved directly into x3

```

The primary motivation behind Move Semantics is improving performance. As an example, let us suppose you have two vectors of strings which you would like to swap data between. Using standard Copy Semantics, an implementation might look like this:

```

void SwapData(vector<string> &v1, vector<string> &v2)
{
    vector<string> temp = v1; // A new copy of v1
    v1 = v2;                // A new copy of v2
    v2 = temp;              // A new copy of temp
};

```

Using Move Semantics, you can bypass all of that copying:

```

void SwapData(vector<string> &v1, vector<string> &v2)
{
    vector<string> temp = (vector<string> &&) v1; // temp now points to same data as v1
    v1 = (vector<string> &&) v2;                // v1 now points to same data as v2
    v2 = (vector<string> &&) temp;              // v2 now points to same data as temp
};
// No copies are made, only pointers are exchanged!

```

For more information on *Rvalue References*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1690.html>

## Concepts

*Concepts* are constraints on types, useful for templated classes and functions. Take for example the definition of `std::min<>()`:

```

template<typename T>
const T &min(const T &x, const T &y)
{ return (x < y) ? x : y; }

```

This definition for `min<>()` allows for any type to be passed into it, despite the fact that it makes sense only when the templated type has the `<` operator defined upon it. Modifying this definition so that it takes a concept instead of a generic type solves this problem, and thus allows `min<>()` to be defined differently on another set of types

that does not define the < operator. First, we define the concept:

```
auto concept LessThanComparable<typename T>
{
    bool operator<(T, T); // We require the < operator be defined
};
```

With our concept now defined, we can modify the definition of `std::min<>()` to use a concept instead of a type, as follows:

```
template<LessThanComparable T>
const T &min(const T &x, const T &y)
{ return (x < y) ? x : y; }
```

For more information on *Concepts*, visit:

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1758.pdf>

## Other Additions in C++09

In addition to the features already described, here is a small list of some other sundry additions being added to the C++09 language:

**New char types: `char16_t`, `char32_t`:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2018.html>

**Static asserts (from `Boost::`):**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1720.html>

**Template Aliasing:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2003/n1489.pdf>

**Overloading operator `.`(`operator .()`):**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1671.pdf>

**Type Traits: `is_pointer()`, `is_same()`:** [http://home.twny.rr.com/hinnant/cpp\\_extensions/builtin\\_traits.html](http://home.twny.rr.com/hinnant/cpp_extensions/builtin_traits.html)

**New `for` loop (a la `foreach`):**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2049.pdf>

**Extern Templates:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1987.htm>

**New Random Number Generator:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2079.pdf>

## Advanced/Active Topics

There are a number of other features that the C++ Standards committee is still debating. Although it is likely that at least one or two of these will make it into the final standard, unfortunately, time is simply not permitting to allow all of them in. Here is a partial list of some topics which may, or may not, become part of the C++09 standard:

**Transparent Garbage Collection:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1833.pdf>

**Dynamic Library Support:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2003/n1496.html>

**Memory Alignment Facilities:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1971.pdf>

**Explicit Conversion Operators:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1592.pdf>

**Extended Friend Declarations:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1791.pdf>

**Explicit Namespaces:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1691.html>

**Extensible Literals:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2005/n1892.pdf>

**Not Available for C++09**

There are many very cool features that were discussed by the ISO committee that just simply lack sufficient consensus or priority to be available in C++09. For example, one of the most common requests was the creation of a standard cross-platform GUI API, but such a thing was way out of scope for anything the standards committee would formalize. Others, such as Modules, seemed very much in reach but was not as important as other features. Here is a partial list of items that (unless something miraculous happens) will not be available in C++09:

**Infinite Precision Arithmetic:**

<http://en.wikipedia.org/wiki/Bignum>

**Properties & Events:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2004/n1615.pdf>

**Contract Programming:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1962.html>

**Exclusive Inheritance:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2003/n1492.pdf>

**Decimal Library:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n1977.html>

**A Full Multithreaded API:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2094.html>

**Modules:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2074.pdf>

The C++0x Standard Library Wish List is up to revision 6 and can be found at: [http://docs.google.com/View.aspx?docid=ajfb44js8vjx\\_bchdmtqvpxv4](http://docs.google.com/View.aspx?docid=ajfb44js8vjx_bchdmtqvpxv4)

**Further Reading**

The actual proposals for C++09 are available to read from the C++ Standards Committee web site at <http://www.open-std.org/jtc1/sc22/wg21/>. In addition, the following are links to various articles discussing C++09:

**C++09: A Glimpse into the Future:**

<http://www.devsource.com/article2/0,1895,2061094,00.asp>

**C++09: The Road Ahead:**

<http://www.informit.com/guides/content.asp?g=cplusplus&seqNum=320&rl=1>

### **C++09: Proposals by Statuses:**

<http://www.informit.com/guides/content.asp?g=cplusplus&seqNum=323&rl=1>

### **C++: Predictions for 2007:**

<http://www.informit.com/guides/content.asp?g=cplusplus&seqNum=321&rl=1>

### **State of C++ Evolution:**

<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2006/n2122.htm>

### **Toward a Standard C++0x Library:**

<http://www.gotw.ca/publications/mill20.htm>

### **A Brief Look at C++0x:**

<http://www.artima.com/cppsource/cpp0x.html>

### **C++0x: The New Face of Standard C++:**

<http://www.informit.com/guides/content.asp?g=cplusplus&seqNum=216&rl=1>

### **The Design of C++0x:**

<http://www.research.att.com/~bs/rules.pdf>

### **C++0x: Wikipedia Entry:**

<http://en.wikipedia.org/wiki/C++0x>

### **C++ in 2005:**

[http://www.awprofessional.com/content/images/art\\_stroustrup\\_2005/elementLinks/DnE2005.pdf](http://www.awprofessional.com/content/images/art_stroustrup_2005/elementLinks/DnE2005.pdf)

## **Conclusion**

Many of the changes in the next version of C++ are available to programmers today, particularly those that are a part of the Standard Library. Even of those not yet available, C++ developers ought to prepare themselves for the new language features. With increased readability and comprehension, C++ appears to have a very exciting future, even still.



## Apple's NeXT Server Offensive on Microsoft

Sunday, February 18, 2007

By Daniel Eran originally published at [www.roughlydrafted.com/](http://www.roughlydrafted.com/)

When Steve Jobs returned to Apple in 1997, he described the new Apple, armed with NeXT technologies, as “shepherding some of the greatest assets in the computer industry.”

Audience members listening to Jobs' remarks at the summer 1997 Macworld Expo probably had in mind Apple's own portfolio of products, including the Mac OS, Newton, and QuickTime.

However, Jobs was no doubt referring to the technology developed at NeXT, which was poised to revolutionize Apple and expose the world to software it knew nearly nothing about, despite being almost a decade old.

### Apple's Assets

Of course, Apple did have its own unique and valuable assets, and several were complementary to weaknesses at NeXT. Among them were:

- It's position as an independent desktop PC maker, not bound to or constrained by Microsoft Windows
- It's QuickTime multimedia portfolio, which powered digital photography, content creation and playback
- It's V-Twin search engine, included in Apple's PowerTalk and later Sherlock products
- It's expertise in building hardware
- It's existing channel partners and loyal installed base of customers

### NeXT's Troubled Sales

In particular, NeXT lacked a developed sales channel or user base. After a poorly implemented struggle to market and sell its own hardware in a model like Apple, NeXT gave up its hardware business to focus on software.

NeXT first attempted to sell a version of NeXTSTEP ported to the PC, and later tried to sell the OpenStep user and development environment to run on top of Windows NT, Sun Solaris, and on other Unix workstations platforms.

While the industry had good things to say about NeXT's pioneering technologies, it was repeatedly thwarted by its partners, who seemed eager to work with the company, but then repeatedly left it hanging at crucial points:

- IBM paid to license NeXTSTEP but never sold it
- Sun invested in OpenStep to port it to Solaris, then dropped it for its own Java initiatives
- HP got involved in OpenStep then dropped it for Taligent
- Digital planned to use OpenStep on top of OSF/1 but then didn't

### NeXT's Asset Vault



By 1996, NeXT's contributions to computing were mostly being forgotten. Few seemed to recall that half a decade earlier, when Microsoft had promised Cairo, NeXT had already delivered a system far more advanced than anything Microsoft would ship in years.

Even Apple's executives didn't seem to really understand what they had acquired. In 1997, Mac users were held in awe by demonstrations of basic NeXT abilities that had been shown off in the standard NeXT demos for years.

Paul Lynch, a NeXT developer for P&L Systems, reported on the January 1997 Macworld Expo:

“Gil [Amelio, Apple's CEO,] did most of the talking, but called Steve on to demo NeXTSTEP. Steve did two demos: the Interface Builder demo with two sliders and a text field, which he has been doing since '88. The audience goshed and wowed. He then ran six QuickTime movies, all at the same time, while dragging screen captures into a mail message. This was the '93 NeXT Expo demo.

“Quite how the Mac audience can be blown away by two very old, and very simple, NeXTSTEP demos really has to be seen to be appreciated. The level of sophistication is very far from what we have become used to.”

Imagine the world being blown away by a demonstration of Windows 2000 or Mac OS 8.6 done today. Among the NeXT software assets now held by Apple in 1997 were:

- It's complete, mature object oriented development tools, which had been battle tested in serious business use
- It's high performance Unix foundation that made it faster than the Mac OS on comparable hardware
- It's frameworks for web (WebObjects) and database (EOF) development
- It's modern graphics and display model
- It's high level processor independence

## **A Server Before the Desktop**

Mac OS X Server as a product actually predated Mac OS X on the desktop, because NeXT's assets ended up taking much longer to deliver in a Mac-like desktop product than Apple had expected.

On the server side however, it was a no-brainer for Apple to drop its existing AppleShare product based on the Mac OS and replace it with a much more serious server product based on NeXT's Unix platform.

## **Seven Years of Efforts by Apple and Microsoft**

Last summer's Windows 5x More Expensive than Mac OS X profiled the last several years of desktop operating systems from Apple and Microsoft. The article's title was a throwback to comments made by Paul Thurrott, which dismissed Apple's Mac OS X as costing Mac users "about \$750" to keep up to date. Oh Paul.



What he was trying to say was that a user buying a Mac prior to 2000 and using it for seven years could collect every new version of the desktop Mac OS X at full retail... and spend a lot of money running Leopard on a seven year old machine. Well, at least in the ballpark of \$500 across seven years.

His math was off by hundreds--perhaps we can blame Pentium Errata--and his logic was asinine, but defending Windows is a big job. He's probably weary of making excuses for Microsoft after waiting so many years for the company to deliver Longhorn, and surmised that the only way to win his one-sided argument was to invent facts.

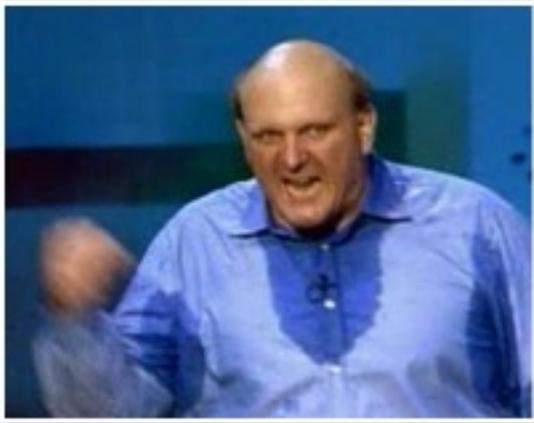
How else can one criticize the fact that, compared to Microsoft, Apple has released five times as many major updates and over fifteen times as many minor updates to Mac OS X since 2000?

Even worse is the fact that yes, there are seven year old Macs that can run the latest version of Mac OS X! Not so with Vista, which is sluggish on PCs more than a year or two old. Oh the humanity! Poor Paul, it must suck to have to buy a Zune just out of principle.

## **What's More Expensive Than Windows XP?**

Of course, Apple has also released regular new versions of Mac OS X Server. That product is quite a bit more expensive unless, of course, it's being compared to Windows Server. The price of Microsoft's server products is astronomical for small and medium sized businesses, and even worse in the Enterprise.

Beyond the retail price of Windows Server, there are those sneaky client access licenses, which help jack up the price of a comparable Dell server by three times the price of an Xserve running Mac OS X Server, just when serving a hundred users.



To salt the wound further, when Microsoft boasts about how Vista will create tens of thousands of jobs, it's really saying that its products need far more support resources to maintain them.

### **Support Nightmares**

Anyone who supports Windows Server or Exchange knows that they require more effort, takes more resources, and incur far more expense. Every service under Windows demands its own server. Minimally, a network admin sets aside one to run an Active Directory domain, another for Exchange email, and another for file sharing.

Microsoft licenses its Small Business Server to pack all three products onto one PC Server; this ensures that the package deal is worthless for anything beyond demonstration purposes. To really run a small IT shop, users have to buy a new PC server or two for every service they need to offer.

### **The Staggering Costs of Being Cheap**

Once an IT shop goes Windows, they need to install a client access license payment pipeline to Microsoft and can then begin going out of business by making some of the richest executives in the world even richer.

Setting up a Windows shop is like shopping at WalMart; it's deceptively cheap on the surface, but when the real costs are added up, it is actually outrageously expensive and destructive on many levels.

People who buy cheap Chinese parts for hobbyist PCs and then steal a copy of Windows to run on it think they are saving money, but after the real costs are considered, they are not. On the server side, investing in Windows is even worse.

It used to be that cheapskate PC pirates helped to prop up the Windows monopoly; as Microsoft works to stop piracy, it also erodes away at its own relevance. That's because Microsoft does poorly when competing on merits.

### **Unix Returns**

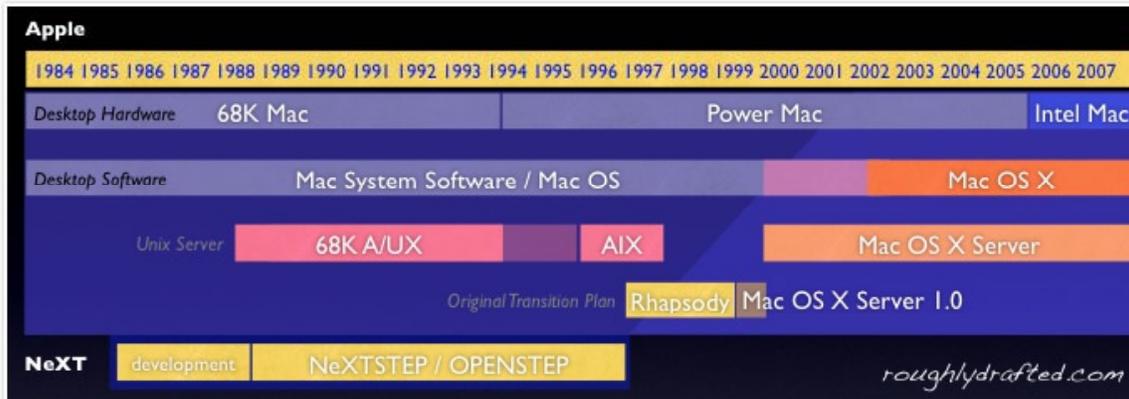
Despite the seemingly obvious logic that would suggest Linux should make an attractive desktop PC product, it has not been able to make major inroads on Windows market share. However, Windows Server licensing is so expensive that Linux has made a huge impact in servers.

Even as Microsoft has tried to attack the threat poised by Linux servers, its former partners--from IBM to Novell to Oracle to HP and Dell--have been moving toward Linux; nobody wants to pay Microsoft out of pity.

The increase in development for Linux also complements Apple's own server developments, since both share the same server software and are built upon a common Unix platform.

A historical overview of Apple's Mac OS X Server deliverables demonstrates how Apple has used open source software to make rapid progress in developing a new server business, after falling flat in the early 90s.

Further, Apple has also worked to increasingly adopt open development principles of its own, and is sharing key new server applications as it develops them. The next article shows how this has played out over the last decade.



# Freeware of the Month

Tim Verpoorten (tim@surf-bits.com, Editor: Surfbits.com)

The freeware of the month for March is a real mix of Mac applications. They all do a particular job, and they do it well. Let's take a look at some of the best freeware to come out of the Mac community this last month.

You've heard me say many times on my podcast that what makes Mac software so special is its developers. We have wonderful folks that develop for the Mac and they love to give back to the community. Here's another example. Michael Tsai, from C-Command.com is a great developer with powerful applications like SpamSieve and EagleFiler. He's given back to the community with a freeware application that works with Affrus, BBEdit, Mailsmith, MS word, Script Debugger, Smile, Tex-Edit Plus and Text Wrangler. It's called.

## BBAutoComplete

<http://c-command.com/bbautocomplete>

Michael Tsai explains the application on his website like this. "BBAutoComplete adds word auto-completion to scriptable applications. You type the start of a word, press a key, and BBAutoComplete types the letters to complete the word. If BBAutoComplete guessed wrong, you can keep pressing the key to cycle through other possible completions. Other auto-completion utilities need to be taught the abbreviations and expansions that you use; BBAutoComplete avoids this hassle by automatically looking for expansions in the program's open documents. This means that it always suggests completions that are relevant to your current task."

BBAutoComplete is probably most useful for programmers, who need to remember and type long variable and method names, but it can also help with everyday writing. It's useful any time you need to type long words quickly and accurately. Download and give BBAutoComplete a try. I think you'll love it. It's free and functional, that's what great Mac developers do for us.

## DasBoot

<http://www.subrosasoft.com>

Here's another great Mac software developer that gave back several freeware applications to the community. This one today, is a little different. This is how SubRosaSoft explains it.

"Do you have a flash drive, or multi use storage device (in other words an iPod) in your pocket? Now you can turn it into a Mac OS X diagnostic, repair, and maintenance tool. DasBoot allows you to take any third party boot CD (such as those shipped by SubRosaSoft.com Inc, Prosoft Engineering Inc, Alsoft Inc, or Micromat Inc) and quickly create a bootable diagnostic device that contains any of your own utilities you may wish to install. You can use your device to boot and repair Mac OS X computers as needed without erasing it and taking away your ability to use it for other purposes such as playing music, or watching videos. With the help of DasBoot you get to carry all the tools you'll need with you. But unlike expensive third party alternatives, you'll have plenty of space left over in case you need to recover data. DasBoot<sup>a</sup> devices run software much faster than a CD/DVD repair disk. In addition you can re-configure the device at any time to add new utilities, updated versions of software or newer versions of Mac OS X."

DasBoot helps you build a pocket-sized toolkit for your Mac - just the way you want it - and it's totally free !! Just plug it in and all your tools will be at your fingertips. Of course, you'll need a registered version of the repair software to add on your boot disk, that goes without saying.

## iPodDisk

<http://ipoddisk.ourbiti.com>

This is an application that makes it easy and simple to copy music off your iPod onto your Mac. iPodDisk enables you to do so within the Finder, or whatever application that you use to read files. To be accurate, iPodDisk isn't a tool that copies songs from iPods; instead, it enables other applications to do so by emulating an iDisk drive. After it starts, iPodDisk automatically opens a Finder window: You can browse, drag from, or even play music directly on the drive. From a user's perspective, there's no difference between the emulated drive and regular local folders, with the exception that iPodDisk drive is read-only. You can use spotlight to search on your iPodDisk, and you can even use command-line tools. All iPods are supported, including Windows-formatted ones.

## RapidoWrite

<http://www.app4mac.com/rapidowrite.html>

I use TextExpander for entering text with a simple abbreviation. But Textexpander is no longer freeware and for those of you that are looking for a substitute, look at app4Mac and try Rapidowrite. When you are writing text, you probably find yourself typing the same text again and again. Whether this is your name, your e-mail address, the URL of your blog, your personal address, etc.

RapidoWrite is here to save time by "typing" these frequently used text for you. You just define your list of abbreviations, and RapidoWrite will automatically show you related texts as you type.

With RapidoWrite, you will be able to quickly insert in any application standard greetings and signatures (including formatted text) or any phrases. For example, instead of typing my the podcast motto, software, hardware and websites that make using the Mac Special, I just type an abbreviation I chose, MRCmotto, and bang, the full motto is placed in the app where I'm writing. Once you define an abbreviation, it is available at all times, anywhere text can be typed, no matter if you are using your word processor, chat program, Finder, address book or any application at all.

## Colorblender

<http://developer.mabwebdesign.com/colorblender.html>

Color Blender is a Cocoa application that was created to find hex/RGB values for colors and finding colors in Apple's default color picker that corresponded with hex/RGB values. It is also very helpful when coming up with a color scheme for a web-site or designed to blend two colors together to try to find a matching color for your project's color scheme. Also, you can blend two colors together and find the hex and/or RGB values for all the three colors. In addition, you can edit the RGB & hex values for the colors. Through the preferences pane you can customize a prefix to be added to the hex values. You can easily copy hex/RGB values through the dock menu, allowing quick access while using other applications such as Photoshop or Flash.

## Peel

<http://getpeel.com>

Peel is an MP3 blog reader and player rolled into one. Subscribe and stream music the minute it becomes available! So, what are MP3 blogs? They are also known as musicblogs or audioblogs and have become increasingly popular since the beginning of 2003. An MP3 blog is a type of weblog in which the creator makes music files, normally in the MP3 format, available for download. There's iTunes integration which allows you to download and add your favorite music directly to iTunes with a click of a button. The music posted ranges from hard-to-find rarities that have not been issued in many years to more contemporary offerings, and selections

are often restricted to a particular musical genre or theme. Some MP3 blogs offer music in advanced Audio Coding (AAC) or Ogg formats, as well as MP3. For an up to date listing of MP3 Blogs, check out <http://wiki.monkeyfilter.com>

## FlightGear

<http://www.flightgear.org>

Source code for the entire project is available and licensed under the GNU General Public License. FlightGear is a free flight simulator project. It is being developed through the gracious contributions of source code and spare time by many talented people from around the globe. Among the many goals of this project are the quest to minimize short cuts and “do things right”, the quest to learn and advance knowledge, and the quest to have better toys to play with.

The idea for Flight Gear was born out of dissatisfaction with current commercial PC flight simulators. There are so many people across the world with great ideas for enhancing the currently available simulators who have the ability to write code, and who have a desire to learn and contribute. Many people involved in education and research could use a spiffy flight simulator framework on which to build their own projects; however, commercial simulators do not lend themselves to modification and enhancement. The Flight Gear project is striving to fill these gaps.

There are a wide range of people interested and participating in this project. This is truly a global effort with contributors from just about every continent. Interests range from building a realistic home simulator out old airplane parts, to university research and instructional use, to simply having a viable alternative to commercial PC simulators. Head over to the website and check out the add-ons and take a look at the screenshots. If you have a soft spot in your heart for flight sims, this app is a must have.

## iRed Lite

<http://www.filewell.com/iRedLite>

Here’s an app in beta that’s got a ton of potential. If you have a beautiful new Mac with a built-in Infrared port and an Apple remote, iRed Lite let’s you control more then just Front Row with that remote. You see all you do is hit the menu button on your remote and you can control many of your favorite Mac apps by remote keystrokes, or you can even call up Applescripts without touching the keyboard. Use your remote for iTunes, iPhoto, and more. Just keep hitting the menu key to switch between apps and the controls are displayed on your Mac’s screen so you know what the remote buttons can control. The idea is pure Mac and I really am looking forward to seeing this app develop and mature. Check it out for yourself and give them your feedback.

## MemoBlock

<http://www.blocksoft.net/memoblock.html>

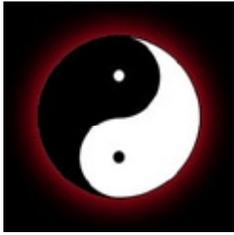
MemoBlock is a useful notepad utility for OSX. Store as many styled text notes as you require, transfer of notes to iPods, and more. Alarm reminders can be set for individual notes, and notes can be categorized as you wish. The latest update to MemoBlock sports a new icon, runs at full speed on Intel or PowerPC Macs, improves support for transferring to iPods, and allows users to specify up to six favorite colors.

Well that’s all for this month, download them all and give them a try. You’ll find many of the freeware developers also provide great shareware products. Support them by purchasing their shareware.

Tim Verpoorten

Producer: MacReviewCast.com

Co-Producer: The MacRoundtable.com



## Rants, Raves and Revelations

### Archiving Your Valued Data — Archival CD-R/DVD-R Disks

By Scott Armstrong [Mid-Columbia MUG] & Harry {doc} Babad

Parts of this article, written by Scott, first appeared in the MC•MUG February 2007 Finder — Since I chased this in parallel to Scott, I've added my –cents worth {doc}

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At last month's McMUG meeting there was interest in what brand discs one should buy if they want their data to last for years and years. First, the issue of quality depends upon what kind of data you want to store on the disk. Then there is the price consideration. If you want to share some photos or some data with someone and it doesn't have to last a lifetime, then I use the TDK disks from Costco. Costco has a "buy one get one free" special sometimes. That makes them a great deal. I found the TDK disks to be very good for non-archival purposes. I don't ever buy the store branded disks, preferring to use national brands. I have also had a lot of problems with the Imation brand of disks.

#### Archiving My Data – Why Bother? A Rant by doc\_Babad

Think your data are safe and that you'll never suffer from data loss? Well, think again! There is a number of ways you can lose your valued data. Ways of data loss either on your computer or as you'll later see on your CD archives can be divided into three categories.

They are: (1) Natural Causes, (2) Other people messing with your stuff and (3) most usually you messing up. I found a nice article on data loss on the Internet — preventing it, or if you must, dealing with it. Check out <http://www.tombraider4u.com/hotmail-password.shtml/>. Remember Murphy — Hard disks crash. Regular quality CD/DVDs go bad after a while. What backup; oh I didn't check the "playability" of the media I burned or did a backup to



**What Data? — A Bad CD**

My guidelines for preserving materials on archival media are simple. Scott may have others but all follow the same paradigm. Will it hurt?

1. Will I care, after a minute or three or even a week, if the information gets lost?
2. Can I replace the information more easily than to archive it?
3. Will it cost me money or embarrassment or worse if I cant replace lost data?
4. Is this something my family can remember me by? After all I'm seventy plus now.
5. Will this be a "thanks for the memory" item to comfort me or ultimately my family in days to come?  
[Alas, I believe that I will live on only in the memories of those whose loves I shared.]

A table of what I would and at times do digitally preserve – a partial list is found in the postscript at the end of this column. Make your own list. Go beyond backups and start archiving.

### A Short List of What I Will Not Archive or Try to Preserve

- Records that will send me to Jail or ruin my career or marriage.
- Grocery lists, to do lists and most email
- My tales of lying and cheating ways.
- The flotsam and jetsam of daily trivia.
- The nine of ten photos I poorly take.
- Instant Messaging and iChat logs
- The myspace.com entries my future boss or significant other can read.

*Okay* --- let's agree to really do some archiving. It's mostly about our choice media since the burners we already own inherently limit most of us. To maximize the quality recording produced by your burner and software learn to understand their limitations. Read the manufactures notes on how to make the rest recording on your device and how to best use your chosen software. [Toast is still our favorite and macC is testing Roxio's Toast 8 for an upcoming edition.]



### **Who Makes Archival Quality Disks and What's Special About Them**

As for Archival Quality disks there are two brands—Mitsui and Taiyo Yuden [TY]. They are different because they use a Phthalocyanine dye or Cyanine dye. This gives the disks a bluish green color. The cost of the dye and the process of making the disks make them cost more. But, it is the dye that makes the disks last a long time, therefore Archival. The controlled manufacturing along with both a superior dye and disk-by-disk quality testing results in a Less than 0.006% failure rate for the Taiyo Yuden DVDs. Doc could find no numbers but the TK CDs “outperform the competition in recording accuracy in a wide variety of data and audio applications.”

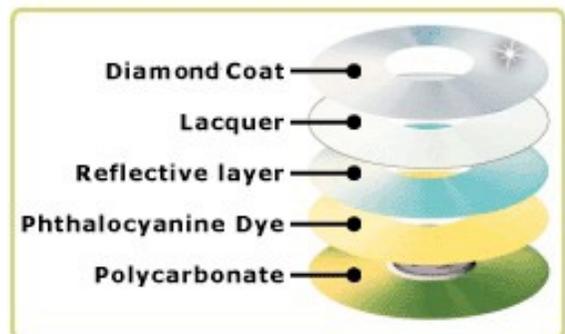
### **Archival Disks — The rest of the story**

What makes a disk archival is the dye used and the quality of the disk manufacturing process. The resulting disks are priced based on how well they meet or exceed the manufacturer's testing standards.

A disk is made up of 5 layers. The top layer is the one the label is printed on. Then there's a lacquer layer, a reflective layer, a dye layer and at the bottom of the disk, a protective layer. A laser burns or pits the dye layer with the digital information. It is the stability of the dye layer that makes a disk archival. For information on the manufacturing process go to the Mam-A website <http://www.mam-a.com> and click on the manufacturing link.

It's great reading. There's also a reading list ranging from technical to practical at the end of this article.

Mam-A notes that things that can destroy a disk are gouges in the bottom layer, alcohol based markers used to write on the top layer (such as a Sharpie), or excessive exposure to the UV rays and sunlight. The data layer is very close to the top layer so a Sharpie's ink can eventually bleed thru to the dye layer and make it difficult



for the laser to read. Excessive sunlight can fade the dye layer and also make it difficult for the laser to read. The Phthalocyanine dye used is the Mistui disks are the most stable dye available.



The Cyanine dye of the Taiyo Yuden disks come in a very close second. But what's a few decades among friends – it the storage conditions that protect the enhanced media that effects longevity. So if you store your archive media in the car in Tucson summers, you're wasting good money and time. Doc sez, the few archive CDs I've made are stored in my safe deposit box along with my passport and other valuable papers. [Yes, I've also scanned that much paper.]

### And Now the Media Specifics

**CD Media** — The Mitsui disks are made right here in the United States actually in Colorado. Read more about Mitsui Media at <http://www.inkjetart.com/mitsui/index.html>. You can purchase the disks directly from their online store.

The Taiyo Yuden disks come in two flavors, the *Premium* disks and the *Value Line*. When disks are manufactured, a batch is checked for manufacturing defects and quality. If the batch passes the quality test then they are sold as the Premium disks. If the batch has too many defects then the batch is sold as the Value Line at a reduced price. Both types of disks are available from <http://www.supermediastore.com>. Harry says the TY premium disks are available from <http://www.neato.com/> at very good prices in 100 disk lots. He found the Premium Taiyo Yuden CD-Rs - 52X, 700MB/80 Min - 100 Pack, Taiyo Yuden part number CDR80ZZ100SB-ZM at Neato for \$0.30 each. They have Silver Thermal Lacquer with no logos or branding. You can also get disks from <http://www.meritline.com>. But SuperMediaStore has them for less \$0.23 in lots of 200 disks.



The Taiyo Yuden Premium lines of disks are excellent and I have had no burn errors at all. I use the Taiyo Yuden disks for archiving my client photos and important computer data for my photography business.

We have purchased the Value Line disks for less than \$0.24 cents each. But we bought 300 at a time. The value line disks are sold shrink wrapped in a stack. At Radio Station KVEW we use them to put a 0:30 second commercial on it just for the client to view their commercial. So at the station, we use the value line just to contain the cost. I, said Scott, couldn't find any archive equivalent brand anywhere cheaper than \$0.23 cents each. They play fine for station use. However, I made some data backups on the value line disks and had a lot of data mismatch errors on verification when using Roxio's Toast software. So I wouldn't use the value line disks for really important data.

As McMUG member, Derek C., mentioned, the TK disks can be made in either Japan (the really top quality ones) or Taiwan (a lesser grade). When you purchase the Taiyo Yuden disks check the white paper at the top of the disk stack in the Cake Box; it will have English and Japanese type and the words "Made in Japan" clearly marked. These are the ones to get – just ask when you mail order. We've not tested the Japanese or the disks from Taiwan side-by-side, but for no difference in cost, why take a chance. If the error rate were even as low as 0.06% that more testing then *doc* wants to do; and not all errors lose data. Consumer Reports, are you listening? Why not tell us which media, in brands we see every day, are best.





# Decisions, Decisions, Decisions – Non-Mac Apps on Macs

By Robert Pritchett

Do I keep the perfectly running iMac G5 64-bit or move to Mactel systems? Yes or No. For now: yes. Do I have Windows-based apps that I can run on my iMac? Yes, but it requires VirtualPC to run Windows-based apps, which we reviewed 2 years ago - <http://www.maccompanion.com/archives/january2005/software/VPC7.html>

Do I run Microsoft Operating Systems and applications on a Mactel box to keep up with technology? Yes or No. Do I even *need* another non-Mac operating system on my Mac?

I'm going to need to use a portable, so the Mactel-based MacBook Pro looks like a possibility. And if/when I go that direction, will I need to include XP Pro/Vista to support clients? Would my old VirtualPC version of XP Pro work on a MacTel box or do I have to buy a new license?

Or I could break the law according to Apple and get a non-Mac system and run Mac OS X on it – unsupported and illegal today. And then there is all the overhead associated with protecting the box from all kinds of malware... This one is a no-brainer. No non-Mac portable for me.

So which “emulator” do I choose to run to use Windows-based apps on a Mac? Hummm...

*MacWindows* has some interesting fodder to plow through - <http://www.macwindows.com/winintelmac.html>

Once I get the latest Apple portable I can afford, the next step is to decide how to run Windows apps on my Mactel box:

## **Which App to run Windows on a Mactel box?**

I can dual-boot with Apple's own Boot Camp. Not the best way of doing stuff I suppose, because I'm still at the mercy of malware and I still have to own Windows-based protection to play safely on the Internet.

Ted Bade discussed last May about running Boot Camp on his Mactel system - <http://www.maccompanion.com/archives/May2006/Software/WindowsonanIntelMacintosh.htm>

So with either Tiger or Leopard, Boot Camp is also a possibility.

I also already have a copy of Parallels Desktop, which we happen to sell on our own website at <http://www.maccompanion.com> and Ted Bade did a great job reviewing it last July - <http://www.maccompanion.com/archives/July2006/Software/PD.htm>

Parallels Desktop for the Mac is available here - <http://www.parallels.com/en/products/desktop/>

Besides Parallels Desktop for Mac, there is VMWare's Fusion. Bob Roudebush took a first look <http://www.roudybob.net/?p=328> and linked to a video created by Richard Garthsthagen at [http://www.run-virtual.com/?page\\_id=141](http://www.run-virtual.com/?page_id=141)

Fusion is downloadable from here - <http://www.vmware.com/products/beta/fusion/>

As of this writing, both Parallels and Fusion are still beta products.

And just when we started to get comfortable with the whole Windows-on-a-Mac idea, up pops CodeWeaver's CrossOver that Chris Marshall reviewed for Tim Verpoorten's SurfBits at <http://myapplestuff.com/crossover-mac-60/>

CrossOver is available here - <http://www.codeweavers.com/products/cxmac/>

It started out as Darwine, but became commercialized as CrossOver.

I like this one, because then I don't need to wonder if my new system will run the old XP Pro OS I have gathering dust.

### **What-Ifs**

All this effort is pre-Leopard and who knows what surprises we will see when that is released. It sure would be fun if Boot Camp did more than just Windows or if Parallels was included directly or if Fusion was included or CrossOver were part of the package from the get-go. I am leaning heavily in the CrossOver direction. Then I wouldn't have to make so many decisions...

### **Dig Deeper**

<http://blogs.zdnet.com/microsoft/?p=252>

<http://arstechnica.com/journals/apple.ars/2007/2/9/6983>

<http://www.macnightowl.com/2007/02/23/running-windows-on-a-mac-let-me-count-the-ways/>

# Doc\_Babad's Macintosh Tips - A Macintosh Tip or Three...

By Harry {doc} Babad

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The software related tips were tested on a 1 GHz dual processor PowerPC G4 Macintosh with 2 GB DDR SDRAM; running under Macintosh OS X OS X 10.4.8.

This month I continue sharing my occasional tip related finds with you. A few tips I share come from — Paul Taylor's Hints&Tips column <http://www.mac-hints-tips.com> and are used with his permission. Where I use any one else's tips for this column, I acknowledge both their source and their contributors.

Oh, I almost forgot! Unless otherwise noted, all the tips and tidbits I share, where appropriate, work on my computer. If I don't own the software but if the tip sounds interesting, I'll so note at the end of that specific write-up.

## Tips I've provided this month, as always in a random order, include:

- Read the Manual
- Stop Squinting at Tiny Text
- A Screen Image Trick or Two: History of capturing screen on a Macintosh
- Exchanging Recipes with Another TheRecipeManager User
- Internet Shopping — Keep Your Receipts
- Destroying or Over Burning CD/DVDs – Flattening Warped LP's
- Make Pasted Text Match in MS Word 2004
- More Easily Save Document Images in MS Word 2004
- What To Do With Your Previously Installed Operating System
- URL Contraction and Linking in MS Word
- Managing Your Widgets

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**Read the Manual** — Most Mac users never read a manual. It's true! After you've used a program for six months or a year, and you think you know all that it can do, surprise yourself by taking a look at the manual. Read the chapter headings. Maybe even read some of the text. I'll bet you find at least several things that your favorite program can do that you never even thought about before! Get new features without spending a single dollar. — Yes, it's always a great surprise to find an answer to a current need in a manual I've long neglected. My favorite software books also serve that purpose.

*MacInTalk, Nashville, TN from  
Paul Taylor's Hints&Tips column January 2007*

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Paste Special > select Unformatted Text, and click on OK. This pastes the text without any formatting; it should therefore pick up the formatting of the location where you pasted it.

If you use Word 2004, paste the text and then click on the Paste Options button that appears below the pasted text (it looks like a clipboard). Select Match Destination Formatting in the resulting menu.

Kirk McElhearn, **Rule the Office** MACWORLD October 2006

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**More Easily Save Document Images in MS Word** — If your Word 2004 documents contain graphics that you want to use elsewhere, you can drag the images to the desktop or to a folder, but they're saved as picture clippings, which aren't easy to share. Instead, just control-click on an image in a document, select Save As Picture from the contextual menu, and choose a file format from the Format menu.-

Kirk McElhearn, **Rule the Office** MACWORLD October 2006

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### A Printing Shortcut:

Question: Back in the good old days, I could gang-print a number of documents at once from the Finder. Can't I do that in Mac OS X?

Answer: It's still possible if you create a Desktop Printer and drag your files onto its icon. Open Printer Setup Utility (Applications > Utilities) and highlight your printer in the printer list. Then select Printers) Create Desktop Printer, and save it to your desktop. Now you can print many documents at once by just dragging them onto the Desktop Printer's icon on-where else ? - Your desktop.



MacAddict, May 2006, *Ask Us Column*, Page 60.

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**What To Do With Your Previously Installed Operating System** — This month's Bug of the Month isn't a bug, per se, but rather some advice that will help you deal with future bugs that could pop up after you reinstall Mac OS X. During installation, you have the option of performing an Archive And Install operation (click the Options button at the Select A Destination screen). Archive And Install moves your existing Mac OS X System files to a Previous System folder before it installs a fresh OS.



When the installation is finished, a Previous Systems folder appears at the root level of your hard drive, which is required for reverting to an earlier version of OS X or for dealing with other issues should your new installation prove problematic. Inside the Previous Systems folder are Library files, user settings, and other system-level folders and files that your previous Mac OS X installation used. It also includes Mac OS X-installed apps, such as Address Book and Mail. Here's what you should do with your Previous Systems folder:

BACKTRACK Keep this folder around for a week or two after performing your Archive And Install, in case you need to retrieve any preference files. Note that you can't start up using the system files in the Previous Systems folder.

Delete Duplicate Apps — Immediately delete all apps contained in the Previous Systems folder, or you may experience problems with new versions of the same apps stored in the default Applications directory. All you have to do is delete the Applications folder within Previous Systems. Also, delete the duplicate Applications folder before applying the most recent Mac as X combo updater from Apple's Mac as X Downloads Web site ([www.apple.com/downloads/macosx/apple](http://www.apple.com/downloads/macosx/apple)).

*Bug of the Month MacAddict June 2006, Page 16. MacFixit Column*

**PS:**  
After a while, you can actually toss the entire old systems folder on my Tiger Drive; I did so with no ill effects. However, I have retained on a separate drive my Panther Hard disk and occasionally update the application on the separate drive. doc\_Babad

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**URL Contraction and Linking in MS Word** — You can, within your MS Word documents use Command K both to create an active link from a typed email address or URL. If preferences in word are set, this is automatic but at times it may not take. Use the manual methods to fix this problem. However, when writing, at times a 2-3 long line link looks just plain dumb. As an alternative use MS Word's links creation tools to create an active link associated with a person's name or other text.

-----  
Adam Pratt\_ in an  
[http://www.amazon.com/gp/product/0735619921/ref=cm\\_aya\\_asin.title/002-7225515-7940860?%5Fencoding=UTF8&v=glance&n=283155](http://www.amazon.com/gp/product/0735619921/ref=cm_aya_asin.title/002-7225515-7940860?%5Fencoding=UTF8&v=glance&n=283155)

Becomes: [Adam Pratt\\_](#) in an *amazon.com* review...

Links can also be used to navigate between sections of large documents, but that's another tip.  
doc\_Babad and perhaps another unremembered source.

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**Managing Your Widgets** — There are hundreds of widgets available for download from the Apple website ([www.apple.com/downloads/dashboard](http://www.apple.com/downloads/dashboard)). Unfortunately for the frequent widget downloader, your Widget Bar in Dashboard can quickly become cluttered with once-used widgets since you can't completely remove these unwanted widgets while in Dashboard.

To get rid of these unwanted widgets, you'll need to know a little about how and where widgets are installed. A widget can be installed in two ways, as a system-wide widget, available to every user on your Mac, or as a user-specific widget. To remove a system-wide widget, simply go to the Library > Widgets folder (accessible to you if you have Admin level access) and move the widget(s) to the trash. To remove a user-specific widget, go to "your name" folder > Library > Widgets and move the widget(s) to the trash.

macHOME HotTips [www.machome.com](http://www.machome.com)  
From Paul Taylor's Hints&Tips column January 2007

# February Updates of Interest

## 1. Microsoft Office 2004 for Mac 11.3.4 Update (released February 13, 2007)

[http://www.microsoft.com/mac/downloads.aspx?pid=download&location=/mac/download/Office2004/Office2004\\_1134.xml](http://www.microsoft.com/mac/downloads.aspx?pid=download&location=/mac/download/Office2004/Office2004_1134.xml)

This update includes some enhancements for security and stability.

Applies to: Office 2004 Standard Edition, Office 2004 Student and Teacher Edition, Office 2004 Professional Edition, Microsoft Word 2004 for Mac, Microsoft Excel 2004 for Mac, Microsoft PowerPoint 2004 for Mac, Microsoft Entourage 2004 for Mac.

### Update System Requirements

- Office for Mac 11.3.3 already installed
- Operating system: Mac OS X 10.2.8 or later.

## 2. Apple Updates

<http://www.apple.com/support/downloads/>

- Java for Mac OS X 10.4 Release 5.0 – 81.2 MB (fixed daylight savings time and time zone issues, plus improves reliability and compatibility for Java 2 SE 5.0)
- Security Update 2007-02 – 4.5 MB for PowerPC version (Universal binary and Panther editions also available; fixes issues with CoreServices, iChat and UserNotificationCenter)
- Daylight Savings Time Update – 9.2 MB (addresses changes in 2007 daylight savings time)

## 3. Allegro 2007 (Released January 30, 2007) \$59.95 upgrade from Allegro 2005

<http://www.finalemusic/allegro/>

MakeMusic released an upgrade to Allegro 2005: Allegro 2007. This version is Universal binary, and, according to MakeMusic reps, the UI is more Mac-friendly than the previous version. I ordered and installed the upgrade and like what I've seen so far. Daphne Kalfon, the *macCompanion* Music Editor, will be reviewing this product in a future issue of our magazine.

### Update System Requirements

- OS X 10.3.9 or higher
- 800x600 minimum monitor resolution
- CD-ROM/DVD-ROM
- 256 MB memory (minimum)
- 200 MB hard drive space

#### 4. March Shameless Astronomy Plug

A. New Starry Night dashboard widget (released February 8, 2007)



#### B. Websites of Interest

Here are ten astronomy websites you might enjoy visiting:

|                                  |   |
|----------------------------------|---|
| NASA                             | <a href="http://www.nasa.gov/">http://www.nasa.gov/</a>   |
| International Astronomical Union | <a href="http://www.iau.org/">http://www.iau.org/</a>   |
| The Mars Society                 | <a href="http://www.marsociety.org/">http://www.marsociety.org/</a>   |
| Space.com                        | <a href="http://www.space.com/">http://www.space.com/</a>   |
| US National Virtual Observatory  | <a href="http://us-vo.org/">http://us-vo.org/</a>   |
| Systemic (extra solar planets)   | <a href="http://oklo.org/">http://oklo.org/</a>   |
| Orion Telescopes                 | <a href="http://www.telescope.com/">http://www.telescope.com/</a>   |
| Starry Night Software            | <a href="http://www.starrynight.com">http://www.starrynight.com</a>   |
| Carina Software                  | <a href="http://www.carinasoft.com/">http://www.carinasoft.com/</a>   |
| Wolfram Astronomy                | <a href="http://documents.wolfram.com/applications/astronomer/">http://documents.wolfram.com/applications/astronomer/</a> |

#### C. Pending Eclipses

March 2007 eclipses:

- \* 2007 Mar 03: Total Lunar Eclipse
- \* 2007 Mar 19: Partial Solar Eclipse

Other solar and another lunar eclipses occurring later this year:

- \* 2007 Aug 28: Total Lunar Eclipse
- \* 2007 Sep 11: Partial Solar Eclipse

# Podcasting with GarageBand 3 training

Reviewed by Wayne LeFevre



Lynda.com

<http://www.lynda.com>

P.O. Box 789

Ojai, CA 93024

888-33-LYNDA

**Released:** July 2006

\$49.95 USD for CD, \$25 per month for online.

**System Requirements:** QuickTime 6 or better. 1024x768 or higher screen resolution; Mac OS X or higher; broadband Internet connection if using the online training library.

**Strengths:** A great way to introduce yourself to podcasting with GarageBand 3.

**Weaknesses:** Weak on podcasting basics.



## From Lynda.com

In *Podcasting with GarageBand 3*, Scott Bourne takes you step by step through optimizing GarageBand 3 for podcasting, working with track settings for professional-sounding audio, and choosing the best hardware for recording music or vocals. He also covers techniques for recording voice versus music, how to add background loops to the recording's timeline, the best ways to publish your podcast, and more. Exercise files accompany the training videos, allowing you to follow along and learn at your own pace.

## From Me

If there is anyone I admire in podcasting, it is Scott Bourne, the digital media expert who writes and teaches about digital imaging for the O'Reilly Digital Media Network and on his own blogs, at [www.podcastingshorts.com](http://www.podcastingshorts.com) and [www.myphototricks.com](http://www.myphototricks.com). Not only a photographic expert, he runs several helpful podcasting sites and a photography podcast called Photofocus. He also does several of Lynda.com's instructional videos including *Podcasting with GarageBand 3*.

I also love Lynda.com. For the most part, training is first rate on all their videos. Some of them are starting to show their age, but all are informative. *Podcasting with GarageBand 3* is a relatively new title, within a year old, and is still very relevant. Anyone wishing to get into podcasting with their new Apple computer and iLife '06 would benefit from watching this training video.

Scott takes you from optimizing GarageBand, understanding the tracks and the timeline, planning your podcast, recording, editing and creating enhanced podcasts. He briefly dips into headsets and mics. He gets very detailed

on editing your podcast. Very, very detailed. In fact, it's one of the only faults I can see with the video.

Scott basically takes you through creating one of his podcasts that he produces called Photofocus. He walks you through setting up GarageBand, but unfortunately, doesn't dive into too much detail when working with settings such as EQ, reverb, compression, or anything but the basic Male Voice that comes standard with GarageBand. I would have liked to have seen a little more detail in using different settings and mic setups. He does a good job explaining how to drop in loops for music and stingers.

After recording a 12 minute track of voice, he explains how to edit it. Unfortunately, you are along for the entire ride. It takes almost 2 hours of the 4.75 hours of video to record and edit this 12 minute podcast. Literally every single pause, um, and and is taken out, and you get to see it. That is a whole lot of listening, stopping, rewinding, splitting, cutting, joining, and doing it all over again. And again. I would have liked to have seen it done two or three times, I would have gotten it by then. But as Scott even admits, by the end of the Putting it All Together section, you can literally do it in your sleep.

### **Conclusion**

Even after spending so much time editing every single mistake and pause over a split second, I would still recommend this training session. It's a great introduction to using GarageBand to podcast with, and Scott really does have a good handle on not only the application, but his familiarity with podcasting and voice presence goes a long way in his teaching ability.

## Advertisers Index

### AlphaSmart

(Found in the *Hardware* Section.)

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

### Amazon.com

<http://www.amazon.com/gp/homepage.html/002-5842389-7443202>

### Apple Store for Individuals

<http://store.apple.com/AppleStore/WebObjects/BizCustom.woa/wo/StoreReentry.wo?cid=AOSA10000025758&siteID=%2Foi97eu4uMU-AtGr6EOxXtw%2FizYZGve3Aw&qprm=78313&family=iMac>

### Apple Store for Businesses in the USA

<http://store.apple.com/AppleStore/WebObjects/BizAgent?qprm=126559>

### ecamm networks

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

(Right after the *Hardware* Heading.)

### DigitalMediaTraining

<http://www.digitaltraining.com/ispecial/maccom>

### macCompanion Gearshop

<http://www.spreadshirt.com/shop.php?sid=49782&op=designs>

(Right after the *Letter from the CEO*.)

### O'Reilly

<http://www.oreilly.com>

(Right after the *Book* Heading.)

### QuickerTek

<http://www.quickertek.com>

(Found in the *Hardware* Section.)

### Parallels

<http://www.parallels.com>

(Right after the *Software* Heading.)

# Advertising Information

Contact Robert Pritchett, our Ad and Marketing Director, for working through the process of advertising with us.

[rpritchett@maccompanion.com](mailto:rpritchett@maccompanion.com)

We are the Macintosh® Professional Network (MPN), Limited Liability Corporation (LLC). MPN, LLC continues to evolve, ever since its creation in 1996 as a way to reach out to those who use computers for a living in an effort to make their lives easier and their work both enjoyable and profitable.

We also provide monthly book, hardware and software reviews at [macCompanion](#). We offer ways and means for folks to get comfortable using the Macintosh™ created by the Apple® Corporation in the multibillion-dollar computer industry. We know that bad software doesn't live long in the Mac™ environment. On the other hand, good computer equipment and software becomes great as the word spreads, and we are very good at helping to spread it. Our suggestions over the years have also helped improve many successful products in use today. Through kind and gentle efforts, we have been able to help many people move to better tools-of-the-trade so they can be more productive in their work.

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

## Statistical Analysis

We are very excited about our site statistics! The multilingual-capable [macCompanion](#) website is close to 2 million page views a month and readership continues to increase rapidly through our “whisper campaign”.

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

## Advertising with *macCompanion*

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

### Site Ad Rate

We offer website ads for a fixed-budget price of only \$100 per month on our site. Following the KISS principle, we accept banner ads in only one size at this time - 468x60 pixels (per the [Interactive Advertising Bureau](#) standards for a Full Banner Ad Interactive Marketing Unit.) The ad will be rotated through with other ads, and there is no limit to how many you want to include.

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

### Affiliations

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

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

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