

Magazine of the Apple User Group of Canterbury Inc.

Applebyte



June 2010



“Lucy”'s forefather -
out of the trees and walking upright
3.6 million years ago - but ...
when did the 1st Apple appear?

Waimairi School

June 30th 7:30 pm

APPLEBYTE is the monthly magazine of:
Apple User Group of Canterbury Inc.

Submissions for publication are due by the 12th of the month of publication. Please submit all articles to:

editor@appleusers.co.nz

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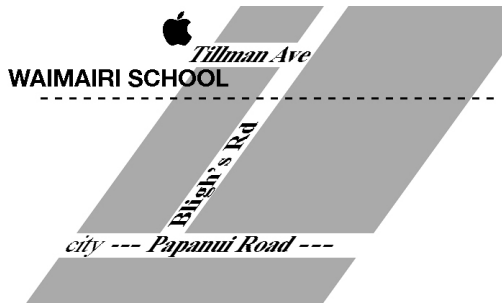
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Meeting venue

Meetings are held on the last Wednesday of each month (except December) beginning at 7:30pm, at Waimairi School at the end of Tillman Avenue, off Bligh's Road.

Drinks and snacks are available while we all calm down after the excitement of the meeting.

Some members carpool to get to meetings. If you don't have a car and find it difficult to get to meetings, please contact a committee member to arrange transport. Usually there is someone living near you who can offer a lift.



Meeting programme

Wednesday 30th June 2010

7:30 Monthly Meeting

- Welcome and News
- MacBasic: Adding comments to folders (Mike Han)
- iChat - video chatting (Cyd Wright)
- WWDC News (Eion McIntosh)
- Supper

Come along and share your passion for Apple products. Learn about the latest technology, and enhance your skills. And meet with old and new friends over supper. Also remember to try your luck with the evening's raffle. Visitors welcome.



Submitting your article

Electronic submissions are preferred (to save wear and tear on my fingers). Just choose whatever format suits and send it to:

editor@appleusers.co.nz

One page is roughly 450 words. Most articles are less than 4 pages, but longer articles may be accepted if of particular interest or relevance. Please ask in advance if you are planning a longer article.

Please write clearly; short sentences are recommended to help you do this. Use a spell-checker. If you are quoting some other article, please include an acknowledgment of your source.

Pictures can help explain your article, so by all means include one (or more) if appropriate. The format is not important - jpeg, tiff and gif are all fine, but try to provide a high quality image (300 dpi) if possible.

For screen shots, you can use the build-in Apple functions Apple-Shift-3 or Apple-Shift-4, or a utility such as Snapz Pro, available from:

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

Next Deadline: 12 July 2010

Mac OS X: Design Awards

Apple announced in late April that its annual Apple Design Awards, given during its annual Worldwide Developers Conference, would only be awarded for iPhone and iPad apps this year. Ars Technica was inspired to introduce the **Ars Design Awards**. Thousands of nominations from readers were culled and then judged, and the winners are:

Best New Mac OS X App: **Transmit 4** by Panic

Runner up: **1Password 3** by Agile Web Solutions

Best Mac OS X User Experience: **Tweetie for Mac** by atebits

Runner up: **Transmit 4** by Panic

Most Innovative Mac OS X App: **Dropbox** by Dropbox

Runner up: **Snippets** by Lucky Ants

Best Mac OS X App for Education: **Papers** by Mekentosj

Runner up: **Soulver** by Acqualia

Best Student-created Mac OS X App: **Schoolhouse 3** by Logan Collins

Runner up: **jitouch2** by Supasorn Suwajanakorn
& Sukolsak Sakshuwong

Reader's Choice Award: **1Password 3** by Agile Web Solutions

Runner up: **Dropbox** by Dropbox

Prez sez

Noel Strack

This year has seen the announcement and (overseas) shipping of the newest Apple child - the iPad - with lots of hype. It promises to alter the way the world will communicate / work / play / etc — we await developments.



After an impressive demonstration at our last club evening, we all had thoughts of what we could do with this really neat development. And I heard such comments as:

*“jolly useful
great fun to use
love to show off with this” (!)*

But I came away with the thought - would I buy it? Does it really do anything extra that I might need it for?

And then the thought - -are we becoming victims of the consumer society which betrays itself by wanting every new development because it is novel, attractive etc? Or are we (I hope) mature enough to decide on the quality of the use that we can put these new appliances to?

Then I remembered my old schoolmaster’s quote from Alexander Pope:

*Be not the first by whom the new is tried
Nor yet the last to cast the old aside*

(Wait for the fish hooks to be ironed out)

... then ...

Yes I’d love an iPad I’m sure I could play with it usefully - yes I’d love to show it off - I love gadgets! I’d buy it tomorrow, if I had the necessary

And then, here comes the iPhone 4

Goodluck

"All you need in this life is ignorance and confidence;
then success is sure."

- Mark Twain

"Never forget that only dead fish swim with the stream."

- Malcolm Muggeridge

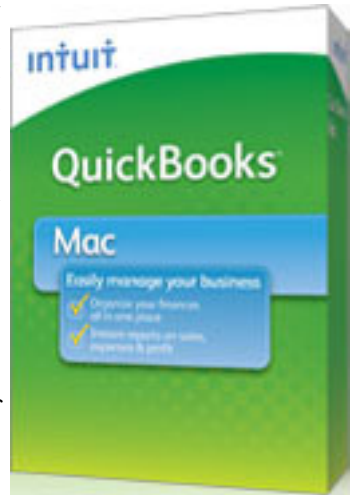
"Your vision will become clear only when you look into your heart.
Who looks outside, dreams. Who looks inside, awakens."

- Carl Jung

Quickbooks

Dave Greenbaum

Quickbooks is the industry standard for financial management. Even if you don't use Quickbooks, your accountant probably does and you'll find the widest range of support and services when you use Quickbooks to run your business. It is, as they say, the 800-pound gorilla you have to deal with in the financial world. When people are considering making the switch from PC to Mac, being able to transfer their Quickbooks information is a key concern. Every year, Intuit promises more compatibility with the Windows version of Quickbooks and promises to bring more of the Windows features to the Mac platform.



Unfortunately, Intuit woefully under-delivers on their promise. The last time I considered using Quickbooks on the Mac was 2006. Back then it wasn't compatible with my bank or my credit card company, yet the Windows counterpart was. Like many other Mac users, I run Quickbooks on my Mac via a Windows virtual machine. Not having to boot up Windows every time I want to enter invoices would be a welcome change. All said and done, I'm still going to have to keep Windows on my Mac...sigh.

According to Intuit, the key "new" feature of 2010 compared to previous versions is the ability to accept credit cards directly from within Quickbooks using Intuit's merchant services solution. If you already do this on the PC, then the switch will be easy. Otherwise, you need to setup an account with Intuit, which may have higher rates than you get from your bank. Another new feature is a setup guide and wizard, but most people would probably use an accountant or bookkeeper for such things, so this feature is of limited value.

The good news for Quickbooks 2010 is that it accurately talks with my credit card company to download information. Additionally, while it did import the raw data correctly from my PC Quickbooks 2008, it did not import my custom reports nor my custom invoices that I paid my accountant to create. In spite of the claimed "improved" compatibility with the Windows counterpart Quickbooks for the Mac failed to deliver. To be fair, Intuit claims that I should be running Quickbooks 2010 for

Windows and I would have seen more reports transfer over. On a practical level, if you already paid for Quickbooks 2010 for the PC, you are much less likely to switch to a Mac.

Additionally, contact syncing with the address book simply didn't work at all. Tech support was most unhelpful, but did seem to indicate that if you already have contacts in your address book, Quickbooks isn't smart enough to figure out to merge the contact info. This is important because most people using Quickbooks likely already have their customers as contacts in their Mac address book.

Typical of Quickbooks is the inclusion of a variety of glitches, crashes and anomalies Mac users have come to expect from an Intuit product. I waited to do the review hoping that each new update to the program would fix some of these problems. With each update, some bugs were fixed while others were introduced. I've always been wary of Quickbooks updates since the famous debacle in December of 2007 where an update destroyed the desktop files of unsuspecting Mac users.

If you are starting as a new business, the wizards will help get you off to a good start. New users won't have to worry about importing from Windows and won't encounter the transfer problems with older versions. Existing Mac or Windows Quickbooks users will find little value in upgrading to this newer version and should save their money.

Pros: The most Mac compatible version of Quickbooks to date.

Cons: Not reliable and inconsistent compatibility and feature parity with PC version.

2 out of 5 Dogcows

"Originally published and written for the Lawrence Apple Users' Group 2.0 <http://www.laugks.org/news> and published by the author at <http://www.clickheretech.com>"

For more information: <http://quickbooks.intuit.com>

An online version of Quickbooks is also available.

Manuals

Have you been looking for any Apple (or other) manuals? This free library of over 100,000 PDF manuals may help you:

<http://www.retrevo.com/samples/Apple-manuals.html>

or for searching all manuals:

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

(see Product Index at foot of page)

Special offers

Peter Fitchett

Note: These specials are available to all user group members.
Contact Peter (web@appleusers.co.nz) for access or coupon codes.

hField Wi-Fire Long Range Wi-Fi Adapter

Wi-Fire is a range-extending USB device that enables you to connect to Wi-Fi networks as far away as 1000 feet, three times the typical Wi-Fi distance. Wi-Fire's new v2.0 Mac software provides the look and feel of Airport. For more information: <http://www.hfield.com>

This US\$49.00 product is reduced to US\$39.20 for Apple user group members.

This offer is valid through **August 31, 2010**.

Ambrosia Software

Ambrosia Software, (<http://www.AmbrosiaSW.com/>), produces commercial-quality software with the convenience of being able to try out the software before you pay for it. WireTap Studio is their one-stop solution to record, edit, organize, and export your audio. Snapz Pro X is their venerable screen and full-motion video capture app for Mac. Aquaria is their undersea adventure game.

Apple user group members save 25% off the regular price when you register any Ambrosia shareware title (iPhone and iPad games are excluded).

This offer is valid through **July 31, 2010**.

iWork Pages' amazing templates

FaCILISI.COM, (<http://FaCILISI.COM/>), has templates exclusively for iWork Pages users. More than 1000 templates are available including brochures, flyers, postcards, posters, and more. It's simple – you just add your own text and pictures to create amazing documents or professional-looking marketing materials.

This exclusive user group special offer is US\$7.99 for regularly US\$9.99 priced packs, or US\$15.99 for regularly US\$19.99 priced packs. Templates are sold singly so you can mix and match them according to your need, or by the pack.

This offer is valid through **July 31, 2010**.

Note: These specials are available to all user group members.
Contact Peter (web@appleusers.co.nz) for access or coupon codes.
For further specials, see our website.

Convert .docx to .doc

Mac OS X 10.4 introduced a new command-line utility (something that you use in Terminal) that would convert documents between the different formats that are 'known' by the Cocoa layer of the operating system. These formats are: txt, html, rtf, rtf, doc, wordml, or webarchive. In Mac OS X 10.6, docx documents are also recognised.

In Terminal, you enter:

```
textutil -convert fmt filename
```

where

fmt the document format that you want
filename the original filename

The full syntax also allows you to change the text encoding (the character set), for example from utf-16 to Latin1; to specify a separate output filename (in a different folder); and to display information about the *filename*, including the type, size, length (in characters) and an abstract of the contents.

Full documentation is available from the usual 'man' utility in Terminal:

```
man textutil
```

Note: TextEdit.app will also open .docx documents, although there are some format changes and graphics are not shown.

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Whether you're a student, creative professional, designer, home user, or games enthusiast, we have a Mac to suit your needs from the amazing small Intel Mac mini to the awesome Xeon powered Mac Pro. We also stock a comprehensive range of peripherals.

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HD Video Converter

Digiarty Software, leading software provider in DVD/Video related area, today announced HD Video Converter for Mac. It is the first Mac video converter I know of that supports Multi-track HD video and is especially designed to bring Mac OS users the possibility of converting between all kinds of popular video formats, and of converting video to iPad, iPhone 4, iTunes, Apple TV, iPod, PSP, etc. Besides, WebM, VP8, GoogleTV video formats are also supported.

A major feature of this Mac video converter is in converting Multi-track HD videos. Multi-track HD video refers to a video file that contains multiple audio language track and video track. When converting such videos on Mac OS X, it is necessary to know which audio language you need, just like you may only need your preferred subtitles when enjoying DVD movie. And this HD video converter makes this operation easy - allowing you to conveniently convert Multi-track HD videos BDAV, M2TS, MKV, AVCHD, HDTV and MPEG-TS.

This Macintosh HD Video Converter runs upon Mac OS X Tiger/Leopard/Snow Leopard – not only offers trustable stability, but also outstanding output image quality. Built in Advance De-interlaced Accelerator, High Quality Engine and Intelligent A/V Synchronizer, this program never stops bringing Mac users professional and high quality video conversion.

Equipped with 210+ video and audio codec, this HD video converter for Mac should satisfy all the Mac video conversion needs, like converting between SD videos AVI, MPEG, WMV, MP4, FLV, H.264, DivX, XviD, MOV, convert HD videos MKV, MTS, M2TS, TS, HD MP4, HD MOV, etc, convert Panasonic Canon Sony HD-Camcorder video AVCHD, TOD, MOD, MTS video, convert and transfer video to iPad, iPod, iPhone 4, Apple TV, PS3, PSP, X-box, Zune, PDA, Blackberry, Nokia, Android, Zen, etc.

HD Video Converter for Mac is priced at US\$39.95, and is available from Digiarty's website:

<http://www.winxdvd.com/hd-video-converter-for-mac>

Digiarty also produces DVD Ripper for Mac – recommended price US \$39.95, (Mac users can currently try it for free). Mac DVD Ripper supports backing up the latest copy protected DVDs onto Mac hard drive within 5 minutes, and transfer the ripped DVD onto iPad, iPhone 4, iPod, Apple TV, etc. This is available at”

<http://www.winxdvd.com/dvd-ripper-for-mac/>

Established in 2006, Digiarty Software, Inc. is a multimedia software provider specialized in providing DVD and Video related solutions, thru continuous development to provide their customer advanced products and best services.

Steve Jobs Answers

Earlier this month, the Wall Street Journal's Walt Mossberg and Kara Swisher hosted the eighth annual "D: All Things Digital" conference, known in its most recent incarnation as D8. The conference has been bringing together industry leaders for conversations, demos, and interviews since 2003, with this year's speakers including such notables as Microsoft's Steve Ballmer, Avatar director James Cameron, and Facebook's Mark Zuckerberg.

Steve Jobs, featured as the opening night guest, sat down with Mossberg and Swisher for over 90 minutes to offer insights into everything ranging from Apple's recent market cap advance over Microsoft to how Jobs spends an average workday.

And while this year's WWDC keynote speech offered Apple fans the chance to catch up with its CEO, the D8 interview is a unique opportunity to watch Jobs follow an agenda set by somebody else. His responses may toe (or set) Apple's party line, but he nevertheless had to respond to the questions Mossberg and Swisher were asking. Furthermore, with a heavy hitter like Walt Mossberg - the most powerful technology journalist in the world - serving the questions, it was as close to a conversation between equals as you'll find. And unlike Jobs's famously terse email messages, his answers here often provide interesting detail.

While much was covered in the interview, the choicest moments came when discussing Flash, Google, and the recent controversies plaguing Apple.

Flash -- One of the first topics of conversation was Apple's relationship with Adobe and Flash. Mossberg, referring to Jobs's "Thoughts on Flash" essay (<http://www.apple.com/hotnews/thoughts-on-flash/>), asked if it was unfair to consumers to cut them off from the commonly used technology. Jobs's response centered on Apple's history of embracing emerging technologies (in this case HTML5), while orphaning others in decline. He pointed to the first iMac's jettisoning of the floppy drive and legacy ports - and the subsequent initial public ire over those decisions - as examples of Apple's willingness to abandon technologies that are past their prime. According to Jobs, denying support of Flash on iOS products was strictly a technical decision, based on Apple's view that Flash is over the technological hill (and thus, as 'Joy of Tech' put it, "sent to the island of Apple-banished toys").

Jobs even seemed to get a little ruffled when recounting how, without provocation, Adobe started a press campaign against Apple's abandonment of Flash. Noting that Apple and Adobe have many shared customers as a result of the Adobe Creative Suite, and that Apple had merely declined to support one of Adobe's products, Jobs expressed

incredulity at Adobe's attack. He also noted that Apple had encouraged Adobe to get in touch when Flash was faster and more stable on the iOS, but that this invitation has yet to be met.

In the end, Jobs said that people will either buy Apple products or, if the company has chosen the wrong technologies to support, they won't. But, cracking a smile, he noted that so far people seem to be liking the iPad.

Google -- Jobs seemed most reticent to comment when the conversation turned to Google as a competitor. Several times Mossberg and Swisher attempted to prod him into articulating the current state of Apple's relationship with the search giant, and whether he personally felt betrayed by Google's emergence as a competitor, especially given that Google CEO Eric Schmidt once sat on Apple's board. But Jobs kept his cards close to his chest. At one point, asked again by Mossberg about the relationship, Jobs responded, "My sex life is pretty good these days, how's yours?" Whether he was mocking Mossberg's insistence on the word "relationship," or implying that the line of questioning had begun to dig too deep, Jobs was clearly trying to get the journalists to back off.

Jobs said repeatedly that he did not see himself or Apple as competing with Google, but rather that Apple simply tries to make the best products it can, and that it was Google that chose to compete with Apple. Yet this tenuous distinction failed to hold water with his interviewers, and Jobs eventually agreed, after much nudging, that the two companies are competing. He acknowledged that in trying to make the best products they can, Apple is also trying to make better products than Google's. But Jobs went on to say that while the two companies are competing, things needn't get rude. To that end, he pointed to the fact that Google and Apple share various properties: that Android now supports iTunes songs, and that Apple makes use of Google's maps.

While Jobs clearly enjoys repeating his mantra that he's solely focused on his products - and there is likely a lot of truth to this image of him with stunning tunnel vision - it's clear that as the CEO of one of the world's most ambitious companies, his competitors are on his mind at least some of the time.

Controversies -- Finally, Mossberg and Swisher asked Jobs about the recent iPhone prototype debacle and the recent spate of suicides at Apple's electronics supplier Foxconn.

With the iPhone 4 now unveiled, the prototype story has become old hat, but it's interesting to hear Jobs talk about it. He said there's a debate as to whether the prototype was left in a bar accidentally, or stolen out of the engineer's bag (and the fact that the engineer wasn't fired would seem to support the latter). And he went on to suggest that it's an amazing, colorful story that would make a great movie, with its combination of theft, purchasing of stolen property, and extortion - he even suggested that there's probably sex in there somewhere. (Much more of this, and Jobs will start sounding like the famously risqué Jean-Louis Gassée, a
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high-ranking Apple executive in the 1980s.) Although Jobs disavows significant knowledge of the case, it's clear that Apple's story differs significantly from the one Gizmodo has been telling.

Regardless, since one side of the case is up to the district attorney, not Apple, Jobs's comments regarding how Apple responded are illuminating. Noting that several people had encouraged him to let the situation slide, Jobs said he thought long and hard about how to pursue the case, and in the end acted according to the same core principles he had 10 years ago, when Apple had almost closed its doors. Though he doesn't quite say this, it would seem that he's suggesting that Apple has succeeded because it focuses on the small details, whether in terms of product design or protecting product secrecy. Clearly, Jobs regards himself as having the same hunger and industriousness as when he returned to Apple, which bodes well for the company's fortunes over the next decade.

Regarding the Foxconn situation, Jobs said Apple was taking the suicides extremely seriously and that he believes Apple is perhaps the most diligent in the tech industry, or any industry, in its evaluation of working conditions in its supply chain. Apple publishes an annual Supplier Responsibility report detailing the working conditions, employee treatment, and environmental responsibility of its primary, secondary, and tertiary suppliers. He went on to emphasize that Foxconn is not a sweatshop - that in fact it provides its workers with restaurants, movie theaters, swimming pools, and hospitals (not bad for a factory!) - but that Apple is looking into the matter with concern.

One potential insight into the situation came when Jobs noted that many of the workers at Foxconn are only in their late teens and are living away from their poor rural communities for the first time. He noted that this drastic transition and separation from home may be a serious contributor to the difficulties facing some of these young people. He also said that both professionals from within Apple and outside hires were currently trying to understand the issues at hand. (Foxconn has recently said it will be raising worker salaries to reduce the pressure on workers to work overtime.)

Interview Recommended -- While these topics were among the most dynamic sections of the interview, it's always enjoyable to watch Steve Jobs. That's especially true when he's not working from a script while responding to journalists who aren't afraid to push him for answers. If you find yourself with some spare time, I highly recommend checking out the D8 video at:

<http://d8.allthingsd.com/20100607/>

[steve-jobs-at-d8-the-full-uncut-interview/](http://d8.allthingsd.com/20100607/steve-jobs-at-d8-the-full-uncut-interview/)

(all this URL should be entered on one line.)

Press has a say ...

So often when we see Steve Jobs and Apple discussed in the press we are presented with the opinion of someone who “could do so much better” - by adding such-and-such feature, releasing such-and-such, having no secrets, etc, etc. It was so relieving to see a different slant from Larry Magid, who watched the D8 Conference interview (*Steve Jobs Answers*, above).

Steve Jobs is a national treasure

I don't always agree with Steve Jobs, especially with the level of control Apple exerts over iPhone and iPad developers. But that doesn't change the fact that the man is a national treasure. When the history of the 20th and 21st centuries is written in stone, I have no doubt that Jobs will take his place along with Albert Einstein and Henry Ford.

I was reminded of that last week as I sat in the audience at the D: All Things Digital conference in Rancho Palos Verdes while co-hosts Walter Mossberg and Kara Swisher interviewed him for about an hour and a half.

In the course of his career, Jobs has revolutionized several industries. Along with Apple co-founder Steve Wozniak, he was a pioneer in the personal computer industry with the first highly customizable PC. Through Pixar and now Disney, he's been a major force in the motion picture industry. And, through iTunes, Jobs has had an enormous impact on the music industry. The iPhone changed the cell phone industry and it looks like the iPad will have an enormous impact on the PC business and the business of delivering content.

During his interview at D, Jobs said that he hopes the iPad will empower newspaper publishers to generate revenue from online sales of their publications, arguing that "democracy depends on a free press" and that he doesn't "want to see us descend into a nation of bloggers." If he succeeds here, we can add one more industry to the list.

Jobs said that he thinks he has "the best job in the world" because he works with creative people, and that Apple operates like a startup. "One of the keys to Apple is that Apple is an incredibly collaborative company," he said. "We have zero committees at Apple."

One of the most interesting aspects of his talk was his prediction that the PC, as we know it, is in its waning years. He said tablet devices like the iPad are likely to take over as consumer devices. "When we were an agrarian nation, all cars were trucks because that's what you needed on the farm," he said by analogy. He sees PCs as the "trucks" that will be replaced with the more consumer-friendly tablets, which he likens to cars.

The analogy makes some sense. But before you sell PC companies short, consider that trucks are still a very viable business. Sure, not everyone needs one, but even in Silicon Valley I see quite a few of them on the road. When you go to the Midwest, the South and even nonurban parts of California, you see lots of trucks. That's because millions of people make their living doing things that require a truck, just as millions of people make their living doing things that require a PC. And just as people buy trucks for recreational or personal use, plenty of creative people will want to continue to use PCs for personal use as well.

I'm writing this column from the D press room using my laptop, even though I have an iPad with me. I use the iPad to take notes, read e-mail, read books and watch video, but I don't use it to write articles, edit video or record my radio segments for CBS News. For those activities, I need a "truck." Sure, it's possible that the iPad can evolve as a tool for productive work, but — for now at least — it's mostly a consumption device.

DreamWorks CEO Jeffery Katzenberg, during his presentation at D, practically swooned over the iPad. Steve Jobs' "greatest accomplishment will be this tablet," he said. Katzenberg called the laptop "yesterday's news" and said he no longer uses one.

I can see how Katzenberg, as a studio head, could replace his PC, assuming he's mostly using it to watch video, read scripts and type relatively short responses to e-mail messages he reads on the screen. But for those who write the scripts and edit the movies he produces, PCs and graphic workstations will continue to be the tools of choice for the foreseeable future.

So, Mr. Jobs, thanks for the iPad and keep up the good work. But no matter how successful tablet devices like the iPad become, I have three words for the rest of the industry: "Keep on truckin'."

Reproduced with permission of Larry Magid

Larry Magid is a technology journalist and an Internet safety advocate. He serves as on-air technology analyst for CBS News, is co-director of ConnectSafely.org and founder of SafeKids.com. He also writes columns that appear on CNET News, CBSNews.com and the *San Jose Mercury News*.



Google Search

Google has launched a new search index - named Caffeine - that provides more real-time results. Instead of updating its web-page index every so-often, the index is updated as soon as a page is scanned; and by linking to real-time feeds from Twitter and major blogs, this all means better access to what is current ... well, now!

The real news, though, is that if you do a search for “**World Cup**”, the familiar “Goooooogle” at the foot of the result page is replaced by “Gooooooal” ... I wonder how long that will stay after USA is eliminated?

(Street Map is also updated to show the game stadiums in South Africa.)

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Calculator

A number of people have commented favourably about the Calculator app on the iPhone. Simply turning the iPhone on its side reveals a scientific calculator. But did you know that you not only have a scientific calculator on the Mac, but also one that will do Binary, ASCII and Unicode included calculations. And you don't even need to turn your Mac on its side!

Command-1 - Basic View

Display the standard 'simple' calculator

Command-2 - Scientific View

Change to a Scientific Calculator. This includes opening and closing of parenthetical expressions, percentages calculation, raising the value by squares and cubes, reciprocating the values, calculation of sines, cosines, tangents, log bases etc.

Command-3 - Programmer View

Change to a Programming Calculator. This view displays 64 bits of data, and operations are performed in a specific order, like multiplication is preferred first over addition or subtraction.

And in any of these Views, you can select to use Reverse Polish Notation (RPN). If you don't know what this is, you are probably better off than those of us with misspent pasts.

In addition to these 3 views, further menus lead to other interesting capabilities -

Speech

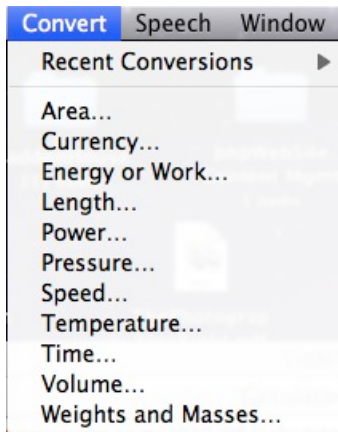
You can set the program to speak the buttons as they are pressed, and to speak the calculation result.

Paper Tape

In the Window menu, this displays a list of all the recent calculations performed ... very useful for checking that you did actually enter the numbers correctly!

Convert

This has proven to be a real gem - enter a number, then select a conversion from the menu. This provides all the common conversions that you are likely to need - collected into functional groups - and it even included currency conversion if you purchase goods overseas. The one conversion that I miss is timezones!



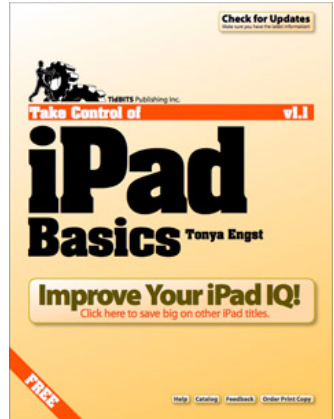
Take Control eBooks

There are 4 new Take Control ebooks this month, and for those of you interested in seeing the basics of the iPad, one of them is completely free - guess which one - so be in, or pass the offer on to anyone else who may be interested; and see below for a *special bundle offer!*

Take Control of iPad Basics

FREE

"Take Control of iPad Basics," by Tonya Engst: The iPad is easy to use, but it's also completely unfamiliar for many people, and we made this ebook free in order to help new users become comfortable more quickly. Also, by covering the basics in this ebook, our other Take Control books about the iPad can focus more deeply on their topics. The ebook covers how to decide which iPad and accessories to buy, and it helps you understand the iPad's buttons and ports, learn multi-touch gestures, download apps, sync data and media, find your stuff, and avoid newbie mistakes. The ebook wraps up with a discussion of how to impress your friends with a great iPad demo! 109 pages, free.



Take Control of Working with Your iPad

"Take Control of Working with Your iPad," by Joe Kissell: We've all wondered whether it would be possible to get real work done on the iPad, and in this ebook, Joe covers what you can do. Joe started thinking he'd focus on Apple's iWork suite - Pages, Numbers, and Keynote - and the ebook does cover those apps, but he ended up looking at many third-party apps as well. You'll learn to manage contacts and calendars, take notes and write documents, create spreadsheets and presentations, and much more. Special topics include printing and moving documents among apps and devices! 111 pages, US\$7 to User Group members..

Take Control of Media on Your iPad

"Take Control of Media on Your iPad," by Jeff Carlson: Relax with your iPad! Jeff's in-progress ebook goes beyond the basics while explaining how to download and read ebooks in iBooks, useful tricks for listening to audio in the iPod app, and how to use an iPad as a remote control for iTunes, the Apple TV, or consumer electronics. A free update will soon add coverage of videos, photos, and more. We made this ebook available a little early so that the bundling options would work out for customers. 65 pages, US\$7 to User Group members..

Take Control of iPad Networking & Security

"Take Control of iPad Networking & Security," by Glenn Fleishman: In this detailed and practical ebook, Glenn looks deeply at how to network an iPad and keep its data safe from prying eyes. Along with Wi-Fi, 3G, and Bluetooth network advice, Glenn explains how to transfer documents to and from your iPad, control remote computers, and reduce the chance of your iPad being hacked or stolen. 152 pages, US\$10.50 to User Group members..



Take Control of Mail on the iPad, iPhone, and iPod touch

"Take Control of Mail on the iPad, iPhone, and iPod touch," by Joe Kissell: Joe explains how to devise an effective mobile strategy for your iPad, iPhone or iPod touch, plus how to configure your accounts and the best ways to receive, send, read, and file your email. You'll also find troubleshooting help. 96 pages, US\$7 to User Group members.

Special Bundle Offer

The free "Take Control of iPad Basics" ebook anchors five-volume set of full iPad documentation

Although the iPad is easy to pick up and start tapping on, it can be harder to avoid newbie mistakes, do useful work, enjoy your media, use email effectively, and set up secure network connections. To help iPad users solve all those problems and many more, TidBITS Publishing Inc. has released a five-volume set of ebooks comprising over 500 pages of real-world advice about the iPad, including the completely free "Take Control of iPad Basics."

Sold separately, these ebooks cost US\$45, but buy from the link below and you'll save \$15, dropping the price to \$30, a 33% savings!

<http://bit.ly/axzaR3>

Individual books, the above books, or any from the Take Control range, may be purchased with a 30% User Group discount from:

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

Contact Peter (web@appleusers.co.nz) for the coupon code to get this discount.

Our thanks to Adam Engst of *TidBITS* and *Take Control* for his support in making these offers available to us.

Around, About

Peter Fitchett

The mail-box has been particularly active this month, and for a change it hasn't all been spam - so lets see what is in the news...

In the Beginning ...

there were 3 founding stake-holder's of Apple - Steve and Woz recruited Ron Wayne as a business mentor and dispute-breaker, and Ron was given a 10% stake in Apple Computer when the company was formed. But he was afraid the boys — they were half his age — were so business-unsavvy and so assetless that creditors would go after him when things inevitably went bad. So he got himself out of the deal less than two weeks later, selling his share for \$800. (He received a further \$1500 a year later when he formally revoked any claim against the company upon its incorporation.) If he still had that stake, Wayne would be one of the world's 15 richest people. Instead, he sells “stamps, rare coins and gold out of his home to supplement his monthly government check. He actually holds a dozen patents, but has never had enough capital to make money off any of them. And he has never owned an Apple product!

Read the full story at:

http://www.mercurynews.com/bay-area-news/ci_15214122

Product Update

It has been a busy month, so let's keep these short - there is plenty of commentary around the Internet.

The iPad is now shipping internationally, and each day is 1 closer to when we see it here! Apple have announced 3 million sold in the first 80 days - and some Technical Writers were predicting 5 - 8 million in the 1st year! For comparison:

Apple II (1877-82)	750,000
Apple II (1982)	300,000
Apple III (1980-84)	65,000
Original Mac (1984) first 74 days	50,000
Macs (Oct. - Dec. 1993)	1 million
Macs (1995)	4.7 million
iMacs (first 139 days)	800,000
iPod (1st full year)	378,000
iPod (at 5 1/2 year)	100 million
iPod (8 years)	225 million
iPhone (1st 46 weeks)	6 million
iPhone/iPod Touch (20 months)	30 million
All Macs (2009)	10 million

Notable arrivals include:

GoogleEarth - reviews say “WOW” and “Yes, it's just that good”, so this is worth at least a look.

EyeTV has been updated to add the ability to export to iPad-optimized

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format, and to stream full-screen live TV to your iPad (with the optional EyeTV iPhone app)

Children's Book Apps add a new twist to reading books on the iPad - with a hybrid medium that mix text with video, sound and game-like interactivity. There are some tantalizing things happening in this area, so keep a watch for developments in this area. See "*Alice for iPad*" and "*Miss Spider's Tea Party for the iPad*"

From the Chinese wilderness (Shenzhen), there is now the **iPed** for just US\$150. It looks a bit like the iPad, but internally it is quite different (who is surprised?) - it runs Android version 1.5 (that is a very old version), probably has a 600MHz processor and has a screen resolution of 800 by 480 in a 7 inch screen. No word of any App-store yet.

The iPhone 4 has been announced, and is already shipping in USA and some international countries. The 1st day of pre-orders saw 600,000 committed (and overloaded the ordering systems at both Apple and AT&T. As in the previous iPhones, this one also has lots of features - Apple's web site can give you more info on these, and you can watch Steve Job's WWDC keynote release of this. Keywords to wet your appetite include: FaceTime Video Conferencing, gyroscope, iMovie for the iPhone, Retina display, Multitasking, Folders, iBooks. The operating system name is changed from *iPhone OS* to *iOS*

Everyone has been waiting for an "*iPhone Killer*" - and it is here now!

<http://www.pcworld.com/article/197528/>

[iphone_killer_is_finally_here_its_not_quite_what_you_think.html?](http://www.pcworld.com/article/197528/iphone_killer_is_finally_here_its_not_quite_what_you_think.html?loomia_ow=t0:s0:a38:g26:r7:c0.000101:b34477274:z0)

[loomia_ow=t0:s0:a38:g26:r7:c0.000101:b34477274:z0](http://www.pcworld.com/article/197528/iphone_killer_is_finally_here_its_not_quite_what_you_think.html?loomia_ow=t0:s0:a38:g26:r7:c0.000101:b34477274:z0)

Using solid-state technology, with no moving parts, the iPhoneKiller features open-source design that you can download to build yourself.

In a surprise move shortly after WWDC, the **new Mac Mini** was released, sporting its own carved aluminium case. This features lower power requirements, smaller size, integrated power supply, improved graphics, and an HTMI output for connection to your developing home theatre components. There is also a Mac Server version of this. Access for upgrading memory is simplified, but the hard disk is still somewhere in the middle of it, and you will be faced with a major disassembly job to get at that.

Mac OS X 10.6.4 has been released, featuring some specialised security updates, and some support for the new Mac Mini. It doesn't look like a major update so you should consider this if you are using Snow Leopard.

Safari 5 was released during WWDC, and provides significant speed improvements processing JavaScript. It includes support for further features of HTML5 & CSS3, and introduces support of plug-ins so you will be able to add third-party developed features (as you can in FireFox). Apple have also provided a web-page showcase where you can 'preview' some of the things that can be developed using HTML5/CSS3 (you must use Safari 4 or 5 to view it):

<http://www.apple.com/html5/>

Adobe have announced that there will be an **HTML5 Pack** extension to **Dreamweaver CS5** to provide support for HTML 5 and CSS3. The pack will provide code-hinting and support page development in multiple screen sizes. Additionally it features WebKit engine updates to support video and audio in the Live View capability.

Microsoft has revealed that **Office for Mac 2011** will be 32-bit only. They have been too busy improving compatibility with the PC, and so haven't had time to complete their transition to the Apple Cocoa framework (introduced with Mac OS X 10.1, back in ... history). The Cocoa framework is required for 64-bit processing.

In the meantime, Microsoft have also released **Office Web Apps**, so theoretically you can now use those creating and editing your Office documents from your browser (Internet Explorer 7 and 8; Firefox 3.5 on Windows, Mac, and Linux; Safari 4 on Mac; and Google's Chrome.). The iPhone / iPad (and other smart-phones) have only limited support at present. Initial reviews are not "glowing".

Even more from Microsoft - they have updated **HotMail** - and it looks like they are planning upon actually competing with Google's GMail!

If you are looking for some **great tips on taking photos**, check out the Tips Galleries at:

<http://photography.nationalgeographic.com/photography/photo-tips/>

After developing a playable **PacMan** doodle, Google have recognised its popularity - apparently in the one day it was available, almost 5 million hours were spent playing the game by users (in addition to the usual 33.6 million hours spent actually searching in Google). (That is about US\$120 million is lost work time. The game has now been made 'permanently' available (obviously to assist the business community!) at:

<http://www.google.com/pacman/>

SeniorNet Mac

Computer Training Lessons: Two-hour sessions, once a week for four weeks. Course notes are provided. Classes are small with a maximum of six students and two tutors per lesson.

Social Events: Held on the fourth Tuesday of the month.

Newsletter: Supplied every two months.

The **Learning Centre** is situated in the Cranmer Centre Poolhouse, which is accessed from Montreal Street at the Armagh Street corner.

Contact: If you would like to join SeniorNet Mac and are in the 55-plus age group, please contact Allan Rutherford at (03) 352-4950, or email:

ajmr@xtra.co.nz,

or else leave a message on the club's answerphone at (03) 365 2003.

TabNapping

So you would like someones user-name and password? A new, incredibly sneaky identity-theft tactic surfaced earlier this week when Mozilla's Aza Raskin, the creative lead of Firefox, unveiled what's become known as "tabnapping." *All of the major browsers on Windows and Mac OS X are vulnerable to this attack.*

Most computer users keep browser tabs open, sometimes for long periods (that's what they are for, isn't it?), and they trust that what is displayed on the tab when they return to it is what should be there (it wouldn't change while behind the other tabs, would it?) - so they would be vulnerable to be tab-napped!

So you return to the tab, and see a log-on request - it's a page you requested ages ago, so it must be ok ... here is my user-name and password ...

... sorry - it's all over - I now have your details!

It's that simple, and there is no easy way for the browser, the operating system, or your virus protection software to protect you!

Some 'secure' sites (banks, etc) automatically time-out and require you to log in again ... and that just makes this attack more likely to succeed - you become more used to re-entering your name/password.

There are 2 ways to help protect yourself: firstly, don't enter your user-name or password into an 'old log-in' page - renew the page first! Secondly, use an automatic password management program, such as *1 Password* - that programmatically checks the domain-name associated with the login page.

AUGC contacts

Website **<http://www.appleusers.co.nz>**

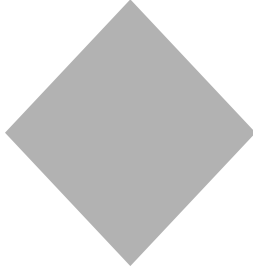
Mailing Lists **Peter Fitchett** (3) 960 8189
listadmin@appleusers.co.nz

The AUGC Discussion List is for members who wish to discuss club matters.

The HELP list is open to all Mac users who wish to give or receive assistance.

Membership **treasurer@appleusers.co.nz**
with printed Applebyte: \$45 per annum
without printed Applebyte \$25 per annum
(\$5 discount for early renewal)

About the user group



Aims

The Apple User Group of Canterbury Incorporated (AUGC) is a non-profit organisation which exists for the purpose of exchanging ideas and expertise about the use of Apple computers, the Macintosh operating systems, and related hardware and software.

Committee

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Help: A full list of helpers and volunteers can be viewed in the Contacts section of our website.

Snail Mail: PO Box 31-053, Christchurch, New Zealand.

Website: <http://www.appleusers.co.nz>



Apple User Group