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Letter from the CEO

Making a List, Checking it Twice

By Robert Pritchett

December is a month for remembrances and reflection, a time for celebration and a feeling of "goodwill towards all men", as we look forward to the Holy-day season of the year.

Due to heated political debates regarding the future of the US and ergo, our earth, as we see certain "isms" take over the world and reduce liberty to enslavement, we sadly lost some staff, but gained others in their place.

We began soliciting funds from you, our readers, and that exercise is more promise than reality, but those few PayPal payments we've received are indeed welcome and we make every cent count. Please make our Holy-days be bright!

Wish Lists

Regarding lists, hopefully we will have one in this issue of *macCompanion* magazine showing the various books, hardware and software we've reviewed in 2008. There are other lists we don't really want to be on, such as "Red" or "Blue" political target lists, unemployment lists, "short" lists, "naughty" lists, "Disappeared" lists or Pandemic lists.

There are other lists we *do* want to be on however, such as your Holy-day lists, "nice" lists and if possible, the Lord's list. After all, we need to remember the "Reason for the Season".

Wishful Thinking

We pray and hope that each of you will not be found unemployed, involved in any economic turmoil (worldwide Depression), be found in good health, not embroiled in war and somehow, some way, find peace in your souls, have good food in your bellies and leakproof roofs over your heads, that you can sleep well without pain, that peace reigns in your hearts and you can find time to "do good" to others, both now and throughout the New Year.

May we live in Liberty and not have to endure enslavement and may we all enjoy the comforting company of our dear friends and families. That is both my prayer and my wish. May it come true!

Peace and Prosperity to all.

Sincerely and with love,
Robert L. Pritchett

According to Hoyle...

Top 10 All-Time Mac Fiascos

December 2008

By Jonathan Hoyle

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macCompanion

<http://www.jonhoyle.com>

This month, we take a trip down memory lane, across the history of the Macintosh industry, to point out the Top 10 Fiascos from the perspective of a Macintosh developer. Although the history of the Macintosh is littered with blunders and boneheaded mistakes, we are going to look at outright fiascos. And as this is a software development column, I have chosen those which are from the perspective of a Mac developer.

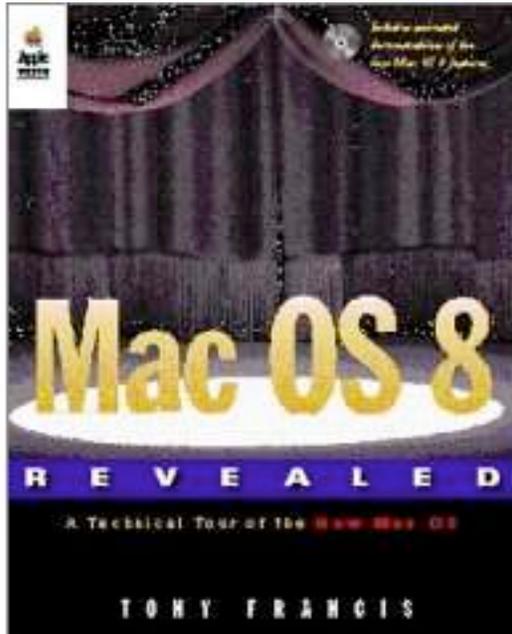
So what counts as a fiasco? Well, one thing I do NOT count as a fiasco is a single failed product within a successful line. Common examples of such non-fiascos include the *Apple III*, *Lisa*, or even the *Mac G4 Cube*. Sure, each of these products gave Apple some bad press, but ultimately they were just blips on the radar scope. Let's look at IBM as an example. Almost any book chronicling the historical embarrassments of IBM will point out the IBM PC jr. But in the end, the PC industry as a whole was not hurt by it. PC users stayed PC users, they bought different products, and IBM endured a couple of less profitable quarters. No big deal. A true IBM fiasco would be OS/2. OS/2 was not simply a failed offering to a community that could simply choose another product. IBM's failure here destroyed an entire platform, with an installed base of users preferring to stay with OS/2, but cannot due to IBM's bungling.

For me, a Mac fiasco is one which has the potential of crippling an entire user base (even if that user base is a minor one). Alternatively, a fiasco could be a corporate decision to do something that even their most loyal customers disavow and mock. They are the "New Taste Coke" of the industry, openly ridiculed by both pro-Mac and anti-Mac people alike.

Some of the fiascos I mention will make you laugh (like #5), some will make you angry (like #4). They include those from Apple, 3rd party collaborators, and even its competitors. #5 is actually a Windows fiasco that was indirectly caused by Apple (and thus a positive fiasco from the Mac standpoint). Some fiascos actually create new demand (such as #6). Many are specific to software developers (#7), while others are fiascos to the general Mac user (such as #3). In the end, I wanted to pick the most eventful ones in the eyes of Macintosh programmers.

The Missing 10th?

Although this column's title suggests 10 fiascos, I list only 9 of them here. I will let you the reader to decide upon a 10th. Email me jhoyle@maccompanion.com a description of the fiasco you feel belongs in the Top 10, and I will devote an entire column on the reader's pick. For now, here are my 9 of the Top 10:



9. Copland (1996)

By the spring of 1996, Apple was running a bit nervous. Microsoft had just introduced *Windows 95* the previous August, and for the first time Windows now had the technological upper hand over Mac OS. Before this point, the Mac operating system had always been superior to its rivals. However, Microsoft's new *Windows 95* was the first consumer operating system which was preemptive multitasking and memory protected, while the Mac's System 7.5 OS still lacked these features. For two years, Apple was struggling to release their next generation OS, codenamed *Copland*, to get back on top in the operating system game. At Apple's Worldwide Developer Conference in May 1996, this new OS, now given the official name *Mac OS 8*, was the focus. At this conference, Apple said that Copland was very nearly ready to go beta, and a pre-release had narrowly missed being released to WWDC attendees. Just a few months later, this was all revealed to be a lie.

Copland wasn't anywhere near beta-worthy. It was a bloated, bug-infested mess. It was so bad, Apple would eventually drop the entire venture to start from scratch. Why Apple would knowingly mislead their developers about the state of Copland is hard to say. Certainly Apple engineers knew how bad things were. Could it be that Apple marketing was just blinded to the realities? Perhaps, but whatever the reason was, it caused Macintosh developers to lose faith for the first time. Apple was not only behind *Windows* in technology now, but this would be the case for the foreseeable future. Over the next year, a number of Apple employees lost their jobs, including CEO Gil Amelio.

Epilog: Mac developers felt betrayed by the false promises made at WWDC '96. 1996 would represent the last of the "fun" WWDC conferences, as future conferences would be forced to focus on content (rather than as a pep rally). The *Copland* fiasco left Apple's future in serious question. Scrambling to recover, Apple began searching for ready-made solutions for a next-Gen operating system, with *BeOS* looking like the likely candidate. In the end, it was Steve Jobs and NeXT that Apple turned to for a solution.

Visit here [http://en.wikipedia.org/wiki/Copland_\(operating_system\)](http://en.wikipedia.org/wiki/Copland_(operating_system)) for more information on Copland.



8. The Microsoft "Marriage" - 1997

At the 1997 MacWorld Expo in Boston, Steve Jobs shocked the Mac faithful by announcing a deal between Apple and Microsoft. In this deal, various patents would be cross-licensed, Microsoft will invest \$150 million in Apple, and in return *Office 97* will not be canceled and Apple will make *Internet Explorer* its default web browser. At one point, Big Brother Gates loomed large in a screen over Steve Jobs, leaving an ominous impression as to what this relationship meant. Jobs described the deal as a "marriage". In reality, Steve Jobs was simply Bill Gates' bitch.

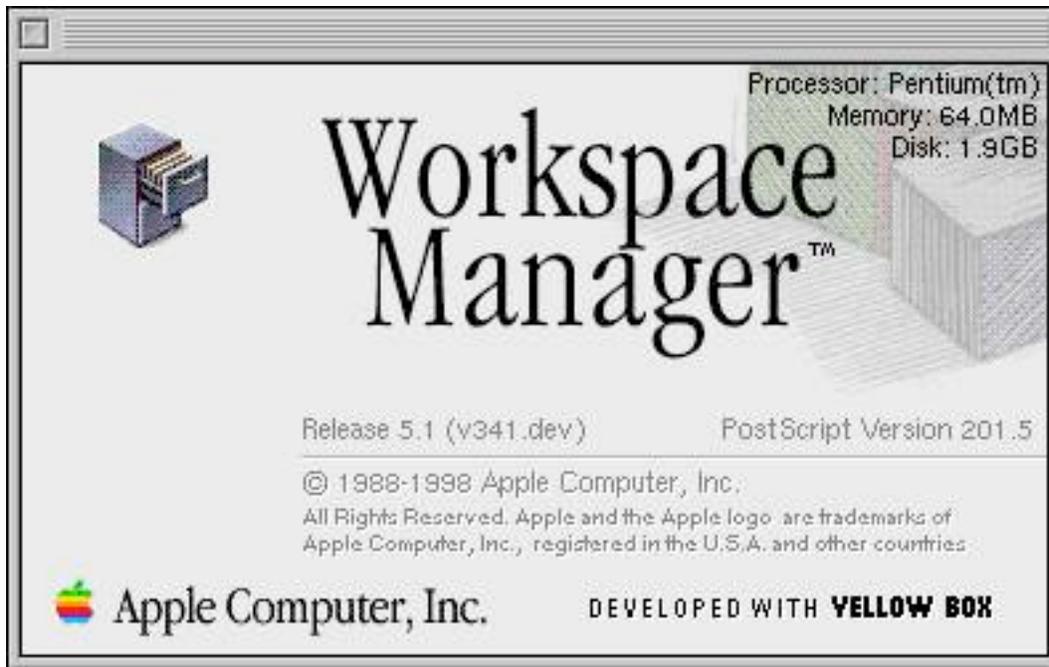
What was desperately marketed as a "deal" was nothing more than a poorly veiled blackmail threat made against Apple. Microsoft was in a browser war with *Netscape*, and wanted *Internet Explorer* to be the dominant product. Before this time, Apple remained browser neutral, allowing people to choose for themselves between *Netscape* and *Explorer*. In 1997, Apple was still on the ropes financially with sales down and people still recovering from Fiasco #9. If Microsoft killed Mac Office at this stage, Apple might not have ever had a chance to recover. Gates, knowing this, took this opportunity to extort Apple to do its bidding. One can view a scan of a Microsoft memo outlining the corporate blackmail attempt from court documents in a later lawsuit http://edge-op.org/iowa/www.iowaconsumercase.org/122106/PLEX0_6060.pdf. In particular, the smoking gun found in the memo:

"The threat to cancel Mac Office 97 is certainly the strongest bargaining point we have, as doing so will do a great deal of harm to Apple immediately. I also believe Apple is taking this threat very seriously."

In the end, Steve Jobs caved. (He really didn't have much of a choice.) Apple was forced to make *Internet Explorer* the default browser on the Mac, and in return Microsoft will deliver *Office 98 for the Mac* and invest \$150 Million in Apple. As for the patent sharing, you can guess who got the upper hand here.

Epilog: Several years later after Apple had been truly revitalized, Steve Jobs no longer needed Microsoft to remain successful and the "marriage" was annulled. Apple's default web browser became its own *Safari*, and Microsoft continued support for *Office* for its own financial reasons, not Apple's.

For on the blackmail, read this MacWorld article <http://www.macworld.com/article/56510/2007/03/macoffice.html>.



7. Rhapsody (1997)

On the heels of Fiasco #9, Apple was in desperate need of a modern OS to compete with Microsoft's *Windows 95*. Apple eventually decided to purchase Steve Jobs' *NeXT* <http://en.wikipedia.org/wiki/NeXT> and use its operating system, *NeXTStep* <http://en.wikipedia.org/wiki/NeXTSTEP> as the path for the future OS. At the 1997 Apple Worldwide Developer Conference, Apple outlined what the future looked like in its port of *NeXTStep* to the Mac platform, called *Rhapsody*.

However, applications which wished to run natively on *Rhapsody* had to be completely rewritten from scratch in Objective-C, in a completely new API called *YellowBox*. *YellowBox* was completely incompatible with the existing *Mac ToolBox* API's, and there was no transitional mechanism for developers upon which to rely. Existing software could continue to run in what was called *BlueBox*, a primitive version of Classic. *BlueBox* lived inside its own window and had its own desktop and Finder, much like the old *Virtual PC* or today's *SheepShaver* emulator see: <http://www.maccpanion.com/macc/archives/December2007/Columns/AccordingtoHoye.htm>. Developers were pissed, and WWDC '97 went down as one of the most depressing conferences Apple has ever held. As the development community had no intention of rewriting everything from scratch, Apple found that the *Rhapsody* initiative was completely untenable.

Epilog: The following year, Apple came back with a winning strategy at WWDC '98: merging *NeXTStep* and *Mac OS* into a hybrid operating system called *Mac OS X*. In addition to the Objective-C based *NeXTStep* APIs (now renamed *Cocoa*), Apple also provided the *Carbon API*, a cleaned up version of the old *Mac ToolBox*, which allowed users to transition their applications without having to do a complete rewrite.

With Carbon in place for current projects, Cocoa remained available for new development, and this dual strategy became enormously successful.



6. The Round "Hockey Puck" Mouse (1997)

Anyone who was a Mac owner knows about this little fiasco. Yeah, the friggin' round mouse. Sure, we can laugh about it now, but back then it was as annoying as fingernails down a blackboard. When Steve Jobs introduced it with the iMac, he said, "I think this is the best mouse we ever made." It's hard to imagine the future genius behind the iPod, iPhone and the Mac's revival could have slipped up like this so badly. But he sure as hell did.

For those who missed out on the fun ten years ago, this mouse was perfectly round, not oval-shaped like most. What's wrong with that, you ask? Well try using it. You find that you couldn't orient it correctly (since the shape is perfectly symmetrical), and your pointer will go off in a different direction that you expected. Everyone, I mean *everyone*, hated it. But stubborn Steve wouldn't let go. He perhaps thought that with time people would come to his way of thinking.

Didn't happen.

This fiasco actually caused a boon in 3rd party mouse products. Most people just bought another mouse when they bought a Mac, and threw the Apple mouse in the closet. Vendors started making money selling mouse accessories to fill in the gap Apple created. Some vendors even created enclosures to give this mouse a real shape. In any case, even Steve Jobs stubbornly refused to accept what was obvious to all alike: this round mouse was a fiasco.

Epilog: In 2000, Steve Jobs replaced the round mouse with a normally shaped optical mouse. This new mouse was happily embraced by Mac users. Although he never admitted failure on this product, Steve doesn't really bring the topic up either. For more info on the round mouse, read this <http://lowendmac.com/roadapples/roundmouse.shtml>.



5. Gates / Seinfeld Ad Campaign (2008)

After two straight years of getting beaten up by the "I'm a Mac / I'm a PC" ads, Microsoft was ready to strike back. The Apple ads remained overwhelmingly popular, even by Windows users. Microsoft needed combat this marketing threat with an ad campaign of its own. They decided to pay off long time Mac aficionado Jerry Seinfeld \$10 million to ditch his Powerbook and go on television with Bill Gates to promote Windows.

What came out was a rather bizarre and very unusual ad (which you can watch yourself at: <http://www.youtube.com/watch?v=7SiBBi35zKY>).

Unless you've been living in a closet for the past few months, you all already know how bad they were. The press and bloggers were relentless. Ridicule and derision was heaped upon Microsoft, far worse than the Apple ads had. Two weeks and \$300 million later, these dismaying ads were finally put out of its (and everyone else's) misery. In their place, a somewhat risky approach was taken: turn the "I'm a PC" around and fire back at Apple. Make it a positive again by showing people who use the PC, and have them say "I'm a PC". It was actually quite a clever move for Microsoft. And the "I'm a PC" ads certainly performed better, as Microsoft started to finally feel good about their expensive campaign.

That is until...

...until it was leaked that these new ads were made ... (you guess it) ... using a Macintosh (see: http://www.macuser.com/news/ouch_microsoft_im_a_pc_ads_cre.php).

I have friends who had tears coming down their eyes laughing so hard when this news broke. With egg still showing on their face, Microsoft attempted to dismiss this in a rushed press release, stating: "productions houses use a wide variety of software and hardware...including both Macs and PCs". Hey, now Microsoft's press releases are advertising Macs! Woo-hoo! The embarrassments continued further when it was discovered that some of the paid spokespeople displayed in these ads were actually Apple users.

Epilog: The ads continue to play, so it's too early to say how the "I'm a PC" campaign will be viewed in the future, but you can read further about it at: http://en.wikipedia.org/wiki/I%27m_a_PC.



4. MacBasic (1985)

When Apple engineers were designing the Macintosh, they wanted an implementation of the Basic programming language which was powerful yet easy to use. They wanted to truly empower the Mac user, not just give him the same old console-like Basic, such as Microsoft's implementation on the Apple II. The company's guru of Basic programming at the time, Donn Denman, poured his heart and soul into the project, creating *MacBasic*, an advanced, object oriented version of the language, one which could even control many aspects of the Macintosh GUI. It was a revolutionary feat of engineering and received rave reviews from all who saw the demos. By the spring of 1985, beta testers were using it heavily, and it was highly anticipated by all for a full commercial release that summer. Unfortunately for Apple, Microsoft CEO Bill Gates happened to witness one of these demos.

By this point in time, Microsoft had already ported their mediocre console-like Basic interpreter to the Macintosh. As a product, *MS BASIC* couldn't hold a candle to *MacBasic*, and Gates knew it. Gates was determined to stop *MacBasic* from shipping as he had no desire for the competition. As it happened, the Apple II's Basic (built into the computer's ROM) was written by Microsoft and its license agreement with Apple was up for renewal that coming September. So Gates blackmailed Apple: If Apple doesn't kill the *MacBasic* project, Microsoft would refuse to renew its *MS BASIC* license for the Apple II.

In 1985, the Macintosh was still a very young product, and the vast majority of Apple's revenue was still coming from Apple II sales. Although everyone knew that the Mac would eventually overtake the Apple II in sales, the company in 1985 still relied very heavily on the health of its older Apple II line. Apple President John Sculley, knowing that he could ill afford to jeopardize the Apple II community, capitulated to the demands. In exchange for Microsoft renewing the Apple II Basic lease, Sculley was forced to sell *MacBasic* to Microsoft for...(get this)...\$1.

That day, Denman was told by Apple management that the *MacBasic* project was being terminated immediately, and that he had to destroy all existing copies, including the source code and documentation. Apple refused to give Donn an explanation, despite his desperate pleas to know why. The stunned Denman watched as several years of his painstaking work got deleted. Heart-broken, he left the building on an emotional and ill-advised motorcycle ride. On his way home, he was involved in a terrible accident which totaled his bike (fortunately, Denman survived with only minor injuries).

Epilog: Apple attempted to retrieve all the remaining copies of *MacBasic* it had distributed to beta testers, but when word got out what was happening, the beta testers refused to turn in their disks. The *MacBasic* beta became widely pirated and circulated amongst developers and remained in underground use for some time. Surprisingly (and attesting to its continued popularity), two planned books on *MacBasic* continued into publication, and, despite all else, sold well.

As for Microsoft, the unimpeded *MS BASIC* became the dominant seller of Basic on the Macintosh for the next several years. With *MacBasic* now the legal property of Microsoft, many of its ideas and unique features were cannibalized and reused for the creation of *Visual Basic* years later. But that is a story for another time.

For a more on the story of MacBasic, visit here

<http://www.folklore.org/StoryView.py?project=Macintosh&story=MacBasic.txt>.



3. The Death of Mac Clones (1998)

In 1995, Apple took a close hard look at their rich rivals over in Redmond and wonder how it was that they could be making so much money, whilst Apple was constantly broke. They quickly concluded that Microsoft's advantage was based upon the fact they had no expensive low-margin hardware to deal with, only software licenses. While Apple, IBM and others had to manage expensive hardware, Microsoft had only disks and manuals to worry about. So then CEO Michael Spindler came up with a plan to follow the same path: license its OS, then System 7, to hardware vendors. After defining a standardized hardware platform called CHRP (Common Hardware Reference Platform) http://en.wikipedia.org/wiki/Common_Hardware_Reference_Platform, Apple began attracting hardware vendors to join the Mac platform.

Mac users were extremely excited by the prospect of new hardware vendors joining the Mac community. Most believed that the reason for PC dominance had less to do with Windows' strength and more to do with the openness of hardware vendors to jump on board. In 1996, the first Mac clones hit the marketplace, all with rave reviews. Such names as Motorola, Power Computing, UMax, and even IBM themselves, all jumped into the market to sell Mac clones. Mac OS marketshare began to spike, reaching an astounding 13%. Many of these companies, however, were just breaking even still paying for the startup cost, hoping to build a customer base so that they could realize profits the following years.

Although overall Mac OS marketshare was rising high, Apple's own share of the pie was by necessity shrinking. After the Copland disaster was revealed (see Fiasco #9), Steve Jobs was brought back in, and shortly thereafter bumped out CEO Gil Amelio to take command. Sadly, one of his first acts was to kill off the clone market.

To no one's surprise, Steve Jobs would rather be a big fish in a small pond than a small fish in a big pond. He didn't want to grow the Mac market unless that meant growing Apple as well. So very quickly, he cancelled all future internal development in CHRP, and beginning with Mac OS 8.5 and later, clone support would be dropped in the OS.

Mac clone hardware vendors felt betrayed by Apple. After all of the pushing to get them to join the platform, Apple pulls the rug out from under them. Mac users themselves were also upset, seeing the loss of hardware vendors as a serious downturn to the platform.

Epilog: As clone manufacturers discontinued their products, Mac OS marketshare plummeted. Though Apple's bottom line improved (as it once again owned 100% of the Mac pie, the pie continued to shrink). Free falling below 10%, then 8%, then 5%, eventually the Mac OS marketshare hit an all-time low of 3%. Eventually though, Jobs found a way to bring Mac marketshare back up (without licensing Mac OS). Despite Apple's current good fortune and record sales, Mac OS marketshare in 2008 still pales to that of the heyday of the clones.

For an interesting look back at Mac clones, watch this half hour program:
<http://www.archive.org/details/MacClone95>



2. Mobile Me (2008)

The most recent of all fiascos is one we are dealing with now: the living purgatory of *MobileMe*. *MobileMe* is Apple's unfortunate replacement to its popular *.Mac* (pronounced *dot mac*) service. *.Mac* gave you email, hosting area for posting web pages and a number of other goodies. *MobileMe* does essentially the same thing, except more sluggishly and more poorly implemented.

The intention behind moving to *MobileMe* is to better support iPhone users. Sadly, Mac users were forgotten in this move.

Prior to WWDC '08, Apple's *.Mac* program had been fairly successful. Huge numbers of Macintosh users embraced their *mac.com* address (including your's truly) and take great advantage of its *iDisk* and the web features available. Although most of these features remain in place under the new name, it has become quite painful to use.

Users attempting to access email over the web interface are stuck with painfully long delays, tragically common outages, and unwelcome bugs, such as lost and undelivered mail. Hundreds of formerly devoted *.Mac* are fleeing to Google's *Gmail* or other alternatives, as they feel cheated by Apple. Even Steve Jobs himself realizes that this has become an unbearable situation and would not have made this move had he known how bad things were <http://www.macworld.com/article/134854/2008/08/jobs.html>, and even today it remains in very poor shape <http://www.macworld.com/article/136791/2008/11/mobileme.html>. Apple has extended users' terms of service to stave off this potential mass defection.

Epilog: It's too early to tell yet how this fiasco will end. Most users, including myself, just simply wish they could have their old *.Mac* accounts back.



1. Metrowerks CodeWarrior (2005)

Fiasco #1 for Mac developers, with no close second, was the riches-to-rags story of Metrowerks CodeWarrior, which overnight went from universal use to product cancellation. Any Mac software engineer who has been in the field for more than a year or two still feels the pain of this fiasco.

Back in the days of 68K Macs, Metrowerks was a small education market compiler developer, known principally for its Pascal and Modula-2 products on the Macintosh and MIPs. With the advent of the Power Macintosh, all of that changed. Metrowerks introduced *CodeWarrior* at the end of 1993, the only user-accessible development environment that could create native PowerPC applications. CodeWarrior offered three front end languages: Pascal, C and C++, and had two back-ends that could be compiled for: 68K and PowerPC. Later versions of CodeWarrior would offer additional language and processor support, such as Java and Win32 development. Metrowerks also introduced the PowerPlant C++ class framework. In less than two years, Metrowerks went from niche to market dominance, completely changing the face of Macintosh software development. For the next decade, no other tools developer (including Apple) could touch Metrowerks.

Metrowerks grew, adding support for a number of new platforms, went public and was eventually purchased by Motorola for its innovative compiler technologies. CodeWarrior became the overwhelming marketshare leader in Macintosh C/C++ development. Over 90% of shipping Mac applications during this time were built using CodeWarrior. Considered both easier and more powerful than the freeware Xcode from Apple, CodeWarrior was the IDE of choice for the Mac community. In addition to the PowerPC compiler inside CodeWarrior, Metrowerks also had an x86 compiler to build Windows applications. Its x86 compiler had been tested and grown for over 10 years, just as its Mac compiler had.

However, in 2003, the face of Metrowerks began to change. Motorola was in its initial stages of spinning off portions of Metrowerks to *Freescale*, a company which had no respect or understanding of Metrowerks. Freescale's mismanagement and blunderings were seen immediately. In 2003, for the first time in 10 years, Metrowerks failed to even make an appearance at Apple's Worldwide Developer Conference, the single most important conference for Macintosh software development. Things went from bad to worse in 2004. Not only was Metrowerks absent again from WWDC, but for the first time in the company's history, it failed to deliver its annual Macintosh release of CodeWarrior. With corporate apathy ruling the day at Freescale, developers began to rightly suspect that doom was on the horizon.

However, it would be 2005 that would put the final nail into CodeWarrior's coffin. In an amazing combination of stupidity and bad timing, Metrowerks sold off its Intel compiler technology just weeks prior to Steve Jobs' announcement that the Macintosh would transition its processors from PowerPC and to Intel. Bad decisions have killed businesses in the past, but it is a rare case when a single bad decision turns a business from monopoly to cancellation virtually overnight. The trickle became a flood as Macintosh developers abandoned CodeWarrior to switch to Xcode.

By effectively shooting itself in the head, Freescale drove an overwhelming popular development environment, a near monopoly in fact, into insolvency in just two years. Metrowerks was left with no choice but to abandon the Macintosh market, which is what it announced at the 2005 MacHack conference.

A final version 10 of CodeWarrior for the Macintosh was released in late autumn as a download only and at a slashed price of \$99. In the spring of 2006, all support and sales of CodeWarrior for the Macintosh was officially terminated.

This sad end to a great product speaks volumes of how an incompetent CEO can destroy a truly great product.

Epilog: For over a decade, CodeWarrior was the Mac developer's best friend. Far superior to Microsoft's offerings for Windows, Metrowerks' product line represented the cream of the crop in the industry...at least for a time. Toward the end of its life, it began to atrophe, and with its exit, *Xcode* is now the primary development environment for Mac OS X.

Conclusion

If you have any feedback, or would like to offer your own suggestion, please email me mailto: jhoyle@maccompanion.com with your thoughts, and I will devote a column to your responses.

Coming Up Next Month: More development topics. See you in 30!

To see a list of all the According to Hoyle columns, visit:
<http://www.jonhoyle.com/maccompanion>

Dan's Scans

Scanning the Mac for Fun and Profit



Dan's Scans

Mac the Yuletide Bright (in eight-part harmony)

by Dan Robinson
December, 2008

For the last couple of months I have been singing with an organization here in Charlotte called Carolina Voices. Now I know by itself this has nothing to do with the Macintosh. But bear with me.

As we started our rehearsals for our Christmas show, it became clear that many people would benefit by having MP3 files with their parts emphasized on them. Any good Mac user and most PC users have actually heard about iTunes and how it will burn MP3s onto an audio disc.

But how do we get it from the sheet music onto a CD?

Google is your friend. Say that three times so you don't forget. I googled around until I found the music applications Finale and Sibelius. Both have scanning software that can take a previously scanned tiff file of a piece of sheet music and read it like an OCR application reads a printed page. Of the two, I've found Sibelius to be more intuitive for my sluggish brain. Other professionals prefer Finale. It's whichever one works best for you.

The software that read the tiffs didn't do a great job but it was passable, and clearly showed what it considered to be errors. Fixing those errors was not always easy. But once I got those errors fixed, I imported from the scanning software into Sibelius. This gave me much more control over individual notes and after a few days I felt reasonably competent.

From Sibelius, when I had separated out the parts, I could output a MIDI file, which I imported into GarageBand. In GarageBand I chose my instruments. For the voices I chose orchestral strings. For the part I wanted highlighted or emphasized I chose a trumpet and turned its volume up a bit and put it more on the right channel. Pull down share and create an MP3. Now change the trumpet back to orchestral strings make the next voice a trumpet and output another MP3. Do this several more times and you have MP3s for each voice in the chorus. Very easy in concept. I just wish it were that easy in practice. Copy and paste in Sibelius doesn't work right. You can't copy over a key change, then paste it and have the notes stay put. Same thing with a new time signature. That means a lot of copying and pasting.

Same thing with GarageBand. You import the MIDI file and the notes are not as you left them. A GarageBand file stays the same time signature all the way through and modifies what you sent it by changing the note durations. But that's only if you want to change something. Mostly the MIDI file comes in fine -- to the ear. Just modify the notes in Sibelius so that it comes out the way you want it.

Once you have those MP3s just bring them into iTunes, create a playlist for sopranos, altos, tenors, and basses. Burn each playlist to a CD and be a GarageBand Hero!

What I found surprising in all this was how much I got done using the ubiquitous iTunes and GarageBand applications.

Now we're going to take the recordings from the show and . . .

Software used in the project:

Epson Scan	(400 dpi grayscale)
Photoshop	(Straighten, Crop, Levels)
PhotoScore Ultimate	(Musical OCR, Correct some errors)
Sibelius	(Final corrections. Divide and move the misplaced voices to their own staff. Export to MIDI file.)
GarageBand	(Assign instruments and volume to voices. Create MP3 for each voice)
iTunes	(Assign file names. Put in SATB playlists. Burn CDs for each voice.)

doc_Babad's Macintosh Tips - A Macintosh Tip or Three...

December 2008 Edition

By Harry {doc} Babad © 2008



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

Reviews were carried out on my iMac 2.8 GHz Intel Core 2 Duo with 2 GB 667 MHz DDR2 SDRAM running Mac OS X version 10.5.5.

Disclaimer: When briefly reviewing share-freeware I will often use the developers' product, functions and features descriptions. All other comments are strictly my own and based on testing. Why need I rewrite the developers' narratives, if they are clearly written?

Acknowledgements — As the occasion warrants, some of the Tips I share come from Paul Taylor's Hints & Tips column <http://www.mac-hints-tips.com/>, and are used with his permission. This is a great column, worthy of a small donation.

I also use user group published tips their consent. Where I use any one else's tips for this column, I acknowledge both their source and their contributors. Yes, I do write down and share some of the tips I've discovered while Macin' around. If a tip or hint comes from a more traditional commercial source, I both acknowledged that and often modify the tip to personalize for our readers

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 that information at the end of that specific write-up.

Tips I've provided this month, as always in a random order, include:

- Sometimes the Simplest Things Elude Us
- Inconsistent Behavior of the Home and End Keys
- Drag-and-Drop Conversion to a PDF
- How to Change Font Characteristics in Adobe Acrobat Pro 9
- Put Program Icons to Work
- Killing All Links in a MS Word 2004 Document — All at Once.

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Sometimes the Simplest Things Elude Us

Do you know the difference between:



It's all a part of the finder's function.

Yep, it's the "I saved it" or didn't indicator in the upper left hand corner of almost every document window. Probably all of them but who has time to check

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Inconsistent Behavior of the Home and End Keys

Question: On a Windows PC, if you place your cursor in the middle of a sentence and press the end key, the cursor jumps to the end of that line. Conversely, if you press the home key, the cursor jumps to the beginning of the line. But when I try either on my iMac G5, the cursor remains where it is. What are the end and home keys supposed to do on the Mac? ~ Steve Sawula

Answer: On the Mac, the home and end keys don't always do the same things across applications. For example, these keys work as you describe in Microsoft Office applications but not in TextEdit.

In Web browsers, you'll discover that the home and end keys take you to the beginning and end of a page, respectively. [*This is also true in a PDF.* HB]

The consistent keyboard shortcuts for placing the cursor at the beginning and end of a line are Command/left arrow and Command/right arrow, respectively. (Again, browsers are the exception here. Use these keys to go to the previous and next pages, respectively.)

If you'd like your cursor to jump to the beginning and end of your document, try Command/home and Command/end.

Chris Breen's Mac 911 via TMUG Insider, Pleasanton, CA
From Paul Taylor's October 2008 Hints & Tips Column

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Drag-and-Drop Conversion to a PDF

Any file you could normally convert to PDF through Acrobat's File > Create PDF > From File menu item can also be converted by simply dragging it onto Acrobat's icon on the Desktop or Dock. It doesn't matter whether Acrobat is running or not — it will launch if necessary. One advantage to this approach is that you can drag multiple files onto Acrobat at the same time and each will convert to PDF and open into a new window.

You can also obviously print the document to PDF by using the options in the print menus of most applications. There may be a file size difference depending on the setting you've established in Acrobat, but I've no difference in the performance of the PDF file, when I needed to edit it.

Design Tools Monthly and doc_Babad
From Paul Taylor's October 2007 Hints & Tips Column

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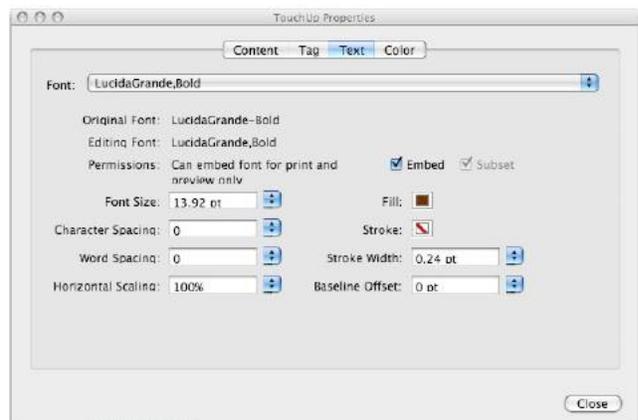
How to Change Font Characteristics in Adobe Acrobat Pro 9

Recently as I was working on reformatting some PDF formatted recipes with Adobe key descriptors Acrobat Pro I got very frustrated. First, key descriptors - words like ingredients and preparation were displayed in grayish or pinkish colored type while the details were in very readable black type. Second, the site name was twice or four times the size of the name of the recipe. It was also garish colored. The are other annoyance but these often can be fixed by using a combination of Acrobat's *Touch Up Objects* tool or its *Touchup Text* tool. I've been using them for years as part of reformatting and spiffing up my recipes or taking side bar stuff out of references documents I want to keep for future use. However, despite having read and reviewed a number of Acrobat books, I discover an oversight. I keep griping about lack of font control in Acrobat Pro 9. But there are some controls available to deal with font styles in PDFs. They are not as complete as in a simple word processor, but you can tweak fonts, by point size, weight witch serves for creating bold fonts, and overall display size. I recently discovered that buried in the contextual menus when using Acrobat's advanced editing tools.

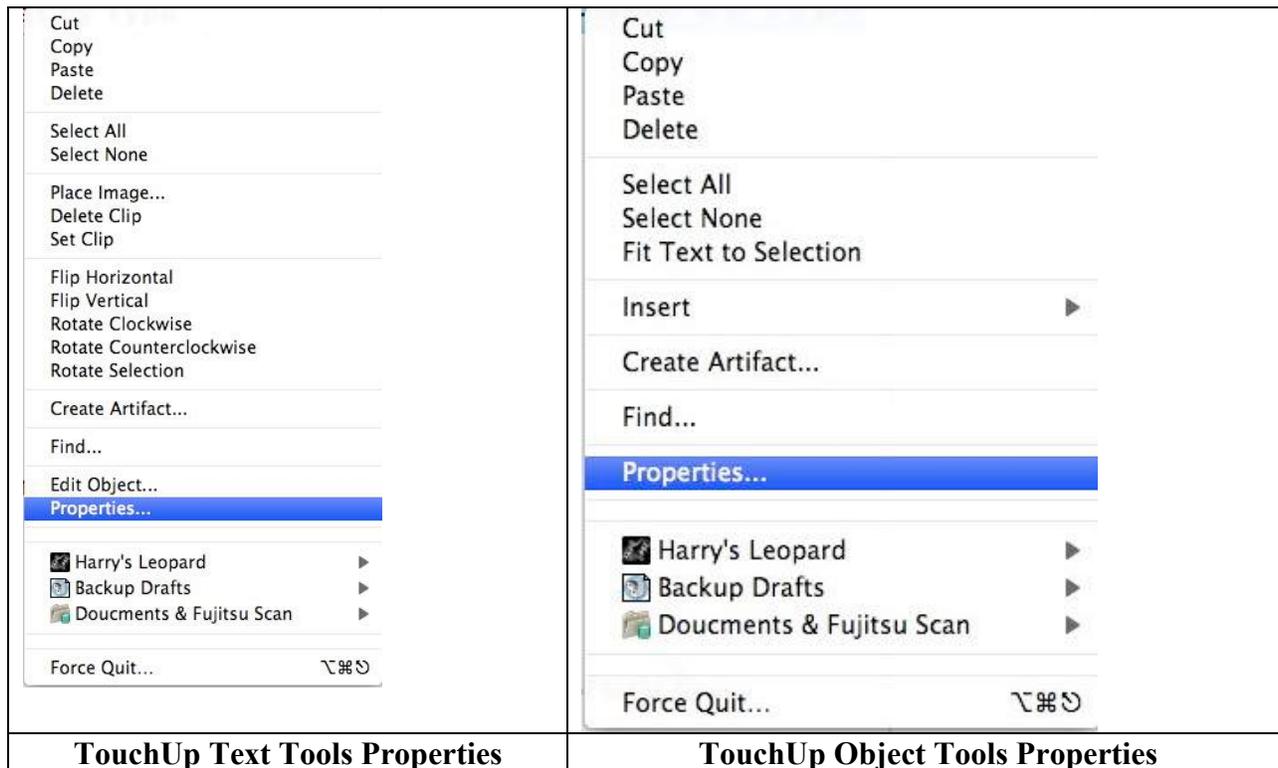


With either the contextual menu associated with items highlighted

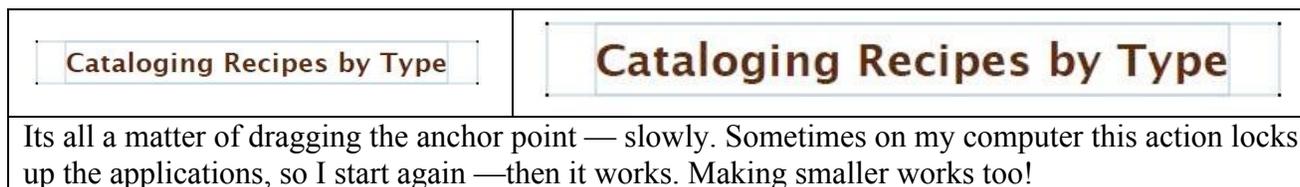
with the touchup objects or touchup text tool their lies a choice called properties. I've illustrated them for your convenience. As you can see you can work with the font size, character spacing, word spacing, fill color (e.g., turn pink to grey).



In addition you can also work with a font's stroke color, which, although not obvious, I use to create a bolder look and stroke width that I have not yet mastered.



Not all of the obvious moves give the results you want to it's a matter of trial and error, in part based on how the original webpage or PDF was coded. But trial and error in this case is simple. First highlight the text you want to change with either touchup tool. Play around, if you don't get what you want either switch tools or try making smaller and more incremental changes to the settings. Also if you only want to change the size of a phrase or line, you can do this with the touchup object tool's anchor points.



Its all a matter of dragging the anchor point — slowly. Sometimes on my computer this action locks up the applications, so I start again —then it works. Making smaller works too!

Harry (doc) Babad – MacCompanion.com

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Put Program Icons to Work

If you're ever in a situation where you need a high-quality version of an OS X program icon — say, for use in a presentation — it can be a bit of a chore to get it. The usual method, which I call the “find-the-icon-file-in-the-haystack game” goes like this: Control/click on the program in question, select “Show Package Contents” from the contextual menu, and then navigate to the Contents/Resources folder. Somewhere inside, you should find a file with a name ending in “.icns”. Open that file in Preview, and you'll find the icons.

The problem with this approach is that there can be hundreds of files in the Resources folder, and the naming of the .icns file isn't necessarily logical, so it can take a bit of digging — or help from Spotlight — to find the right file. Luckily, there's a much simpler — although completely non-obvious — way to get all of a program's icons, at least if you're running Tiger or Leopard.

In the Finder, select the program in question, and press Command/C. You've now got a full copy of the program on your clipboard. (Don't believe me? Press Command/V after switching to another folder in the Finder. (If you're going to do this, I suggest copying a small program and not something like the 337MB iWeb.)

Now launch Preview, and press Command/N (File: New From Clipboard, for you menu users).

You may be surprised at the result: a full copy of the chosen program's icons, in every available size including the gorgeous new 512-by-512 pixel versions available in many programs.

Click on the desired icon size in Preview's sidebar and select File: Save As to save it in the file format of your choice. (If you want to retain the transparency, you'll need to use PNG or TIFF as the file type.) This trick worked with every program I tested it with. You can also use it to get document icons for things like Excel spreadsheets, Word documents, and so on. If you try this with a PDF, though, you'll find that Preview will actually paste in the entire PDF, not its icon.

Actually, I'm lazier than the folks at Macworld. I usually do either a search on the product's web site or in Google images. If the program icon is a common one, it can be found. Sometime I luck out. Otherwise I just learned this new super, why search, hint. — Doc

Macworld Magazine

From Paul Taylor's October 2008 Hints & Tips Column

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Killing All Links in a MS Word 2004 Document — All at Once.

During my primary work, as a technical author, I often find myself importing a paragraph of information or a table or image. Such material may come from sites like Wikipedia or other Internet sites.

[*Crass Commercial*: I so appreciate the usefulness of Wikipedia that I support them with donations, albeit small ones.] Why? Check out my 3Rs macC column from April 2008.

<http://www.maccompanion.com/macc/archives/April2008/Columns/Rants.htm>

As well referenced contributions to Wikipedia, the posted articles I use, after checking for accuracy and factuality, are chock full of active links. Such links serve to connect the reader to other applicable references and sites, or serve as hot links within the document. I do comply with the fair use doctrine, referencing all such sources I use. Furthermore, I take very small *bytes*. This is material I want adapt to my articles.

Originally, the only way I knew to disconnect the active links that were imported when I paste the paragraph is to (1) highlight each item, which are fortunately colored blue, by using the links command in MSW. Click [□-K] to kill them one at a time. As an alternative, I tried pasting my paragraph into a text processor such as TextEdit or ClipEdit. I saved the document, and repasted the saved material into MS Word hoping make the links go away. No such luck.

In [nuclear physics](#) and [nuclear chemistry](#), nuclear fission is a [nuclear reaction](#) in which the [nucleus](#) of an atom splits into smaller parts, often producing [free neutrons](#) and lighter [nuclei](#), which may eventually produce [photons](#) (in the form of [gamma rays](#)). Fission of heavy elements is an [exothermic reaction](#) which can release large amounts of [energy](#) both as [electromagnetic radiation](#) and as [kinetic energy](#) of the fragments ([heating](#) the bulk material where fission takes place). — *Wikipedia on Nuclear Fission*

In nuclear physics and nuclear chemistry, nuclear fission is a nuclear reaction in which the nucleus of an atom splits into smaller parts, often producing free neutrons and lighter nuclei, which may eventually produce photons (in the form of gamma rays). Fission of heavy elements is an exothermic reaction, which can release large amounts of energy both as electromagnetic radiation and as kinetic energy of the fragments (heating the bulk material where fission takes place). - Wikipedia on Nuclear Fission

Okay, perhaps MSW can help me out using a save to text option. A small miracle – It worked.

- Paste the paragraph into a new MSW document.
- Save As to text only.
- Quit the document, other wise this tip will not work!
- Open the newly saved text document and paste the unformatted text into your original.

The method keeps capitalization, and your paragraphs but removes **bold** – *italic* and other font style characteristics. It takes me back to my old Smith Corona typewriter.

Harry (doc) Babad – MacCompanion.com

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That's all folks...

Harry {doc} Babad



The Northern Spy

Refried Themes

Technology News and Views Since 1983

By Rick Sutcliffe

December 2008

Another month with the new Spell Catcher

has convinced the Spy that it shall remain a denizen of his permanent tool set. The reader will recall from last month that this is an OS X version of a product that was installed as an extension under OS 9. Now it lives, like just about everything, as an application. However, it can be set (application specifically) as the input method and so be interactive in any or all applications. This allows it to look at keyboard input, flag an error, make suggestions, accept a correction, and backtrack on the screen to enter the change.

Since last month's preliminary report, the Spy has configured the program, upgraded it one minor version, and added the (not free) Canadian English module. He's also used the program inside more applications and found it to work flawlessly. No crashes, no conflicts, a terrific suggestion record (the correct spelling is almost always the first item on the list), and easier to use than most spelling checkers. Application specific preferences means it can be turned off for web browsers, Terminal, and other situations that demand one type things that aren't likely to be in the dictionaries currently in use. There are also options to check an entire document (i.e. go non-interactive), to look up words in the dictionary or thesaurus, use speech commands, or ghostwrite all keystrokes to a file on a per application basis. Of course the new words learned in the spell checker are maintained across applications. Well worth the dough and highly recommended. Spend your money; rescue the economy.

With Cocktail in its newer glass,

The Spy's found a new use (for him; it was there all along) for the utility set

in taming some of those pesky .DS_Store files that can sometimes cause a backup program to complain all is not well. Cocktail can also run a variety of utilities and/or set preferences that are not readily available otherwise. When you need it you need it.

Recession revisited

The Spy is NOT an investment counsellor, so his advice should be either deprecated or depreciated, as one sees fit. Yet, if he were to read his own speeches, columns, and books, he'd have long ago sold industrial era GM (if he owned any) and bought information age Apple (if he could). There's no future in the past. And now, stock market crash and artificial greed-induced recession notwithstanding, Apple's sales (of high end goods) appear to be increasing. Recent estimates have Apple with 9.5% of the overall market in the third quarter, more than 20% of the retail market for October. (It takes business time to overcome emotional attachments to obsolete ways of doing things.)

iSteve appears almost ready to release Snow Leopard, yet another major upgrade finished even while Redmond counts paralysis time, incapable of a reply. Win7 is a slightly dressed up and even buggier V*st*. The ancient XP is the other side's most reliable product, brand-new telephone notwithstanding. (Fearless prediction: this cheap toy phone will vanish without a trace--another total failure in a long MS line.)

Think what all this is doing to marketshare going forward, as Apple expands while others contract. Think what that ought to mean to stock prices (if times were "normal"--whatever that is.)

'Course, comments like these come easy when you don't travel in the kind of company that makes stock purchase decisions--especially when retirement mutual funds have tanked so (and you didn't sell out at the peak). Still though, it's kind of amazing to consider that Apple's quarterly profits are now more than GM's entire market cap. iSteve could buy the venerable auto maker from chump change. Then again, why would he?

The Spy hesitates to mention a corollary, but with Apple's cash flow, bank account, and comparatively low stock price, its shares may look good enough for a predator to attempt a takeover. Insiders must be in a buying frenzy over low stock prices. It's not clear who would have the cash or credit to take a serious run at control, but if the company is attractive to small investors, it's even more attractive to large ones. All that juicy cash. All that cash flow.

As a further commentary on the general economy, the Spy notes that with inflation falling, even entering deflationary territory in some cases, the way seems clear for further interest rate declines, perhaps to the 1% level (Japan's zero percent?). With credit tight, the net effect is likely to be that the stronger companies, those with lots of money in the bank, a great balance sheet and growing sales (know one of those), have a golden opportunity to expand either by building plant and buying equipment or through acquisitions--this at the expense of competitors who cannot. On all accounts, Apple has a potentially brighter future than nearly every other player in the industry.

By the way--this will appear after the fact, but is written before--the Spy fearlessly predicts (has he ever been wrong?) that the industry will have a great online black Friday (November 28), regardless of what happens in the brick-and-mortar world. Notwithstanding mortgage and equity problems, consumers still have plenty of cash burning holes in their electronic pockets. They'll buy iToys even when they won't buy Buicks.

Obscure bug of the month department

Under his web hosting hat, the Spy maintains a nice little LAMP CentOS server running cPanel, WHM, and the usual supporting cast of suspects. Last month, his Apache server stopped dishing pages three times for no obvious reason, distressing customers rather severely. (The server could still be pinged, accessed via WHM, and Apache showed as being up, just would not respond to HTTP requests.) The only clue was a sudden spike in eth0 traffic just before Apache's seizure. Rebooting the whole system (not just Apache) solved the problem, but only for a while, then web serving would choke again. The Spy was buffaloed, so he called in the heavy guns at the Atjeu data centre (except they spell it a "center") for a look-see. Took a little time, but they discovered the culprit was the resolv.conf file, which contained only the IP of the box, but not the two nameserver IPs. Result: after a time, massive confusion about where anything was located. Edit the file, fix the problem.

But the Spy had never changed that file after setting the box up in the first place, which is why he never looked there. What could go wrong if you hadn't touched the file, eh? Bad assumption. Conclusion: some nasty updater, perhaps part of the nightly cPanel upgrades, or possibly an update done with EasyApache, had rewritten the resolv.conf file on its own hook, but with erroneous assumptions. Bad, bad updating algorithm. Slap metaphorical electronic fingers if you can find them, but lease or collocate at Atjeu. They're good guys and gals.

Pull back on the throttle?

Canada's telecommunications governing body CRTC recently ruled that Bell Canada is not breaking the law or engaging in a discriminatory practice by throttling the bandwidth it sells to wholesale customers, saying instead that the carrier has the right to manage its network. The case was widely seen as the opening salvo in an "internet neutrality" battle, though the CRTC cast its decision in a far narrower light, and instead opened a new set of hearings into that broader subject.

The Spy suspects that although the initial decision could be framed as narrowly favouring bandwidth sellers over buyers, subsequent and broader decisions are likely to come down on the side of regulating the wholesaling of bandwidth within parameters the CRTC itself defines. North American business relations with government have changed permanently because of recent events, and the probable consequence is greater government interference in the entire market, not just financials and manufacturing.

Yes, yes, the Spy certainly hears the reader's perspicacious objection quoting from his own words--that one ought not to legislate against stupidity. True as that is, the fact remains that most legislation is indeed in response to stupidity (under which heading the Spy will generously include greed and injustice, both of which only create a temporary illusion of being in the best interests of the perpetrators including purveyors of fatally flawed financial instruments.)

Speaking of stupidity,

the Spy takes note of some fuss about the new Lamzev-A virus that can attack a Mac. "An iTempest in an iTeapot", he responds. After all, one must first visit an infected site (he is told these are usually porn pages), be persuaded to download a disk image, mount the latter, then install and run the program thereon, ignoring all the warnings OS X provides along the way. It seems to the Spy that anyone stupid enough to do all this deserves what happens.

And, from the next dictionary definition down under the same heading, comes yet another act in the log saga of SCO's futile attempt to seize control of UNIX/Linux through litigation, then force the industry to pay ransom. Long ceased to be an actual industry player, and only continuing a noxious existence as a shell for lawsuits, these would be pirates lost another court round to Novell recently when the judge ruled they could not take claims previously abandoned back off the table in case they were to win others at a later date. Sigh. Eventually the SCO lawyers will realize there's no blood left to suck and abandon SCO to its well-deserved oblivion. It can't come too soon.

Back to last month's important upgrade

Elianna Janelle smiled at her grampa on Sunday at church, so one has to suppose the Spy has mellowed enough in his old age so he no longer frightens little children. Check her out at elianna.sutcliffe.ca.

--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://nameman.net>

opundo : <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>

Rainmaker (Spell Catcher): <http://www.spellcatcher.com/>

Cocktail: <http://www.maintain.se/cocktail/index.php>

Atjeu: <http://www.atjeu.com/>

Elianna Sutcliffe: <http://elianna.sutcliffe.ca/>

Raiders of the Lost Macintosh

Dr. Eric Flescher, Olathe, KS (drreric1kansas@aol.com)

Xmenu (www.devon-technologies.com)

Customizable menu bar

free

Can add 5 menus which show contents of the folders

Unlimited hierarchical menus that are updates automatically

Can display small icons

Exif Untrasher

recover images from memory cards accidental deletion

free

www.bluem.net/downloads/exif-untrasher_en

Cardraider

recover images from memory cards accidental deletion

also offers iPhoto integration to restore photos directly into iPhoto

\$19.95

www.ecamm.com

Mousepose

Highlights a cursor position on the screen (Powerpoint, Keynote etc) and displays a colored circle where you click your mouse button and shows the keystrokes onscreen

\$16.95

www.boinx.com

equinux

Integrated Leopard only internet needed connection for ebay sellers. Easy to understand interface with excellent auction tracking tools.

\$39.95

www.equinux.com

Screenflow

Screen capture capabilities which can also use iSight and video capture. Also has zoom, highlighting and key commands. Universal binary

\$99.99

www.varasoftware.com

Spanish vocabulary (Custom Solutions of Maryland)

free

Practice your Spanish with this quiz like game/application. Vocabulary (1840 words) pop up and you type it in. Drop down menu offers hints if you can't get it.

<http://customsolutionsofmaryland.50meg.com/spanishvocab.htm/>

Lego Digital Designer

free

Build lego models by using your Mac. Then upload it to Lego's website and then actually buy what you build. You can even design the box it is shipped in.

www.idd.lego.com

Stellarium

free

Using your longitude and latitude coordinates. this program shows you the stars, planets and much more. Also offers motor driven telescopic control and has a brightness reduction night mode for advanced telescope users.

www.stellarium.org

It is already on your OSX

Enlarge your Mouse Control Cursor

Way to customize enlarge the size of the cursor for presentations, on screen visualization and location/ finding

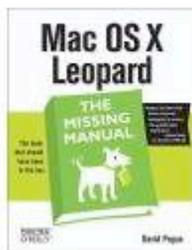
free *It is already on your OSX*

Directions: Screen preferences > Universal Access> click the Mouse tab / Mouse

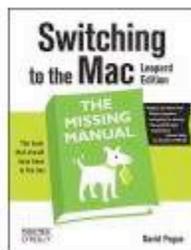
Trackpad (laptop) > adjust the slider bar near the bottom of the window (your pointer will grow or shrink so just adjust to your liking)

Books

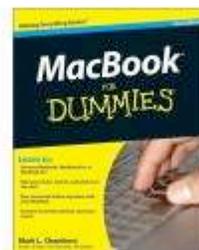
Amazon macCompanion Store



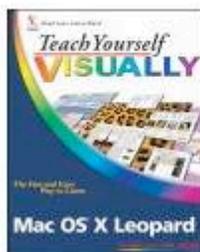
[Mac OS X Leopard: The Missing Manual](#)
by David Pogue
\$23.09



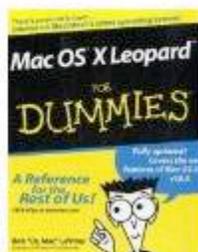
[Switching to the Mac: The Missing Manual, L...](#)
by David Pogue
\$19.79



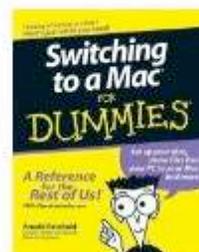
[MacBook For Dummies \(For Dummies Computer/...](#)
by Mark L. Chambers
\$16.49



[Teach Yourself VISUALLY Mac OS X Leopard \(T...](#)
by Lynette Kent
\$19.79



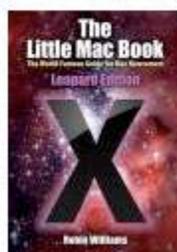
[Mac OS X Leopard For Dummies \(For Dummies \(...](#)
by Bob LeVitus
\$14.95



[Switching to a Mac For Dummies \(For Dummies...](#)
by Arnold Reinhold
\$14.95



[Mac OS X Leopard Bible](#)
by Samuel A. Litt
\$23.09



[The Little Mac Book, Leopard Edition \(Littl...](#)
by Robin Williams
\$13.59



[The Mac OS X Leopard Book](#)
by Scott Kelby
\$14.99

Core Animation for Mac OS X and the iPhone: Creating Compelling Dynamic User Interfaces

Reviewed by Robert Pritchett



Author: Bill Dudney

<http://bill.dudney.net/roller/objc>

The Pragmatic Programmers

<http://www.pragprog.com/titles/bdcora/core-animation-for-mac-os-x-and-the-iphone>

Released: October 2008

\$35 USD.

Pages: 200

ISDN: 978-1-9343561-0-4

Strengths: Walks through the nuances of adapting Core Animation to made-for-Mac apps.

Weaknesses: None found. Check out the screencasts!

Core Animation Screencast:

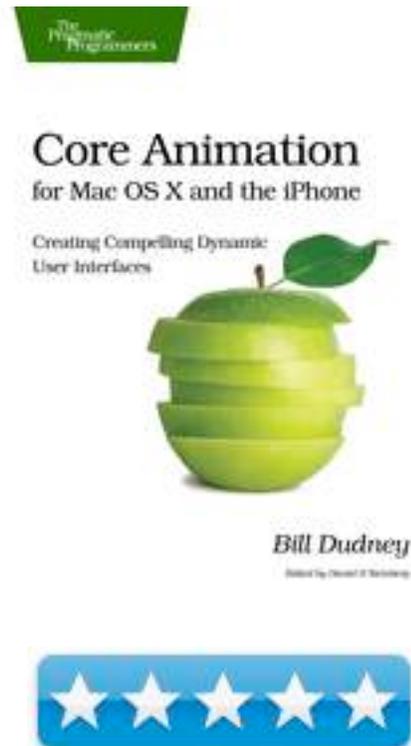
<http://www.pragprog.com/screencasts/v-bdcora/creating-a-compelling-user-interface-with-core-animation>

Source Code: http://www.pragprog.com/screencasts/v-bdcora/source_code

Introduction

Mac OS X Leopard introduces a fantastic new technology that makes writing applications with animated and cinematic user interfaces much easier. We'll explore this new technology by starting with the familiar concepts you already know from the pre-Leopard development kits.

Then we'll see how they apply to the new frameworks and APIs. We'll build on your existing knowledge of Cocoa and bring you efficiently up to speed on what Core Animation is all about.



With this book in hand, you can add Core Animation to your Cocoa applications, and make stunning user interfaces that your users will be showing off to their friends.

What I Learned

It never ceases to amaze me about how Apple has made these really cool apps for programmers that turn those little ones and zeros into magic.

And if you believe this book and watch the screencasts - <http://www.pragmatic.tv> you get the feeling that there really is magic and it isn't that difficult to learn.

Look at how Keynote and Front Row use animation. We can do that and much more now.

Conclusion

Learn how core animation can move you – and your apps on the Mac and the iPhone.

Final Cut Pro: Portable Genius

Reviewed by Wayne LeFevre

Author: John Lynn

[Wiley](#)

Released: October 2008.

Pages: 272

\$30 USD, \$33 CND, £19 UK

Requirements: Final Cut Pro.

ISBN-10: 0470387602

ISBN-13: 978-0-470-38760-3

Audience: Beginner/Intermediate/Advanced

Strengths: Easy to understand and follow. Great tips and tutorials. Portable.

Weaknesses: A bit light.



Introduction

As I continue to learn more about Final Cut Pro, I am continually amazed at how much more there is to know about Final Cut Pro. At first, this application seems entirely too complicated, which is exactly the reason Apple made iMovie. But as you continue to gain knowledge and insight into exactly what Final Cut Pro can do, the more you see what iMovie lacks in. Getting to know what it can do, can be an enormous task, one that is made a bit simpler with “Final Cut Pro Portable Genius.” by GeniusDV.

First, this “Portable Genius” series published by Wiley is simply terrific. Though smaller in size than normal textbooks of this type, it’s perfect for portability and the ability to keep within easy reach without taking up a lot of desk space. The actual size is 9 inches by 6 inches, and printed on really nice, heavyweight paper. The pictures are vibrant, and the sans-serif text is very easy to read.

The content covers all of Final Cut Pro from preferences to output. This book is for people of all skill levels. Beginners can learn all facets of Final Cut Pro. Intermediate users can always use refreshers on basic and not-so-basic features, including anything from high-end effects, compositing and complex motion effects. Even advanced users can benefit from this book by using it as a quick reference, as there are quite a few techniques and effects that are explained.

Chapter 1 - What Should My Mac Preference Be?

Check your Mac OS X preferences, hardware configuration, Final Cut Studio installation options, troubleshooting hardware problems.

Chapter 2 - What Are the Critical Final Cut Pro Preferences?

Working with multiple user accounts, user preferences, system settings, audio/video settings, using easy setup.

Chapter 3 - How Do I Ingest Media Into Final Cut Pro?

Capturing media, importing media, managing media and storage requirements.

Chapter 4 - Which Editing Technique Fits My Style?

Editing workflow, creating a montage, trimming with the Option key.

Chapter 5 - How Do I Use Final Cut Pro as a Professional Sound and Mixing Tool?

Mixing audio levels, adjusting levels in the timeline, understanding Soundtrack Pro.

Chapter 6 - Which Title Tool Should I Use?

Understanding Alpha channels, Livetype, Boris Title 3D, titles in Photoshop and Improving the quality of graphics and titles.

Chapter 7 - How Can I Use Final Cut Pro for High-End Effects Compositing?

Installing Third-Party effects, creating freeze frame effects, slow motion effects, understanding composite modes.

Chapter 8 - Can I Use Final Cut Pro to Produce Complex Motion Effects?

Working with motion tab, adding motion with keyframes, copying motion attributes, multiple video layers and Ken Burns effect.

Chapter 9 - How Many Ways Can I Use Filters?

Video filters, attributes, saving and configuring favorite filters, duplicating video layers, color correcting.

Chapter 10 - How Can I Maximize the Output of My Final Cut Pro Product?

Working with sequence settings, anamorphic media, QuickTime, Compressor, Markers, output to web and tape.

I found this a very enjoyable read, as opposed to many other books on applications, especially as complex as Final Cut Pro. Well worth the \$18 that Amazon charges.

iMac: Portable Genius

Reviewed by Dr. Eric Flescher



Authors: Kate Binder and Guy Hart- Davis

Wiley

10475 Crosspoint Blvd

Indianapolis, IN 46256

<http://www.wiley.com/WileyCDA/WileyTitle/productCd-0470290617.html>

Released: September. 2008

\$25 USD, \$28 CND

Pages: 384

ISBN: 978-0-470-29061-3

Strengths: The book is packed with lots of information. Colorful, easy to read and covers a broad range of iMac topics. Additional helpful information is provided in the way to short tutorial sections entitled notes, genius, Caution. The tutorials and information are well done and provide much assistance for anyone who is beginning with Leopard or who is trying to making your operating system a more efficient one to use. The information is extensive and is integrated with the screenshots, tables, visuals and more.

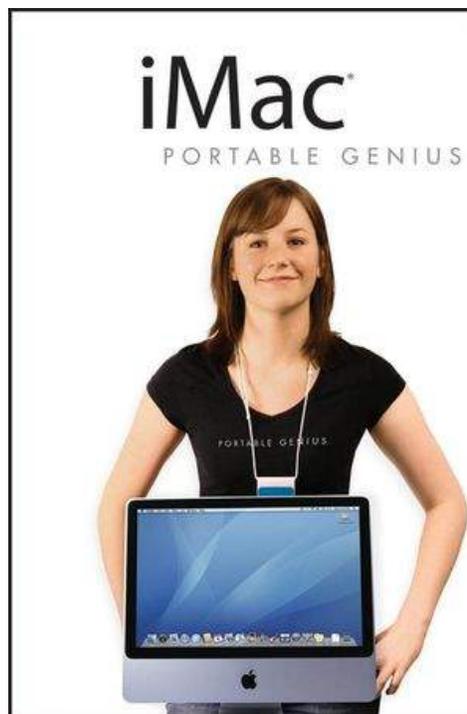
Weaknesses: None found.

Introduction

These new series of Apple guidebooks are entitled “ Portable Genius”. Each of these useful books are colorful, informative and provides helpful tips and easy to read shortcuts that will help you learn more efficiently.

Binder has published Mac and Adobe Photoshop books while Hart- Davis has authored more than 40 computer books including ones about iPods, tunes, life Portable genius and others.

This book has 384 pages, which includes 13 chapters. The book’s content is well laid out. Light blue bars at the top of the pages have the titles of the chapters which makes access of the chapters a little easier. This colorful, easily readable screenshots also have informational/ titles that are targeted with lines and zone in exactly where the specific information is so that you don’t have to “fish around to find them”.



This makes for easy reading with less words that focus upon screen/desktops visuals. Additional tables, desktop screenshots highlight additional information that are straightforward and crisp in terms of understanding, knowing and searching for helpful information that is targeted by the text (which is kept to the minimum). The different coloration of the text and boldface fonts serve to offer better reading though out the book.

This book includes customizing the toolbars, windows, dock; setting up the your Mac for multiple users; hooking up the iMac; setting up local network; using iMac to get organized; all you want to know about email and communicating; telecommuting on your iMac; using the software on your iMac; backing up files; keeping iMac healthy; useful websites and shortcuts. I also like the specific information concerning older iMacs (like I have) and upgrading your iMac if that is possible or what you want to do. There is even support and information about reinstalling ram and hard drives within the computer. There are troubleshooting sections in all parts of the book as well.

Conclusions

The best things are the visuals, the integration with the tutorials and detailed information. Colorful, bright and authoritative, this book as well as the series has a lot of good information for beginners but also those who want to find out more about using their operating system and computer a more efficient one. I would suggest looking it over to see if you would like to add it to your collection. This book may save you a lot of time and make you a more efficient learner of your iMac.

Breakthrough Power: How Quantum-Leap New Energy Inventions Can Transform Our World

Reviewed by Robert Pritchett

Authors: Jeane Manning & Joel Garbon
Amber Bridge Books
101-1001 W. Broadway, Suite 162
Vancouver BC V6H4E4
Canada

Phone: 604 - 733 -0305

info@breakthroughpower.net

<http://www.breakthroughpower.net/>

Released: January 2009

Pages: 286

\$20 USD

ISBN: 9780981054308

Strengths: Introduces promising new energy systems that you might otherwise never hear about.

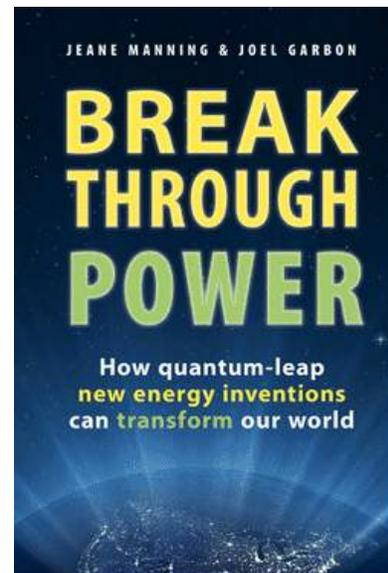
Weaknesses: An occasional typo, overcome by excellent story-telling and technology presented in laymen's terms.

Other Reviews:

http://peswiki.com/index.php/Review:Breakthrough_Power_by_Jeane_Manning_and_Joel_Garbon

Free Energy Now Interview:

http://pesn.com/Radio/Free_Energy_Now/recordings/2008/081104_JeaneManning_JoelGarbon_BreakthroughPower.mp3



Introduction

"Breakthrough Power: How Quantum-leap New Energy Inventions Can Transform Our World is the result of the authors' individual travels through a fascinating international scene that some people call the free energy underground, or non-conventional energy research. The authors also follow the progress of known energy alternatives toward quantum-leaps in the direction of energy independence and energy abundance, instead of small-step improvements to old technologies. And why now? The publication of Jeane's 1996 book *The Coming Energy Revolution: The Search for Free Energy* had opened doors for further travel invitations to conferences in Europe and to meet with leading new-energy researchers in North America. As a result she eventually saw the need for a new book for a new era. The 21st century is ushering in a time of increasing public awareness that energy is everyone's business, not just a concern of the hardhats-and- pylons crew. Choices of energy technologies affect everyone in the human family.

"In 2007 after watching one of his public speeches and remembering the synergy and shared philosophy when they worked on New Energy Movement projects together, she asked Joel Garbon to join the Breakthrough Power book project. He brings a scientist's perspective, and shares the intention to convey important messages to an even broader public than had *The Coming Energy Revolution*."

What I Learned

Joel Garbon works with me as a member of the New Energy Congress, so it is rather hard for me to be "impartial" in my praise for this book, because quite a bit of it is something I feel I've personally been involved in, since I became the "Website Director" for PESWiki.com earlier in 2008. I had to keep checking to see if we "had it covered", as it took me over a week to get through this book by Jeane Manning and Joel Garbon.

What delighted me to no end was the reference to technologies that are in my "own back yard" I've help "popularize" such as; Infinia Corporation's Solar Sterling Engine and Green Power Inc's pilot plant for generating real live Petroleum from municipal dry waste (petroleum is no longer to be considered as a "non-renewable"!).

We plan on using the book as a "flagship" for the New Energy Congress and the Pure Energy Systems Network.

Now, if you think everything is peachy-keen and rosy, think again. We all have our life experiences to fall back on and mine is in the nuclear industry. Some of our members, including Joel Garbon are adamantly opposed to it. He also is the President of the New Energy Movement and has been pushing an agenda for the US Congress. I personally don't think "government" has the solutions and I feel it hinders more than it helps.

The reason I gave the book a 4.5 instead of a 5 is because it does have an occasional typo. But don't let that dissuade you from buying the book. It does look at New Energy with the right focus and that is why we at the New Energy Congress, with all our diverse backgrounds are so "into" New Energy. We have a common goal to work through ways of improving our quality of life on earth without dirtying our nest.

Conclusions

If you would like to read about some of the truly fascinating, promising alternative energy technologies "out there", start here and then go to <http://www.peswiki.com> to learn even more about how we can "transform our world" into a "want-to-have" energy legacy for generations to come.

Dare to Prepare! 3rd Edition – Suburban-Rural Emergency Preparedness

Reviewed by Robert Pritchett



Author: Holly Drennan Deyo

http://standeyo.com/News_Files/Hollys.html

Deyo Enterprises, LLC

PO Box 7711

Pueblo West, CO 81007

Phone: 719-547-9100

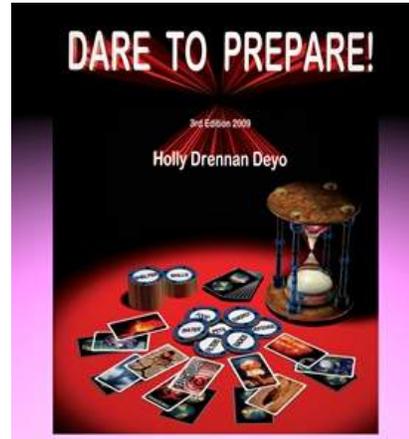
http://standeyo.com/Our_Books/DTP.html

Released: October 2008

Pages: 628

\$40 USD

<http://www.standeyo-cart.com/ProductDetails.asp?ProductCode=DTP>



Strengths: Covers just about every emergency situation imaginable.

Weaknesses: Uses scripture references. But to me, that is not a "weakness" but rather, a strength.

Other Reviews:

[http://www.bookreview.com/\\$spindb.query.listreview2.booknew.11346](http://www.bookreview.com/$spindb.query.listreview2.booknew.11346)

Introduction

" 'Dare To Prepare 3rd Edition' is in huge demand due to current terrorist threats, economic uncertainty and increasing natural disasters. Written by Holly Drennan Deyo with an introduction by Stan Deyo, this magnificent work is the ultimate city-suburban-rural emergency preparedness reference book. Dare To Prepare is now 80 pages greater in 8-1/2" by 11" format paperback - about the size of a telephone book. Over 330 photographs and illustrations, plus many charts and tables, make personalized preparedness super simple.

"A dozen years ago, I had a hard time convincing family and friends (though not Stan) we were experiencing disasters more frequently and with increased severity. From decades of reading many books on Earth changes, the material became pretty convincing we would be on a path of change. That time of change has arrived, but concrete evidence was needed - information we could refer to reliably and show the disbelieving why we need to prepare. Now "terrorism" is added to the mix. If you are having trouble convincing family members, spouses and friends of the need for having supplies on hand, "Dare To Prepare!" is an invaluable aid.

"67 chapters are dedicated to step-by-step preparation in simple English, much of which you will find nowhere else, as well as personal anecdotes. "Dare To Prepare!" is not just a compilation of lists; it is the blueprint for how Holly and Stan Deyo organize their home. All the information you need to store provisions long and short-term is included besides detailed instructions of long-forgotten skills that are fun for the entire family. Lots of options are given to make your planning as flexible and personalized as possible. "Dare To Prepare!" empowers you to store confidently for as little or as long as you like, using both metric and US measurements throughout." Holly Deyo

What I Learned

People laughed at Noah when he prepared for the Great Flood, and look where that got them.

This book is a heavy tome of practically every emergency situation imaginable – and how to reduce the effects of those same situations – by preparing adequately for not just survival, but for being in a position to help others around you in times of trouble and turmoil.

It is probably no coincidence that the Deyo's website is titled, "Millennium Ark".

I have been an "Emergency Preparedness Specialist" for my church for many years. I organized a "Pre-Y2K Emergency Preparedness Fair" way back when and had speakers discuss self-sufficiency and local bug-out plans in case of nuclear release, chemical fallout or even attacks against public schools.

I have a box full of Emergency Preparedness catalogs, brochures and even information from church - <http://providentliving.org/channel/0,11677,8033-1,00.html> including info on preparing for Pandemics (infectious diseases).

But this book is truly the "Emergency Preparedness Bible" tool, because it covers "everything" known to man, regarding emergency scenarios and how to prepare for them using appropriate lists.

I don't think occasional references to scripture is out of place. After all, "When we are prepared, we shall not fear". So what if the neighbors laugh? When things hit the fan, guess where they will go for help as a first response? It won't be the government. (Reference the Katrina debacle.)

Conclusions

This book will help them make their own ark, instead of pounding on your door, requesting that *you* save them from impending dire consequences.

Why not use this book as a "Holy-day gift" from Holly?

We've been forewarned that tough times are ahead. What better way to prepare than by using a roadmap that covers just about every situation imaginable?

There is still a little bit of time left to make appropriate preparations. Get the book today.

Consider yourself warned.

Hardware

Belkin FlyThru Case

Reviewed by Dan Robinson

Belkin

http://catalog.belkin.com/IWCatProductPage.process?Product_Id=472714

Released: Nov. 2008

\$59.99 USD, €47.78, \$74.21 CND

Strengths: Stylish. Well thought out. Good design to avoid accidental dumping of contents. Clear laptop window for speedy trip through airport security.

Weaknesses: No good place for accessories.

Introduction

Neat Idea! It's always a hassle going through security at the airport. It's even more of a hassle with a laptop. Enter the Belkin "FlyThru Laptop Case."

Foremost of the bag's features, of course, is the open-up-and-lay-flat for the scanner. TSA can see your laptop behind the clear plastic window. And there are no compartments gaping open to allow stuff fall out, unless you put some file folders or something in there . . . but that would defeat the purpose. You want to unzip the case, put it through the scanner, then grab it and go on the other side.

Also handy is the rubberized pull-tab velcroed to the case. Am I the only one to forget which set of zippers open which compartment? There's no mistaking this as the one to grab at the airport scanner.



Take a look at the picture here. See where the zipper stops? None of the zippers on the bag go down further than four inches from the bottom. After dumping my laptop from my old bag, I appreciate the designer who made it so your computer wouldn't get thrown to the floor when you move the bag without zipping it up first.



The same thing applies to your papers. The strap is connected at the top, not halfway down the side, so the center of gravity is straight down.



Cons: There are not many. Foremost is the lack of an enclosed place for the bulky items like the charger, the VGA dongle, the USB cable, the FireWire cable, etc. Before someone from Belkin points out the outside pocket, I submit that if you fill that one with accouterments, it will make an unsightly bulge opposite the laptop compartment, so that when you lay it flat, the bag rocks. So I wind up dropping everything in the file folder compartment, which has become the junk drawer.

Conclusions

So, Congratulations to Belkin on a beautifully-designed case. You seldom get good looks and good utility in the same package, but Belkin has pulled it off on this one.

Software

Adobe Master Collection Creative Suite 4 – Designed to do it all!

Reviewed by Robert Pritchett



Adobe Systems Incorporated
345 Park Avenue
San Jose, CA 95110-2704
Tel: 408-536-6000
Fax: 408-537-6000

<http://www.adobe.com/products/creativesuite/>

Released: October 15, 2008

\$2,500 USD, in the UK, less than twice as much, in Holland over twice as much. Why? Oh, devaluation of US currency. There is an upgrade path.

Requirements: An insane desire to be tied to a computer.

Mac – Multicore Intel system, Java Runtime environment 1.5 or later, 2 GB RAM, 26.3 GB hard drive space, OpenGL 2.0 compatible display, dedicated hard drive for storage, DVD-ROM drive, Core Audio –compatible sound card, QuickTime 7.4.5 or later, Broadband Internet.

The Windows platform requirements a bit more onerous with either a system that will run XP Pro Service Pack 3 or certified to run Vista.

Training: <http://www.adobe.com/training/>

Adobe TV Online: <http://tv.adobe.com/?trackingid=DXKVS#ch+How%20To>

FAQs: <http://www.adobe.com/products/creativesuite/mastercollection/faq/>

Features: <http://www.adobe.com/products/creativesuite/mastercollection/features/>

Strengths: You CAN have it all! For a price. Get improved productivity. Get 3D. Get animation. Get Adobe Kuler™.

Weaknesses: A bit on the pricey side. If you have CS3 and it does the job, keep it. If not, then...seek improved efficiency. See "Nits" below. You have to be connected to the Internet to use this app.

Other Reviews: <http://www.pcadvisor.co.uk/reviews/index.cfm?reviewid=105532>

Benchmarks: <http://macanimationpro.digitalmedianet.com/articles/viewarticle.jsp?id=589477>

Introduction

- Design across media using a comprehensive, integrated creative environment; Work deeply in one discipline, such as print, web, video, or audio, and then move your skills and content to another medium efficiently.
- Create eye-catching vector graphics in Adobe Illustrator CS4, produce powerful images in Adobe Photoshop CS4 Extended, and lay out visually rich documents for print and digital delivery in InDesign; showcase design work in dynamic PDF Portfolios.
- Prototype and create leading-edge digital experiences, including interactive websites, applications, user interfaces, presentations, and mobile device content, using Adobe Fireworks CS4, Dreamweaver CS4, Flash, and many other tools in Master Collection.
- Work with a highly efficient pre- and post-production toolset to do video and audio editing, still and motion graphics, visual effects, and interactive media design, and then deliver for film, broadcast, and DVD as well as Blu-ray Disc and mobile authoring.
- Use the indispensable tools in Photoshop Extended more efficiently: Pan and zoom on images smoothly, rotate canvas to any angle, and resize images without distortion using new Content-Aware Scaling; paint, composite, and animate 3D models.

What I Learned

I was allowed to work with the beta under NDA for a while. I still do not understand why the apps icons look similar to the Periodic Table of the Elements, nor do I pretend to understand their color scheme for each icon, but it beats what they used to have.

There have been at least two updates since I first installed CS4. In order to install it, I had to remove all instances of earlier Creative Suites, including the CS4 beta.

If you don't have content you want to "share" with the world, you should not even be here. However, if you want to work with the Cadillac of design development, this is as close as it gets to being the "bees knees".

If you would rather try before you buy, there are trial versions available as either DVD sets (\$16 USD) or as downloads –

<http://www.adobe.com/products/creativesuite/mastercollection/faq/> > Trial Information.

So on with the Review...

In a word; Integration. Finally, everything works "swell" together, but the focus in this release has been on collaboration, mobile platforms, "new" media and video.

In another word; Efficiency. Go with the design flow. Stay in the design groove across media.

Nits

Acrobat 9 Pro still does not play completely nice with Microsoft Word, in anchoring pages in the Table of Contents on the Mac. It is there for the non-Mac Windows environment, just not for the Mac. The explanation that it is an API issue still rings hollow to me. If it works for the Windows platforms, why not the Mac?

Dreamweaver still tends to be Macromedia dressed up in Adobe clothing. Also telling is that ColdFusion is not included in the Master Collection. In fact, it is not even mentioned in any press releases and having been renamed as the Dreamweaver Development Toolbox, it is not compatible with Dreamweaver CS4, so I consider it a shelved technology even though they write that the Development Toolbox will have an update in early 2009 for compatibility with CS4.

If you are not connected to Adobe online, this app will not run properly. It does "phone home" to verify that the installation is legit, rather than using a dongle, like Vectorworks uses.

The Package Deal

This is the Kitchen sink version from Adobe of all their best software:



If this doesn't meet your particular needs, try the Suite Selector - <http://www.adobe.com/products/creativesuite/suiteselector/> You choose. I chose "all of the above".

Master Collection CS4 covers digital image, print production, cross-media design, web design and development and video and audio production. As a web director, I tend to delve into any and all of these areas, so the Master Collection makes the most sense for my needs. And I'm left-handed, so I understand that I have an unfair advantage on the creative side of things. There are just a whole lot of hidden talents I haven't tapped into yet.

I'm hoping that the Master Collection will really augment that creative process.

If you don't want the full-meal-deal, there are other less-spendy options - <http://www.adobe.com/products/creativesuite/compare/?promoid=DNPMA>

Four of the apps are for sharing services and tying the other applications together – Adobe Bridge, Device Central, Dynamic Link and Version Cue.

OnLocation and Encore are intimately integrated with Premiere Pro.

AIR is included with Fireworks.

I *strongly* suggest watching the hours and *hours* of Adobe TV posted in the link above, rather than having me give you a bunch of screen scrapes and reprinting all the media posted on the Adobe website. If you don't have the bandwidth to watch those, then seriously, you don't have the bandwidth to use Adobe Master Collection CS4.

I also suggest joining the Adobe Forums to see where each app stands in regards to form and function. I was burned before, way back when Illustrator 9 was released and when I posted a Martin Luther long list of things wrong with the app in a *macCompanion* review. Adobe Support is much more responsive in the Forums than they used to be. The apps are much improved.

The Apple versions of the apps still get short shrift though, compared to the versions made available for the non-Mac Windows environment. But hey, if you use Parallels, VMWare or CrossOver and install the PC version, then it becomes a non-issue. However, for me it is an issue. I prefer to stay "native" on the Mac without having to jump outside Mac OS X to get work done. So I'll keep bugging Adobe about "going native" on the Mac. Honestly, it is just a better platform for getting productive work done. I think Adobe knows that.

Past Versions

Since Michele Patterson is on our staff, I gifted her the CS3 Web and Design packages after deactivating them off my machines, since they have value and are Not For Resale versions anyway. If you don't do that process, you cannot uninstall the apps properly and Adobe will give you a call when you reinstall. When I had issues with my G5, I had to go through that again. I suggest dedicating a full day for the upgrade from CS3 to CS4. And if you are using a portable, be sure it is connected to power instead of running on battery, okay? I appreciate the Apple prompt that showed up when it "discovered" I was running on battery and cautioned me to plug in before installing. Avoid bad juju. Plug in.

Competition from Apple

Yes, Apple is considered to be a competitor - http://en.wikipedia.org/wiki/Adobe_Systems

Curiously, Adobe has not updated their page on Mac OS X compatibility yet – <http://www.adobe.com/support/products/pdfs/leopardsupport.pdf?promoid=DJHBQ>

I haven't quite figured out what the Adobe Kuler™ is all about, besides being a new color app. I assume it plays nice with Mac OS X. Apple at one time had a huge chunk of Adobe stock, so I don't understand fully why Adobe still treats Mac users as 2nd-class citizens, but they do.

Quick last minute Note: *macCompanion* is once again an affiliate with Adobe to sell their products online, after having been off the CJ Affiliate bandwagon for a while.

Flash Player probably will never be included on the iPhone, even though it *has* been developed, but I can still run the Macromedia-legacy Flash on my Mac – http://daringfireball.net/2008/02/flash_iphone_calculus

Perhaps as much as half of all Photoshop sales are derived from Mac users.

PDF creation is already native on Macs, minus the fancy stuff.

Final Cut Studio and Aperture give Adobe a run for its money.

I'd like to see an updated bakeoff between the two act-alike apps between Apple and Adobe. Maybe Arstechnica will do it; Final Cut Studio vs. Adobe Premiere Pro CS4, Aperture vs. Photoshop CS4 Extended, Soundtrack Pro vs. Soundbooth CS4, Preview vs. Adobe Reader. You get the idea.

Apple has not unveiled equivalents for many other Adobe-based apps, so why fight it when I can have it all?

Conclusions

The best of the best is in my hands and may the competition keep both companies doing what they do best! Making me productive. Now you can be too.

We have two back-to-back reviews on FileMaker's Bento 2 - just like the last time we did this.
;^)

Bento Version 2

Reviewed by Ted Bade



Bento version 2
Filemaker's Bento site

\$49 USD

Requirements: Bento requires Mac OS X v10.5.4 (Leopard)
A Mac computer with an Intel, PowerPC G5, or PowerPC G4
867 MHz or faster processor; 512MB of RAM; 1GB
recommended; A CD drive is required for installation of
boxed product software.



Strengths: Very easy to use database program, significantly improved import functions, terrific visual layouts, ability to import or export completed templates.

Weaknesses: Still lacks sufficient printing abilities.

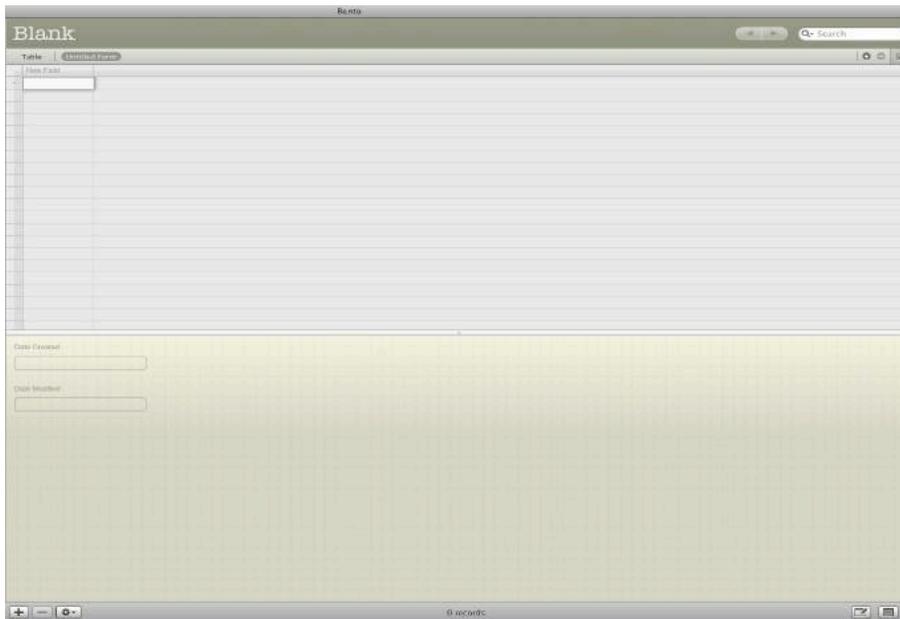
Previous Reviews: Ted's previous review or Harry's previous review.

For a demo of this product: Visit Bento's main page and click on the "Try Now" link.

Bento 2 is the latest revision of Filemaker, Inc's consumer level database program. We reviewed the first version a few months ago, and while we liked it, there were a couple of short comings that prevented us from giving Bento top marks. As can only be hoped for in the real world, the people working on Bento listened to us and their other customers, and made some significant improvements to this program.

In this follow up review, I won't go into a lot of detail on how Bento is used. That really hasn't changed from version 1. If you didn't read our previous review, I suggest you take a look at them first. Take a look at Harry's review, or take a look at Ted's review.

In a nutshell, Bento is a database program. It was designed by the people who are experts in database programs, the people who created Filemaker Pro. However, Bento is aimed at the home and small business user market. It doesn't have the tremendous power of Filemaker Pro, nor doesn't it have the exhaustive learning curve! Perhaps more importantly for a lot of people, the price is significantly less than Filemaker. But I should add, it is still a pretty powerful program.

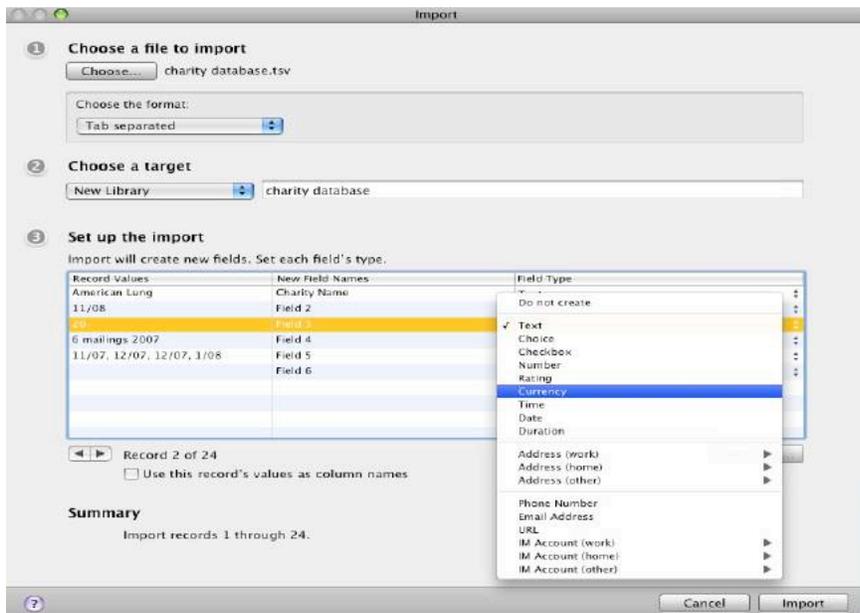


(New feature - you can split the screen to see 2 views at once)

Here are the highlights of the update, as I see them.

Bento 2 is integrated with Apple mail. This means you can drag email messages associated with a particular project into a special email field. With the link to the message in Bento, you can review, forward, or reply to the message from within Bento (it automatically runs Mail when you need it). So instead of opening Mail, then creating a special mailbox for the project or event, you can use Bento to keep track of various aspects of the event (names, addresses, dates, and so forth), then include the email associated with the project as well, making it easy to organize the event and the email associated with it.

What if you need a map to the event you are organizing with Bento? With Bento 2 you can easily access Google maps by clicking on a button in the address field, this sends the information as a Google map search to Safari. You can also use Bento to create a trip to or from the address. This feature would be useful when inviting a group of people to an event. Use their address information to create a customized map for each of them, and email or snail mail this to them. Great feature!



(Lots of options when importing a database)

Bento 2 now has the ability to import from several different programs. You can import from Apple's Numbers, Excel, and AppleWorks. If you read my previous review, I mentioned that one of my main purposes for wanting to use Bento was to be able to leave AppleWorks behind. I used AppleWorks to maintain a few databases such as one for tracking charitable contributions and another for membership of a computer club. I couldn't do this import with the first version. With Bento 2, I can now import these databases and start adding features right away. The import process for AppleWorks is a bit odd, but it does work. All it requires is that the AppleWorks database is saved as a text file. This puts the data in the correct format for importing. The problem is that my version of AppleWorks didn't add the three letter file type designator onto the file name. All I had to do was use the Finder to add the ".tsv" to the end of the file name and Bento was happy to import it.

The import process is very nice. You can name each of the fields, and see how the data of one record looks with these titles. It will also use the data of the first record as the field names (some programs export this information as the first field). The import window shows a three step process. First you choose the file to import and tell Bento how the data in this file is stored (comma, semicolon, or Tab separated), choose a name for the new library (Bento will automatically select the name of the file as the name of the new library, so it's a good idea to name the file what you want when you save it to save a step), and then name the fields and show the type of data that is contained in them. Finally select import and you now have access to the data in Bento.

Bento 2 has some improved printing features (but not enough to satisfy me!) Say you create an inventory of teddy bears you have collected, and what to visit each bear, perhaps to gather some information about them. In order to make sure you don't miss anyone, you want to bring a copy of the list along with you. You might also want to make some notes as you go. You could bring your MacBook along with you, but it might be easier to just take a paper list and a clipboard. Bento 2 allows you to print a list in table form. Giving the user to take a simple paper copy along!

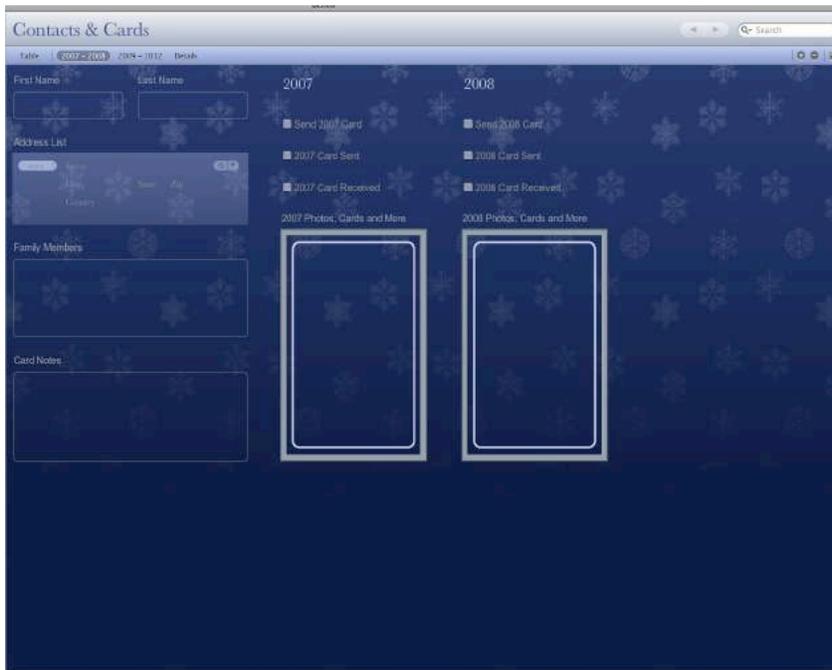


(creating a new field in a database)

Where Bento still lacks, IMHO, is with printing labels. It still tries to pass this task along to Apple's Address book. While this is terrific for people who have their entire address library in Address book, it is of no use for people who don't. We recently celebrated an anniversary and decided to share our even through a party. We decided to invite 20 people to celebrate with us. The list included friends and some family members. While the friends are in my address book, some of the family members (my wife's side) were not.

We decided to use this event to see how Bento could help us with organizing it. My wife gave me a list of the invitees, as an export from Filemaker, which she uses to keep track of her addresses. I easily imported the list and all the critical information she wanted to track. I then used some of the nice features of Bento to track emails, directions, responses, and even a reminder to send a thank you card. However, when I came to the task of printing labels to mail the invitations or the thank you cards, I couldn't. I guess I could have entered the missing addresses into my address book, then created a subset of my address book by selecting the 20 records, but I was looking for a complete solution from my created database.

If you recall, Bento makes use of templates. The program comes with a number of them which can be used to begin some very nice layouts. You can also create your own. A feature new to Bento 2 is the ability to export and more importantly import templates. Say a friend creates a template you see that makes a lot of sense to you. She can export the template and share it with you. As we were going to press, Filemaker Inc. released a winter holiday template pack. Which leaves me to believe that Filemaker might release other enhancements in the future. A great idea to add value to this program. The holiday template pack is a free download for Bento customers. One, gives one the ability to track the sending and receiving of holiday cards, which I thought was really cool!



(Holiday theme and template - cool!)

Using these templates and themes make working with the database more than just organizing, it makes it fun. All you need to do it to extract the data from an existing database or enter the new data. While the appearance is not truly important, it is fun and just nice ☺ .

In the first version of Bento, if you wanted to edit a layout, you clicked on the edit button and went into the editing mode. In version 2 by just clicking on the outside of a frame window, you are brought into the editing mode. This can be better or worse for you depending on how you use your Mac! I personally found it took a little getting used to.

There is a lot more to this program, so definitely take a look at it if you are interested. For a while at least, they are offering a free 30 trial period of Bento. So don't take my word for it, download it and try using it yourself. I think you will be happy!

Overall, I am really happy with this new revision of Bento. It adds a lot of nice features, fixes a number of things I didn't like in the first version, but it still lacks what I would like for printing features. With that said, this is the best consumer level database program I have ever used. It makes full use of the Mac's great graphic abilities, is very easy to work with, and with themes and templates, it makes creating new databases easy ad a lot of fun! It is a great move up for people who use AppleWorks for database purposes. I highly recommend this program.

Bento Version 2.0v2 — A powerful but simple to use database

Reviewed by Harry {doc} Babad © 2008



FileMaker, Inc.

<http://www.filemaker.com/products/bento/features.html> For a 30 day demo of this product click the *Try It* button on Bento's website.

Cost: \$49 USD List, \$45 Street; £29.95, UK.

Languages: English, Dutch, French, German, Italian, Spanish, and Japanese

Documentation: A PDF formatted 100 Page, well illustrated and easy to use *Users Guide* is provided

Requirements: Bento requires Mac OS X v10.5.4 Leopard and will not work with earlier versions of the Mac OS. A Mac computer with an Intel, PowerPC G5, or PowerPC G4 867 MHz or faster processor 512MB of RAM; 1GB recommended. A CD drive is required for installation of boxed product software.

Users: All – Any one needing a personal or small business database that doesn't require network accessibility.

Strengths: Too many to list, this is a vastly improved product

Weaknesses: Ted Bade mentions its still lacks some printing options, which I don't use or can work around.

Previous Reviews:

Bento 1.0v2 – A FileMaker Pro Users Perspective by Harry {doc} Babad.

<http://www.macompanion.com/macc/archives/June2008/Software/Bento.htm>

Bento Version 1 by Ted Bade

<http://www.macompanion.com/macc/archives/April2008/Software/Bento.htm>

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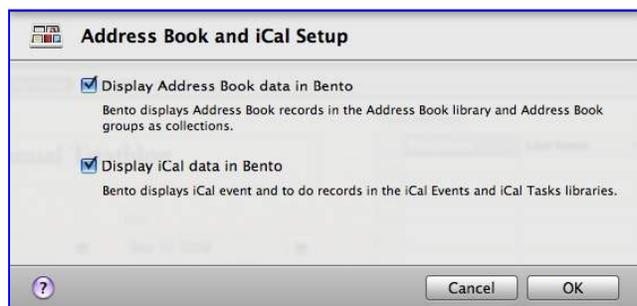
The software was tested on a Reviews were carried out on my iMac 2.8 GHz Intel Core 2 Duo with 2 GB 667 MHz DDR2 SDRAM running Mac OS X Leopard



version 10.5.5.

Introduction and Publishers Description

The new personal but significantly updated database from FileMaker, Inc. is claims it's developer, as easy to use as a Mac. I agree. Bento organizes all your important information in one place, so you can manage your contacts, coordinate events, organize and track projects and events, prioritize tasks, and more — faster and easier than ever before. With Bento 2 you can organize just about every type of information you have and will need — all from one place.



This major new release has a smoothed out the interface, so it interacts much better with key Macintosh native utility applications such as Mail, iCal and the Address book. Not all such connectivity is new, but the integration is now easier, more strain free.

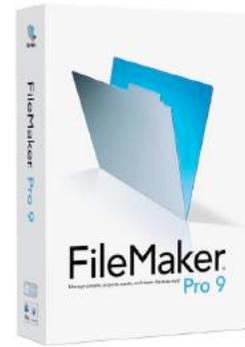
Note: There have been a number of posted complaints about such Mac-App integration, but they provided no details on the user's system configuration.

Getting Started

The installation process and getting started are comparable to Bento 1, so I'll skip all that. One expects, FileMaker, Inc., which is owned by Apple to get that sort of thing right –it did. I'm also not going to give you a play-by-play of the tests I ran; they were described in great detail in my earlier review. Suffice it to say the problems I had with the original version have disappeared. Whether it's the upgrade or my greater familiarity with the product is a *chicken and egg* dilemma.



Review Perspective — I am one of the folks, my readers may remember, who use few, if any relational aspects that form the roots of the powerful FMP software. . I also make little use of Apple's address book and no use of Mail. I am a devout Eudora user, till future OS changes *do us part*. In essence, I repeated, taking advantage of some smartness pills I consumed (e.g., learning curve), testing the migration of my FMP files to Bento.



My individual active media plus FMP database documents, all in flat file formats, still include:

- *Addresses* — (5 items that could be integrated) — Professional, Family & Friends, Our now closed Crafts Business Customers, Musicians & Craftsmen Contacts, and Stuff Suppliers.
- *Books* — Science fiction & fantasy, Mystery & other fiction. I just started cataloging my large collection of cookbooks as a separate database. My music book library is likely next.
- *Media Collections* — CD's & DVD, Vinyl [LPs mostly but some 78s] as separate files. I had several years ago retired an extensive cassette collection, mostly home backups of my LPs.
- *Collectables* — Fine art, Beanie Babies and other collectable goodies my wife loves.
- *Technical Document/Bibliographic Indices* — A listing of documents on science and technology topics I've collected, and their locations. The records contain document abstract, biographical information, and key word listings

More Rambling's on The Product

Overall Description of Bento Data Display Capabilities — “The data can be displayed in a table, spreadsheet style, or, more usefully, in a form view, which shows the data for a single record. You design the form by dragging and dropping individual fields, such as name and street address, where you want them. Each library or collection can have multiple forms, each showing a different aspect of the data. For example, you might have a view that shows the tasks associated with each team member and another that shows the team members linked to each task.”

Reference: From Stephen H. Wildstrom' Tech and You column in the February 6, 2008 issue of Business Week Magazine.

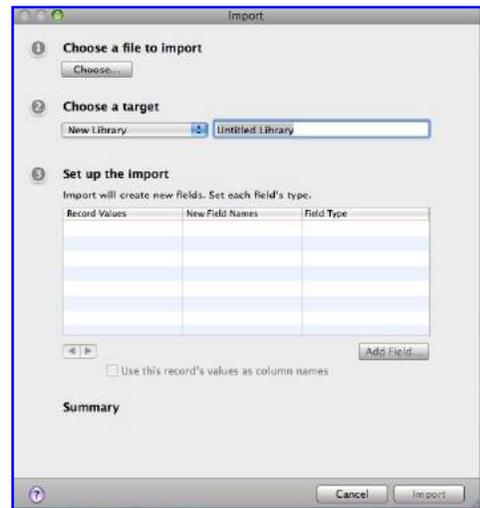
[\[http://www.businessweek.com/print/magazine/content/08_07/b4071076622275.htm\]](http://www.businessweek.com/print/magazine/content/08_07/b4071076622275.htm)

More on Viewing Your Data — I was delighted to discover the new ways to view, enter and update information that make Bento even easier to use and customize. No its not FMP, but for most of my uses, cataloging information, FMP has long been overkill. The product's excel-ability of both *.xls* and *.xlsx* data makes it easier to share information and to extract the information from

FMP files. The product also works with Apple's iWorks Numbers spreadsheets, a boon for the folks who prefer not to use MS Office. The so called "views" seem comparable to the reports and views in FMP, are date subsets if you only want to spotlight a portion of your data set or to pass it on only the subset. These in Bento are called Collections.



Fields and More Fields — Bento 2 has more flexibility than in Bento 1, for both creation of fields and searching them. You can search numbers as text – addresses or zip codes – these allow no calculations, which of course makes sense. You can also deal with numbers and operating on them. For example a number such as money allows calculation, while dates and time have different sorting rules. Bento can also accommodate and search URL and eMail addresses placed in special fields that are easy to create. A unique feature of Bento is its ability to create a single field for an address that contains all the subfields you need to store a complete address (e.g., Street, City, State, Zip Code and Country.) I've not yet figured out how to do this in FMP.



Importing Spread Sheet Based Data – If you're working with lists in spreadsheets, it's relatively effortless to bring them into Bento for iTunes-style searching, quick sorting and instant summary stats. This is important to me because I get much information in Excel format. For example, I recently got the results of a technical librarian's in depth search for outstanding foreign nuclear scientists. I hate working in Excel – it is an alien creature compared to the search flexibility of non-number data that a database provides

Creating New Databases — FileMaker Inc., on their website, lists 50 named database templates you can create. Those are built by customizing a dozen templates by adding or changing field names, descriptors, layouts, and as

needed field type, to meet your needs. You can also, import template from databases created by friends and those being created by FileMaker Inc. and likely others.

Backing Up Your Data Files — I was impressed with this section of the users manual. Backing up your data is an oft forgotten task.

Discomforts

- No apparent ability to password protect files – This is the only, to me, serious lack.
- No label printing capability. I use MS Word to work around this weakness, but a direct solution would be helpful.
- Lack of an upgrade price for Bento 1 users is disappointing. These are the folks who should be evangelists for the product. Such loyal users should be rewarded by reducing the price a shekel or three.
- Auto formatting of new entered field leaves more white space than I'd like. I hate tweaking complex record formats in FMP, but least I can get the look I want.
- I'd prefer standard semantics for items such as themes, templates, records, reports, and layouts (data views.) Some users will indeed have their needs expanded, and the “cutesy” terminology used by Bento developers will not serve them well when they update to a heavy-duty database like FMP or Oracle. Words like “library (database) or collection (report)” in lieu of database centric terms.

If Wishes Were Horses...

File Encryption– File Security – Advanced Encryption Standard ([AES](#))
128 Bit Encryption.

Conclusions:

I'm an experienced FMP and before that the now buried and long gone MS File user. Therefore, I am familiar with the vocabulary, underlying assumptions and operating modes that power a database. However, even if you're new to the Macintosh or to databases, it's never been easier to get organized thanks to ready-to-use templates and themes for personalized database construction designed by FileMaker's developers and creative staff.

As noted in my Bento 1 review, having read the reviews and other information that both announced the updated version–Bento 2, I decided to again review the product from a FileMaker pro [FMP] user perspective by shifting information to Bento 2. I have long grudgingly kept up with FMP upgrades. This is not because I needed the newer features — I don't. I was however trapped in the Macintosh OS update mode; an update or abandon your key applications upgrade *do-loop*. I am very glad I did!

The Future — Bento 2 comes a lot closer to my needs. It provides a clear path to transferring my data from FMP. Some of you might say my hesitation is not about the actual product, but rather with a lack of time to make the transition to Bento. After all, I am licensed for FMP, and of course familiar with it. All it would likely take to push me over would be the addition of strong encrypted file protection. All it would likely take to push me over would be the addition of strong encrypted file protection for my household financial records.

Recommendation:

Bento 2 begins to fill a serious need for a Macintosh entry-level database. Although not perfect, by flat file database standards (e.g., the early versions of FileMaker) it is such a vast improvement that it is a delight to rate it more highly than version 1.

In many ways, all positive, Bento is to FileMaker Pro as Photoshop Elements is to Photoshop. It's a great buy for a full-featured piece of software at less than a fourth of the price. Like me, there are many FMP users for whom that sophisticated and powerful program are overkill. As is the price, for home or small business users, the products flexibility and ease of use make it well worth \$50. It fully deserves a 4.5 macC rating.

PS

I agree with Applelinks' Gary Coyne...

[http://www.applelinks.com/index.php/more/filemaker_pro_and_bento_2_data_base_programs_side_by_side/%5D] "As a FileMaker Pro user, I would prefer to have FileMaker, Inc. provide a simple flat file FileMaker application and sell it for \$80-100." No new vocabulary and all the features I loved and still know to use from the earlier versions, but of course totally Leopard compatible.

There are fewer illustration is this review than is usual because most of the improvements in version 2 are under the hood, invisible to users.

In addition, some of the negative reviews on this product focus on lack of an upgrade price. For software priced in the hundreds of dollars, upgrade offers are traditional. For \$50 software packages undergoing major updates, it a loss leader an unreasonable demand even before these troubled times.

Harry {doc} Babad

ConceptDraw Office 1.1 Project Management Suite

Reviewed by Robert Pritchett

ConceptDraw™

CS Odessa, LLC
1798 Technology Drive, Suite 244
San Jose, CA 95110-1399 USA
1 (877) 441-1150
1 (408) 441-1150
Fax: 1 (408) 441-1138

Or

CS Odessa, Ltd.
29 Frantsuzskiy Blvd.
Odessa, 65044 Ukraine
Fax: +38 (048) 728-6661

info@conceptdraw.com

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

Release: Nov 11, 2008 Update. Original release – June 17, 2008.

\$500 USD

Try before you buy:

http://www.conceptdraw.com/scripts/resources/dwndtrial_cdo.php?cdo_button&prod=office&platf=win&lang=en

Comes With:

Requirements: Mac systems - Mac OS X 10.4.10 or later, G4 or later, 1GB RAM, 650 MB hard drive space, DVD-ROM.

Windows systems – XP/Vista and similar hardware requirements.

FAQs: <http://www.conceptdraw.com/en/resources/faq/cdoffice.php>

Training: http://www.conceptdraw.com/en/products/cdoffice/learning_center.php

Strengths: Brings three great technologies together into one toolbelt.

Weaknesses: I'm still looking for the "bring it all together" app. They claim they use InGyre technology to copy/paste between apps. It's not seamless yet.

Other Reviews:

<http://www.macompanion.com/macc/archives/February2008/Software/OdessaTools.htm>

<http://www.macompanion.com/macc/archives/September2007/Software/Project3.htm>

<http://www.conceptdraw.com/en/resources/reviews.php?pg=office#officereview> and if you look closely, they have reviews back to 2005 from us, however, we retired the link, so it is time we did this review.



Introduction

After 15 years, CS Odessa celebrates with the 1.1 release of ConceptDraw Office – <http://www.conceptdraw.com/en/company/birthday15.php>

The unique business software solution that combines business productivity methods and data visualization with project management technologies.

ConceptDraw Office covers all aspects of managing business processes, including creative work, team management, project planning, information management, tracking and reporting.

- A mind mapping and brainstorming tool for use in creative work environments with daily workflows.
- The professional business graphics tools to enable the creation of effective visualization of information and processes with professional and impressive presentation.
- The project management software designed to enable you to efficiently plan and implement a number of projects simultaneously.

What I Learned

Screenshot Tour - <http://www.conceptdraw.com/en/products/cdoffice/screenshots.php>
They seem to have taken the Mac OS X Core Animation function to heart with the screenshot tour.

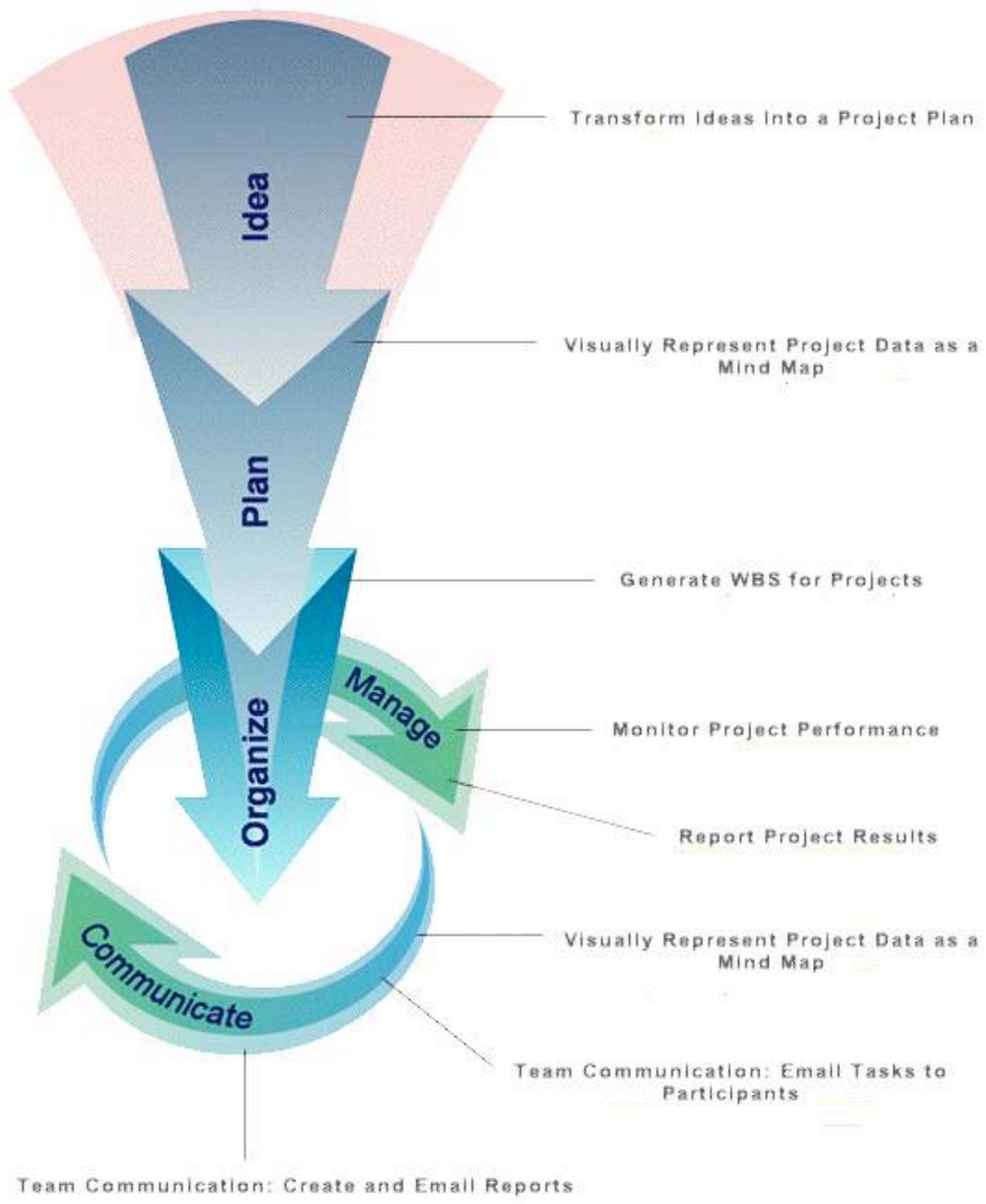
As you can see from our **Other Reviews** listed above, we've been here before – http://www.conceptdraw.com/en/products/cdoffice/how_it_works.php

Training pack - http://conceptdraw.cachefly.net/materials/ConceptDrawOfficeTrainingPack_mac.zip

So What's New?

Version 1.1 includes the following;

- Flexible Export to Power Point from ConceptDraw MINDMAP - With extended export options, you can now export your mind map as an Outline or as a Map/Slide Show to design professional PowerPoint presentations.
- New Ribbon Interface library in ConceptDraw PRO - Allows specialists to design "Ribbon-style" user interface for software applications.



What's Missing?

Real integration on the order of Adobe Creative Suite bridging software. They claim to be using InGyre technology - <http://prmac.com/release-id-2014.htm>, but I guess I'm looking for real integration instead of a copy/paste function. There are three apps bundled together in one package. There is no "overall screen" these work under, as far as I can tell. Perhaps that will be made available in the next release. We've been watching this mature over the last 15 years. CS Odessa has made some fantastic progress recently.

The reason why the hard-copy manual is twice as large as the electronic version, is because it is printed twice, repeating chapters all over again on page 219. Oops!

Conclusion

When involved with Project Management, there is a lot of teambuilding and development going on, no matter the size of the project. CS Odessa has brought together 3 legs of the Project Management stool and made it function cross-platform. This does a great job competing with Microsoft Project and Visio (which by the way, still has not been made available to the Mac).

Nonlinear Educating Device (N.E.D.) 3.0.1

Software Tutorial-Video Player

Reviewed by Robert Pritchett

 <p>macProVideo.com PO Box 93598 Vancouver, BC V6E 4L7 (604) 628-7981 Contact Form: http://www.macprovideo.com/contact/ http://www.macprovideo.com/meetned/ Released: Version 1 of N.E. D. April 23, 2007. Version 3.0.1 November 13, 2008. (N.E.D. 1 is available for Mac OS 10.4/10.3)</p>	 <p>N.E.D.</p> 
<p>Demos: http://www.macprovideo.com/account/demos Requirements: Mac OS X 10.5 or later, QuickTime 7 or later. G4 or later. A healthy Internet connection is recommended, but it will work with 56K Modems. Tutorials range from free up to \$50 USD</p> <p>Strengths: This training app manages your tutorial downloads, which allows you to begin watching your training almost immediately (videos download incrementally in the background).</p> <p>Weaknesses: Previous versions had less intuitive download controls; N.E.D. 3 seems to meet the "third time's a charm" rule!</p> <p>Forum: http://www.macprovideo.com/forum/</p> <p>Reviewed with Mac OS X 10.5.15 and MacBook Pro 17".</p>	

Introduction

macProVideo has released N.E.D. 3, which allows for downloading and running tutorials within the N.E.D. structure on the Mac. Many of these are for professional packages from Apple and many others, which are masterpieces on the Mac but not made by Apple. This is the list of trainers - <http://www.macprovideo.com/trainer/all>. Videos can begin immediately after download. The Photoshop CS4 101 tutorial had 42 sections, but I could begin without having to download all of them before starting training. The other lessons downloaded behind the scenes.

Apparently, if you have a Mac with a Remote, it also works with N.E.D.3. If you feel a need to save to CD or DVD, you may from inside the app as well.

Videos can be resized on the fly without degradation and run at 1024x768.



What I Learned

The few tutorials I've downloaded have been first rate, quality by excellent presenters. These are designed to get you up-and-running in record time. Because there are both an N.E.D update and a purchased Tutorial Update function, it would appear that these paid-for tutorials *will* stay current with their targeted apps as long as the apps are supported by their developers. This sets macProVideo apart from the competition in the tutorial market.

I like the way the flow-as-you-go works with the segment-to-segment education process. The segments are short enough to get the idea across so I can stop, go try it and come back to continue on to the next concept.

Previous versions of N.E.D. had issues for the Mac. This one seems to have overcome those. While doing this review, the 3.0.1 update arrived. The new dock icon as shown above seems to be a bone of contention for some users. It doesn't bother me.

I got this message back from Gosia Zobel, regarding where the tutorials are located, since I was initially unable to locate them;

"NED 3 saw a massive overhaul to the entire download management system. Previous versions use a web-based download manager that some users found to be less intuitive than if it were program-based; as such we implemented built-in download management controls. Additionally, we overhauled the general look and layout of the player controls, and gave 'N.E.D.' a more human feel, with our new icon."

"The tutorials aren't hidden, they are stored in Documents > NED as .prgm files."

Now that I can see the size of the files, I would suggest that you be connected to a broadband Internet connection, because you will probably not like a 56K modem to take hours to do a download. Both the Flash CS4 101 and Photoshop CS4 101 tutorials are 914.4 MB and 892.2 MB respectively.

Conclusion

N.E.D. 3 is an excellent way to keep up-to-speed on training and education regarding Mac-based professional apps. And the pricing structure is much better than that found with the competition. Having a path available for updates and access to literally thousands of lessons makes this a viable option for enterprise-level training.

VectorWorks Designer 2009 with Renderworks and ServicePack 1

Reviewed by Robert Pritchett



Nemetschek
Riverwood Drive
Columbia, MD 21046
410-290-5114

FAX: 410-290-8050 7150

<http://www.nemetschek.net/>

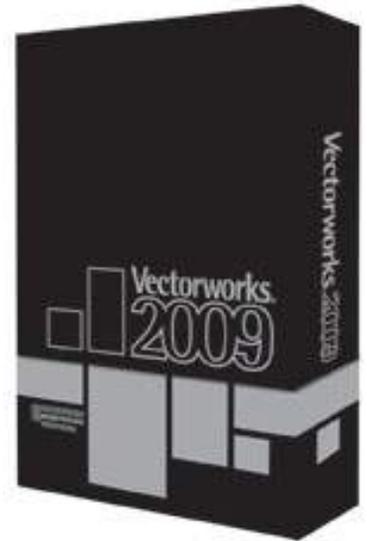
<http://www.nemetschek.net/upgrade/>

Released: September 15, 2008

Service Pack 1 Updates Released November 19, 2008:

http://www.nemetschek.net/downloads/fundamentals/2009/2009SP1_Notes.php

\$1895.00 USD <https://secure.nemetschek.net/estore/>



Videos:

<http://www.nemetschek.net/training/library.php?movie=2009movies>

Features:

<http://www.nemetschek.net/designer/new2009php?feature=interface>

Renderworks Feature List:

<http://www.nemetschek.net/renderworks/featurelist.php>

What's New:

http://download2.nemetschek.net/www_misc/2009/VW2009_w_hats_new_brochure.pdf

The Parasolid Advantage:

http://download2.nemetschek.net/www_misc/2009/ParasolidAdvantages.pdf

Feature Matrix:

http://download2.nemetschek.net/www_misc/2009/2009FeatureMatrix.pdf

Others: <http://en.wikipedia.org/wiki/VectorWorks>

Training: <http://www.nemetschek.net/training/index.php>

Training CDs: \$100 each USD <http://www.nemetschek.net/training/trainingcd.php>

Webinars: <http://www.nemetschek.net/training/vlearning.php>

Requirements: Mac OS X 10.4.10 or later, QuickTime 6 or later, PowerPC G4 or later, DVD-ROM, 2 GB RAM, 6 GB hard drive space. For Windows – XP SP2 or later, QuickTime



6.5.2 or later, Pentium IV or newer and same DVD-ROM and space requirements as Mac.
Comes with: HASP dongle, DVD.

Strengths: Ease of Use, Documentation, Support, Forums, Training and way out in front of the competition.

Community: <http://www.nemetschek.net/community/index.php>

Gallery: <http://www.nemetschek.net/gallery/>

Useful Sites: http://www.nemetschek.net/community/addons/other_links.php

3rd-Party Plugins: <http://www.nemetschek.net/community/addons/plugins.php>

Symbol Sets: <http://www.nemetschek.net/community/addons/symbols.php>

Textures: <http://www.nemetschek.net/community/addons/textures.php>

Other Reviews: <http://www.nemetschek.net/news/reviews.php> including our quote from our Nov. 2007 review.

Earlier Reviews: Vectorworks Designer 2008

<http://www.macompanion.com/macc/archives/November2007/Software/Vectorworks2008.htm>

Version 12 -

<http://www.macompanion.com/macc/archives/january2006/Software/VectorWorks12.htm>

Installed on a 2.6 GHz MacBook Pro with Mac OS X 10.5.5 and 4 GB DDR2 SDRAM.

Introduction

For the designer who needs it all, Vectorworks Designer 2009 has it all. A brand new offering, VectorWorks Designer combines all the exclusive technology found in VectorWorks Architect, VectorWorks Landmark, VectorWorks Spotlight and VectorWorks Machine Design into one easy-to-use program. It's the ideal solution for multi-disciplinary firms and designers who do it all.

Set Up

The HASP dongle was required for this version of Vectorworks Designer 2008. "No dongley, no worky." And the Service Pack 1 was released about 1 month after I received the much smaller package of Vectorworks, compared to the 2008 version. The package stores much more nicely than the older version. One DVD. One Dongle. I also receive two training DVDs for Architect and Landscape. Designer is the version that "has it all".

What I Learned

In two words; Parasolid 3D. This is an industry standard solid modeling tool for 3D design. It is the "heart" of Vectorworks 2009. By implementing it, Vectorworks has improved throughput by a factor of 5. It also combines NURBs with solids. Curved, smooth shapes can now be rendered.

In three words; Do more, period. This is a productivity tool like you've never seen before. It even plays nicer with others than before with the import and export features.

There are no less than 12 feature demos available online.

And yes, the 3Dconnexion device does work with it -

<http://www.macompanion.com/macc/archives/March2007/Hardware/SpaceNavigator.htm>

Have you heard of BIM?

http://en.wikipedia.org/wiki/Building_Information_Modeling This version of Vectorworks 2009 integrates it seamlessly into projects, thus reducing any errors, offsets or conflicts between a various disciplines involved in facility design.

Get snapping. They took the drudge work out of Vectorworks 2009 by automating snap functions.

And you buy this for its 3D capability. In four words – robust, precision, reliability, speed. The 3D Power Pack tools are included.

Rendering is now fully integrated. Renderworks is no longer a separate program. Texturing has been made easy.

Training

The prices for the training packages dropped from \$450 down to \$100 each. Who else does that in this industry?

Also check this out - http://www.nemetschek.net/training/free_resource.php

<http://www.nemetschek.net/training/guides.php>

With this much help, you *know* they want you to succeed!

Conclusion

Are you kidding me? If you are in the AEC industry, run, don't walk to get this version of Vectorworks. It puts the competition to shame!

If you don't believe me, read the info in the links, watch the videos and follow the tutorials.

macCompanion Annual Index - 2008

Name	Section	Month
<i>Illustrated Guide to Astronomical Numbers, First Ed.</i>	Books	January
<i>Camera Raw with Adobe CS2</i>	Books	January
<i>Filemaker Pro 9: The Missing Manual</i>	Books	January
<i>iLife '08 - Apple Training Series Ed.</i>	Books	January
<i>The Lego Mindstorms NXT Idea Book</i>	Books	January
<i>Mac OS X Leopard Phrasebook</i>	Books	January
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<i>Flash CS3 Professional Dynamic Learning Series</i>	Books	March
<i>Illustrated Guide to Astronomical Wonders</i>	Books	March
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<i>Art of RAW Conversion: How to Produce Art-Quality Photos with Adobe Photoshop CS2 and Leading RAW Converters</i>	Books	April
<i>Exposure and Lighting for Digital Photographers only</i>	Books	April
<i>How to Do Everything with Online Video</i>	Books	April
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<i>Real World Mac Maintenance and Backups</i>	Books	April
<i>The Unofficial Lego Mindstorms NXT Inventors Guide</i>	Books	April
<i>Cross-Platform Development in C++</i>	Books	May
<i>How to Do Everything with Your iPhone</i>	Books	May

<i>How to Do Everything with YouTube</i>	Books	May
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<i>Color Confidence: The Digital Photographer's Guide to Color Management, 2nd Edition</i>	Books	June
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<i>iMovie '08 & iDVD: The Missing Manual</i>	Books	June
<i>iPhoto '08: The Missing Manual</i>	Books	June
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<i>Getting Started with Flex 3: An Adobe Developer Library Pocket Guide for Developers, 3rd edition</i>	Books	August
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<i>The LEGO MINDSTORMS NXT Zoo!</i>	Books	November
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<i>Innovellis BudFits</i>	Hardware	July
<i>C.E.O.™ Premiere for iPhone 3G</i>	Hardware	July
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<i>MARWARE Sportfolio Blue for MacBook Pro 17"</i>	Hardware	August
<i>The Amazing Soaripod</i>	Hardware	August
<i>Tom Bihn's Ristretto Messenger Bag</i>	Hardware	August
<i>Falcon 3G Series Online Uninterruptible Power Supply (UPS) Plus 800 VA to 6KVA</i>	Hardware	September
<i>Pinnacle Video Capture for Mac, aka Dazzle</i>	Hardware	September
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<i>Nonlinear Educating Device (N.E.D.) 3.0.1 Software Tutorial-Video Player</i>	Software	December
<i>VectorWorks Designer 2009 with Renderworks and ServicePack 1</i>	Software	December

Note: The Annual Index was compiled by Wayne LeFevre.

For "Greenware", check the website – <http://www.macompanion.com>

Advertisers Index

A Better Handyman and Contractor Service

<http://www.abetterhandyman.net/aboutus.html>

Apple Corporation

<http://store.apple.com/AppleStore/WebObjects/BizCustom?qprm=484614&cid=AOS-US-KOW-BPRO&aosid=p212&kbid=1137>

Amazon.com - macCompanion Store

<http://www.amazon.com/gp/homepage.html/002-5842389-7443202>

AprèsVin

<http://www.apresvin.com>

Century Roofing

<http://www.centuryroofing.biz>

Concert or the Living Waters Live H2O

<http://www.liveh2o.org>

Evo Networks

<http://www.evonetworks.com>

H2O Hybrid Pro

<http://www.h2ohybridpro.com>

OxySilver

<http://www.oxysilver.com/index.asp?AffID=108>

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<http://www.peswiki.com>

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<http://www.synergycentre.net>

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Contact Robert Pritchett, our Ad and Marketing Director, for working through the process of advertising with us.

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 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.macompanion.com/bazaar/bazaarindex.html>

Sponsorships

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

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

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