

# MugShots

Volume XI

Issue #6

JUNE, 2003

## Apple Unveils G5 Computer, Doubles Power

*By Duncan Martell*

APPLE COMPUTER INC. ON MONDAY introduced new Macintosh computers that use its "G5" microprocessor, a design by International Business Machines Corp. that can handle twice as much data at once as traditional PC microchips.

Apple also said at the developer conference in San Francisco that its new online music store had sold 5 million song downloads since its inception eight weeks ago, or an average of 625,000 songs a week or more than 89,000 songs a day.

"It looks like it's slowing a little bit, but that was expected," said Rob Enderle, an analyst with market research firm Forrester, of the rate at which online songs are selling.

Apple plans in August to begin selling three models of desktop computers based on the G5 chip, which can manage 64 bits of data at once, compared to 32 bits for traditional home computers.

Chief Executive Steve Jobs told the developers that with the new Macintoshes Apple has topped its main competition, Microsoft Corp. Windows-based PCs, which use chips from Intel Corp. and AMD that run at faster rates—measured in gigahertz—than those in current Macintoshes.

"We can clearly say we've caught up with the PC and passed them," said Jobs, dressed in his trademark outfit of jeans and a black shirt, to applause from an audience of 3,800.

With an August launch, Apple will become the first to introduce a personal computer with a 64-bit chip, just beating to the punch Advanced Micro Devices Inc., which plans in September to launch a 64-bit chip for desktop PCs running Windows.

There has been speculation that Apple would eventually use Intel chips and the announcement on Monday does not change that, Enderle said, adding that he still expected Apple to announce next year it will use Intel chips.

"I think chances are like 8 out of 10 they will go with Intel," Enderle said. "I know that he's

(Jobs) been over at Intel an awful lot and Intel has been over with him quite a bit."

A spokesman for Apple declined to comment.

Whether consumers will embrace the new technology quickly is an open question, however, since to date only business machines meant to manage networks have used similar chips.

Most advances in home PC chips so far have simply made them run faster, but a 64-bit chip is fundamentally different. To take full advantage of the new chip design, software must be rewritten, although the Apple/IBM and AMD chips are built to be compatible with older software, as well.

Designing a microprocessor is a long, complex process and manufacturing them is expensive. Additionally, Jobs said that G5 chips running at 3.0 gigahertz are due out within the next 12 months.

*Continued on page 10*



JULY 2003 CALENDAR						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	BUS TRIP TO MACWORLD	18	19
20	21	22	Executive Committee Meeting 8 P.M. AHT Lounge	24	25	25
27	28	29	GENERAL MEETING 7:30 P.M. GCC AHT RM. 500	31		

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## From the Editor

# Mugsnidge Mutterings

Big doin's in the Mac world, folks. The G5 has arrived. Whoooooeeeee! Two gigahertz doubled (yeah, dual processors). You do the math—two times two is FOUR GHz, and with 64-bit addressing, that gives twice the speed times twice the data. Maybe this is an oversimplification, but if you read the cover story (which is really an editorial) you can sense the skepticism (or is it fear) of the Wintel world. There's even an allusion that perhaps Steve will court Intel because of the speed advantage of the Pentium chip, which reportedly runs much hotter than the IBM chip in the G5. And with 3GHz is on the horizon, who needs Pentium?

Apple, via Steve Jobs, always seems to manage a surprise for big events. In this case it was the opening of the Worldwide Developers Conference on June 22. So what's in store for MacWorld Expo in July? It's anybody's guess. If you prioritize the Developer's Conference and MacWorld Expo, which would you think was more important? The Developer's Conference courts the software manufacturers and vendors, while MacWorld Expo caters to you and me, the consumers. We get to purchase the product, be it software or hardware, for what sometimes seems to be a considerable sum of money. Technology has always been expensive unless you harness its power through a profit-making enterprise. With Apple Computer, the communications industry has been the principal pillar of support through the dry years, and Apple has responded with industry-leading software and hardware.

They challenge Microsoft through the HTML browser. Safari has been a huge success, and Microsoft has responded by dropping Mac support for Internet Explorer. How's that for capitulation?

What's next, Microsoft? There are many applications out there that emulate the various elements that are included in the Microsoft Office package. Although Microsoft has promised to continue to support the Mac platform, is that any guarantee that it will continue to do so? Office (like it or not) is the industry standard for word processing, spreadsheet and presentation software. Given all the newly available Mac software, is it really essential for the continued success of the Macintosh? Maybe yes, maybe no.

But for the moment....



## Review

## Mystery Island II

**Koingo Software** <[www.koingsw.com](http://www.koingsw.com)>  
**Requirements: Mac OS 8.6, QuickTime 5,**  
**CarbonLib**  
**Price \$9.95**

This is the type of thing that a software reviewer longs for; the review of something that is just complete fun. And I'm giddy to say that Mystery Island II provides hours of it.

Now, I should say upfront that I'm not a gamer per se. I'm not an action-based, first person shoot 'em up player. It just doesn't interest me. But I'll sit for hours, if not days, in front of something that causes me to kick my gray matter around. And that's exactly what this game provides me.

A brief overview of the story according to its creators: "You are a Navy Seal currently serving aboard the USS Volarus when your submarine is destroyed by an unidentified vessel. A Russian nuclear warship seems the most likely possibility.

"You escape the final blast and wash up on a tropical island. The situation, as you find out, is a much more grim that you originally anticipated. The fate of humankind now rests in your hands." Actually, the plot is much more futuristic than Koingo describes.

What I love about these kind of games is the attention to detail you have to pay. And all the codes and things that you have to remember. (They have a cheat sheet on their site called 'Walkthrough.' It steers you in the right direction, but doesn't tell you everything!) Which means I'll be stuck at the same level for years to come.

But I'm learning. Everytime that I die I learn one more part of the code. But this game isn't something that you'll knock off easily. It's a challenge. I guarantee you that if you try the demo and make it successfully through to the next level, once you've been told that you have gone as far as the demo version permits, you'll be fumbling for your wallet to pay the small amount Koingo charges to let you continue your addictive journey.

### Take a Trip to MacWorld Expo!

**Thursday, July 17, 2003**

**Ask Joan Balster about her  
Humanities Club bus trips to shows  
and other events in New York City,  
Washington, D.C., and elsewhere!**

## Members On Line

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**Boldface means new member this year, or change in address.**

Are you on line? Please let us know.

## SITES WORTH THE SURF

*Frank Petrie, MaMUGs etc*

### Mac News

Macintosh News Network  
<www.macnn.com>

MacSurfer Headline News  
<www.macsurfer.com>

MacInTouch <www.macintouch.com>

MacCentral <maccentral.macworld.com>

AppleAudio.com <www.appleaudio.com>

### Help and Information

MacFixIt <www.macfixit.com>

Apple Forums <www.apple.com/support>

Leoville <leoville.com>

MacNN Forums <forums.macnn.com>

MUGSNJ Message Board  
<www.mugsnj.org/links.html>

Rich Levin's BBS  
<bbs.rblevin.net:8080/~rblevin>

### Books

Peachpit Books <www.peachpit.com>

O'Reilly Press <.oreilly.com>

Pogue's Pages <www.poguepress.com>

Barnes & Noble.com <www.bn.com>

Amazon.com <www.amazon.com>

### Hardware

The Apple Store <www.apple.com>

Small Dog Electronics <www.smalldog.com>

OWC <www.macsales.com>

MacMall <www.macmall.com>

MegaHaus <megahaus.com>

J & R <www.jandr.com>

PowerMax <www.powermax.com>

### iPods

everythingipod <www.everythingipod.com>

iPod Lounge <www.ipodlounge.com>

iPodding <www.ipodding.com>

iSkin.biz <iskinbiz.wbhost.com>

### Software

Konfabulator! <www.konfabulator.com>

OS X Hax <www.osxhax.com>

VersionTracker <www.versiontracker.com>

ZDNet Downloads  
<downloads-zdnet.com.com>

MacUpdate <macupdate.com>

Macintosh Products Guide  
<guide.apple.com/index.lasso>

Apple Software  
<www.apple.com/software>

### Phun

Driveways of the Rich and Famous  
<www.driveways.com>

The Onion <www.theonion.com>

Dave TV  
<www.cbs.com/latenight/lateshow/dave\_tv>

Find A Grave <www.findagrave.com>

Northern Sun <northernsun.com>

**Review by Frank Petrie**

**iKey 1.101b1**  
**Script Software <www.scriptsoftware.com>**  
**Requirements: OS X.2; Price: \$20.00**

Every Mac user has at one point or another heard of or used QuickKeys. In OS 9 and previous iterations, that was pretty much the standard choice for automation software. But with the advent of OS X and the insatiable appetite of the UNIX crowd, there are a lot of new automation shareware apps appearing at MUCH lower prices than you may remember. Today we're going to try-out one of them, iKey (formerly 'Youpi Key').

First, simply run the installer to get started. You can import almost all of your shortcuts from Youpi Key. (If you used applescripts that referenced Youpi Key you will have to change those manually.) You can also share shortcuts and sequences with others; simply email them. And if you think your shortcut is particularly worthy, you can email it to Script Software who might put it in the package and/or online for others to enjoy.

iKey is extremely customizable. And more importantly, it is AppleScriptable. At this time, it does not have variables but the author plans to implement them soon. The Pref Pane has General, Editor, Menu, Keyboard, and Timer tabs. You can set-up iKeys to launch a shortcut or sequence either through keystrokes, the menu, or by a timer. iKey also allows you to use the same key in different sets.

And that's the most impressive thing about iKey is it's Sets management. This is the heart of iKey - it's Editor. There is one set named "Universal" which must always exist. It contains shortcuts that are active at any time, whatever application is in the foreground. This set can't be deleted and is always displayed on the top of the list.

The really nice part for intermediate to power-users (and those adventurous button-pushing newbies) is that you may create a set for any individual application you wish, and the shortcuts it contains will only be active when that application is in the foreground.

You can also customize your sequences with timed delays between shortcuts and set a sequence to repeat any number of times

In general, I found iKey to be worth its money. But I was not able to modify the Universal set as their directions instruct you. After trying their modification steps, I ended up having to delete the shortcut and quitting, then relaunching the Editor. Only then was I able to perform my modification. Hopefully this will be fixed in a future release.

Also, it would be better if you didn't have to constantly open and close the Shortcut window for the actions to be recorded. Granted you are doing the bulk of your input once but its still tedious all the same. And learning to use it was a bit of hit-or-miss affair at times but that could be easily cleared up with a rewrite of the manual.

These issues notwithstanding, iKey is a solid piece of shareware and worth its salt. Now there are other pieces of automation software out there in the same price range, so you will probably want to take a test drive before you make a final decision as to which one you like the best. But on a scale of five, I would have no problem giving iKey a solid 4 1/2.

*Frank Petrie is Technologies and Products Specialist for User Groups, Mid-Atlantic Macintosh User Groups Team (MaMUGs). He is a frequent contributor to MUGShots. Included in this issue are "The OS X Notes" on page 9 and a review of Mystery Island II (for gamers) on page 3.*

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Universal	Name	Key combo
	iCal	F3
	BBEdit 6.5	F5
	Transmit	F6
	iDisk Utility	F7
	Safari	F2
	Address Book	F4
	Mail	F1

*iKey's Universal Set containing function key shortcuts to other apps and utilities.*

# Maine School Gives Students Their Own Laptop

*By David Sharp*

**T**HE END OF THE SCHOOL YEAR is near and children are playing baseball outside. But the students in Shawn Favreau's classroom are focused on their laptop computers.

For their final social studies project, they're using the computers to create multimedia presentations on ancient Greece. Some of the Freeport



**Brooke MacArthur, left, and her classmate Lynne Elwell use laptops to research a project on ancient Greece with help from teacher Shawn Favreau in geography class at Freeport Middle School in Freeport, Maine. Maine is the only state in the country to provide laptops to seventh-graders. (AP Photo/Robert F. Bukaty)**

Middle School students find it hard to imagine going back to using just pencils and paper.

"We still do the same things. We just do it differently. The teachers are winging it. They're looking for ways to make it more interesting," said student Kaitlyn Beale. "I think it's a lot more fun."

Maine's first-in-the-nation laptop program, which covers all 241 public middle schools, has received high marks as the first full year ends this month.

The program began last fall with 17,000 seventh-graders and 3,000 teachers using the laptops. Next fall, it will be expanded to eighth-graders for a total of about 33,000 laptops in use.

In Favreau's class, the students use the computers for research, reports and e-mail. Gone are the days of turning in handwritten reports; assignments are more likely to call for students to make movies or Power Point presentations.

Next door, in Alex Briasco-Brin's math class, students used laptops for a project building model rockets. A teacher in Pembroke used the laptops to communicate in real-time with a deep-sea submersible off the coast of Africa.

One of the first things Favreau learned last fall was to sit in the back of the class instead of in front. That allows him to keep an eye on the screens to make sure kids aren't surfing or playing games.

On a recent day, his 16 students were grouped in twos as they worked on their presentations on Greece. Three were without computers: Two computers were broken and shipped off to Apple for repairs, and a third student lost his computer privileges after gaining access to the administrative password.

There have been other cases where school officials had to crack down. Soon after the program started, Freeport Middle School technology coordinator John Lunt sent an important message when he caught a student playing a computer game in class. He used his link to the student's laptop to shut down the game and trash it as the student wondered what was happening.

The laptops aren't used all the time. On a command of "lids down," the students close the computers and pick up textbooks or listen to lectures.

Freeport Middle School Principal Chris Toy said this is the first truly successful innovation he has seen in 23 years as an educator. He said using computers comes naturally to most students.

"Kids are digital natives, having grown up with computers," Toy said. "They're not afraid of it."

*Continued on page 10*



**Kaitlyn Beale works on laptop computer in her geography class at Freeport Middle School, Wednesday, June 4, 2003, in Freeport, Maine. Maine is the only state in the country to provide laptops to seventh-graders. (AP Photo/Robert F. Bukaty)**

# MAC 911 WEEKLY

**By Christopher Breen,  
Contributing Editor, Macworld  
([mac911@macworld.com](mailto:mac911@macworld.com))**

**Q.** I've heard that if you have someone's IP address you can access their iTunes music library. How does this work?

Jim Michaels

**A.** To begin with, both those on the server and client side of the equation must be running iTunes 4. If you want to make your iTunes music library available to others, you should have a permanent IP address. If you have a dynamic IP address and it changes, people won't be able to locate your Mac on the Internet.

Got all that? Now, launch iTunes 4. Select Preferences from the iTunes menu, click the Sharing button in the resulting window, and switch on the Share My Music option. Do not enable the password option.

Once you've done that, launch the Sharing system preference, click the Firewall tab, click the New button, select Other from the Port Name pop-up menu, and enter 3689 in the Port Number, Range or Series field. Enter a descriptive name such as iTunes Sharing in the Description field, and click OK. The Mac's iTunes music library is now open for business.

To access the library from another Mac on the Internet, launch iTunes 4 and select Connect to Shared Music from the Advanced menu. In the resulting Connect to Shared Music window type `daap://12.34.56.789` where 12.34.56.789 is the IP address of the Mac sharing its iTunes library.

If you'd like to listen in on others' music libraries but don't have IP addresses for any servers, check out Rob Lockstone's list of publicly available iTunes servers, The iTunes Database ([www.itunesdb.com/index.jsp](http://www.itunesdb.com/index.jsp)).

Note: A steady stream depends a great deal on the speed of both your Mac's and the server's connection to the Web. A slow connection on either end will result in an unsatisfying musical experience due to rebuffering interruptions during playback.

#### **TIP: Be Our Guest**

**Have you noticed the icon in your Users & Groups window called Guest? The Guest icon represents any users who haven't been assigned individual access privileges. Use this icon to allow or disallow guests to connect to your shared folders or disks. Even when guest access is turned on, no one but you has access to any of your folders or disks until you specifically share them.**

# Apple responds to Microsoft dropping Internet Explorer

**By Jim Dalrymple**

For the first time since Microsoft Corp. made its decision to stop development of Internet Explorer for the Macintosh, Apple Computer Inc. on Tuesday made a statement regarding the decision.

"Safari is the fastest browser on the Mac, and has become the browser of choice for millions of Mac users," said Apple in a statement given to MacCentral. "The Safari beta program has been an incredible success, and we will be releasing Safari 1.0 soon. Microsoft's Macintosh Business Unit felt it was a good time to reassign their resources working on IE to the revenue-producing Mac products they are working on, such as the next versions of Office, Entourage (including an Exchange client) and Virtual PC."

Last Friday, Microsoft officially dropped development of Internet Explorer for Macintosh. While support for the product has not ended, future updates—including one released yesterday—will be maintenance and security updates only, no new features will be introduced.

In explaining their decision, Microsoft's Macintosh Business Unit Product Manager, Jessica Sommer, cited Apple's new Web browser Safari and the fact that Apple can work with the application and the operating system like no other developer can.

"The feedback we're getting from our customers and the features they're asking for is all pointing to Apple and Safari," said Sommer. "Apple has better resources because they have Safari and the operating system."

Despite the fact that Internet Explorer development has stopped, Sommer said the rest of Microsoft's Mac product line is safe, saying the company is working hard on the next version of Office and many other products.

"We are working diligently on the next version of Office—these [IE and Office] are not connected in any way. Office is still intact and going strong—there are no plans to stop development on Office for Mac even after the next version is released."

Microsoft remains committed to the Mac, Sommer said, noting the recent release of MSN for Mac OS X and future updates to other products that are in the works.

Microsoft Corp.'s Macintosh Business Unit on Monday will make available an update for Internet Explorer for Macintosh. The MacBU also told us that an update will be available for the OS 9 version of the Web browser in the next month.

# Digital Camera Checklist

By **John C. Dvorak**

As you could tell from a look at last week's PCMag.com home page, the market is being inundated with digital cameras. Many employ the fantastic 5-plus megapixel CCD chips. These chips produce fantastic images, and now the camera companies are faced with an interesting challenge: differentiation. What can a company do to make its cameras stand out? Unfortunately, while they decide on this, many companies are dropping the ball on the basics. In this column I want to give digital camera buyers a list of things to look for and to look out for. Before I outline some of the things users (and designers) should consider, I want to mention that this is for the small sub-\$1,000 snapshot cameras, not the professional studio cameras that often sell for more than \$5,000. That said, let's examine a list of checkpoints, in order of importance.

## **Batteries**

Buyers should only buy cameras that use standard cells. Currently this means AA batteries, although I see no reason why more cameras in the future cannot use AAA batteries. The use of proprietary batteries such as those employed by Sony, Panasonic and others is a seriously bad idea for the consumer. First of all, these batteries are too expensive when compared with standard cells, so they're a rip-off. But even if they weren't more expensive, you have to consider the convenience factor. Having used digital cameras since their introduction, I can assure you that no matter how well you plan, you are going to be in a situation where the camera batteries go dead and the replacement batteries are either not with you or are dead, too. With standard cells, you simply buy some non-rechargeable batteries at a store and get your shots. Even considering a digital camera that does not use standard cells is just foolish.

## **Memory**

The battle over memory is not nearly as important as that over batteries. But since the invention of Compact Flash, I have not seen a better solution for storing JPEGs. This type of memory is cheaper, more rugged, and available in higher capacities than memory using other technologies. Make sure the CF slot in the camera is type II so it can hold the small hard drives, too. The Sony Memory Stick, which the company is promoting in both still and video cameras, appears to be the runner-up. Secure Digital memory is the next survivor, but camera engineers think it is better suited for MP3 players and other uses that require "security." Falling out of favor is the once-vaunted Smart

Media, which I believe will disappear along with the odd xD Picture Card developed by Olympus.

## **Flash**

This is an overlooked aspect and one of the reasons I have been a huge fan of Olympus' camera efforts despite its xD foibles. All of the current cameras have flashes, but only a few of those flashes have any power. When I read reviews, I never see a mention of actual flash ranges. Also, reviewers seldom comment about the flash with respect to red-eye problems so common with older Nikons. Although I put the flash on this list, I cannot give you any way of determining the relative quality of a flash, since nobody seems to care much about it until they actually get a camera and discover a lousy flash. Fast Lens

A lot of digital cameras have problems capturing motion, because their small lenses require long exposures, even with well-lit scenes. Pay attention to the lens speed.

## **Moveable Screen**

Most decent digital cameras have LCD screens that typically serve for reviewing pictures but that photographers can also use to compose shots, because the internal CCDs send the images to the screens in real time. The more you can move this screen and flip it around, the better. Select Buttons

Look for a camera that makes these two things easy: setting the flash mode and setting the distance mode (to obtain macro capability or an infinity setting). I recently obtained an inexpensive HP 935 that has two buttons on the top with small status lights to let you set the modes quickly and efficiently. This is the absolute best solution. Too many cameras make you go through a horrible menu just to turn off the flash. The best solution for the flash, though, is the flip-up type. If it is not flipped up, it cannot flash.

## **Big Buffers**

Sub-\$1000 digital cameras do not fire quickly, and this takes some getting used to. But even more frustrating is being unable to shoot another picture right away because the camera itself cannot buffer the first shot. The cycle time at high resolution should be a published specification. I was playing with a friend's new camera the other day and was astonished at the intolerable delay. Elimination of Unnecessary Features

Why do any of these cameras have sepia or monochrome settings, when photo-editing software can easily create these effects? I've never understood this.

*Continued on page 10*

# THE X NOTES

by Frank Petrie

## **KONFABULATOR!!!**

When Mr. Jobs was dreaming his little dreamy dreams back in the days of NeXT, this must have been what he was envisioning. A stable and robust desktop OS that would allow users to customize its look and behavior to suit their personal needs; the original mission of Apple. Well, dream no more. That simple idea has come to fruition with the mixing of two basic ingredients—OS X.2 and Konfabulator.

## **SIMPLICITY AT ITS FINEST**

Remember the pre-OS X days when you could purchase little pieces of shareware to do your bidding. Well, speed forward to 2003. The future has arrived; the way that you wished it was has now come to pass. By using Konfabulator (\$25 US) and any number of 'widgets,' which you can fairly easily write yourself, you can cover your pristine desktop with hundreds (soon to be thousands) of iKnick Knacks while barely taking a CPU hit. And all of this is possible because of Apple's Quartz rendering engine—and Konfabulator (from hereon-in known as 'K').

The easiest way to explain what 'K' is and how it functions, is to give you the developer's description:

"Konfabulator is a JavaScript runtime engine for Mac OS X that lets you run little files called Widgets that can do pretty much whatever you want them to. Widgets can be alarm clocks, calculators, can tell you your AirPort signal strength, will fetch the latest stock quotes for your preferred symbols, and even give your current local weather.

What sets Konfabulator apart from other scripting applications is that it takes full advantage of Apple's Quartz rendering. This allows Widgets to blend fluidly into your desktop without the constraints of traditional window borders. Toss in some sliding and fading, and these little guys are right at home in Mac OS X." Any clearer?

## **WHY SUCH A BIG DEAL?**

What's great is that in essence all your paying for is the engine. Any of the widgets you want to use are free (so far, but they're so simple for programmers to write that I don't even know what they would charge).

So you can actually make yourself an a la carte bundle of programs. For example, I don't like a cluttered desktop, so my collection is basically simple: a stock ticker consisting of my holdings, a smaller iTunes remote control, and a bunch of tabs that allow me to group my regularly used .apps by genre (i.e., online apps, writing apps, web

building apps). If I wanted to, I could also use this last widget to organize regularly used folders and/or documents. And on the weekend I close my stock ticker to reclaim desktop real estate

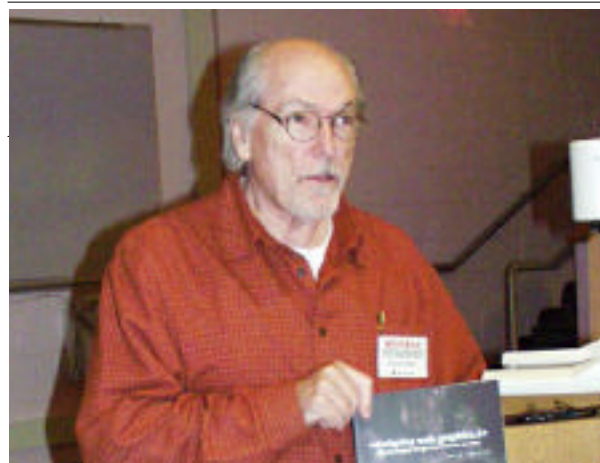
Now, my daughter is another story altogether. Her desktop is a flying circus, just as she likes it to be. There's a cat which looks all-around the desktop. There's a Japanese water device of some sort. Clarus has made a return and walks around her desktop "moofing" all the time. And thanks to Quartz, Clarus can be layered, meaning she can walk in front of your documents or behind them—your choice!

## **SUMMARY**

This is what I would call an electronic paper clip. An innovation so basic, simple, and customizable that you soon find after using it for a day or two that it becomes indispensable.

**NOTES:** Apple has posted a new version of its Web browser, Safari v74... Mozilla.org has released Firebird 0.6 for Mac OS X, a redesign of Mozilla's browser component, written using the XUL user interface language and designed to be cross-platform...Jared, the Butcher of Song, has now been updated for OS X <[www.freeverse.com](http://www.freeverse.com)>...YazSoft has updated Speed Download to version 1.9.9, which is optimized for the latest version of Safari, Apple's Web browser ...

<http://www.konfabulator.com/> \$25.00 US



**Walter Burns will be reviewing our latest library addition from NewRiders, designing web graphics.3: How to prepare Images and Media for the Web, by Lynda Weinman. To check out the selection of books published by NewRiders go to [newriders.com](http://newriders.com).**

## Apple Buying Roxio?

Apple Computer is making its foray into digital music, and the computer maker has more cash on hand than all but a few technology companies. A deal to buy recording software-maker Roxio (ROXI: news) might give the company a jump-start in the fledgling market.

Even though Apple and Roxio both make CD and DVD-burning software, Roxio offers it for the Windows platform, where Apple wants to expand by year's end, says Susan Kevorkian, an analyst with Mountain View, Calif.-based International Data Corp.

Roxio has also made moves to develop its Napster brand recently, and acquired PressPlay, a fee-based online music service. If Apple were to acquire those assets, it would eliminate a competitor, and offer a better Windows-based service — probably more quickly than it could otherwise.

Unprofitable Roxio has about \$2 a share in cash and is trading at a multiple of one times its expected 2004 sales — which is considered far less than the average software maker. Even if Apple had to pay \$220 million for the company, or about a 50-percent premium, it could easily pay for the acquisition in cash.

## New G5 Power

*Continued from page 1*

Chip companies publish road maps, typically measured in years, detailing how long a certain chip will be produced and when successive iterations of a chip will be available.

Phil Schiller, head of worldwide marketing for Apple, declined to comment on the specific length of the road map between Apple and IBM, except to say: "There's a long road map here. This is the beginning of many things to come."

The Power Mac G5 starts at \$1,999, with a 1.6 gigahertz PowerPC G5. The Power Mac G5 with a 1.8 gigahertz processor starts at \$2,399, while the top of the line Power Mac G5, with dual 2.0 gigahertz processors, starts at \$2,999, Apple said.

**If You Should Change  
Your E-Mail Address:**

**Please notify**

**Carole Dadino**

**at**

**<carolar@jersey.net>**

## Maine School Gives Laptops

*Continued from page 6*

A midterm report showed students were more engaged and that absenteeism dropped with the introduction of laptops. Teachers, some of whom were leery of giving computers to students, have largely picked up on students' excitement about the program.

In one sign of high hopes for the program, state lawmakers facing a projected \$1.2 billion budget shortfall at the start of the legislative session made no attempt to dismantle it.

But legislators will have to provide more money in the next session if there's to be a seamless transition when the current crop of middle school students enter high school, officials say.

Gov. John Baldacci said he's determined to see through the project that was the brainchild of his predecessor.

The state does not yet have the money, but Baldacci said he'll "turn over every stone" to find a way to expand the program. A four-year contract with Apple for the first phase in middle schools cost the state \$37.2 million.

Already, some school districts are looking at private funding for pilot programs in high schools.

"I'm optimistic. You can't hold this back. Parents have told me, 'You better not touch that laptop fund,'" he said. "It's almost like the students and families are going to be demanding that it be continued and expanded."

## Camera Critique

*Continued from page 8*

### **Brand-Name Lens**

Seems like a good idea to me.

### **Tether Capability**

There are too few cameras that you can tether to a computer via a USB connection and use as a temporary Webcam or NetMeeting cam. See if yours allows this.

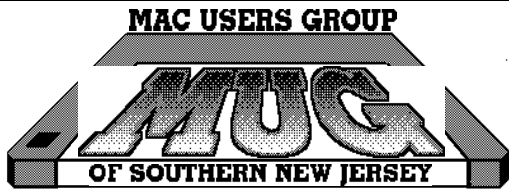
### **Remote Control**

Here again, I must mention Olympus, which has a nifty remote control. You can set up a camera on a tripod, put yourself and your friends on the image side and click a remote to take your own picture. Why doesn't every camera have this feature?

### **Video Movies**

I thought this was a corny idea at first, but if you've got a lot of memory, it's kind of interesting to make some short, full-motion videos. Typically, cameras that do this also record sound. This is a feature I think people will use more and more over time.

*John C. Dvorak is a contributing editor to PC Magazine, among others. His writing is usually characterized by sarcastically humorous criticism. This article, however, is also quite informative.—Ed.*



# Membership Application

- |   |   |  |
|---|---|--|
| <input type="checkbox"/> Regular (\$20) | <input type="checkbox"/> GCC Staff (\$10) | <input type="checkbox"/> Student/Collegiate (\$10) |
| <input type="checkbox"/> Family (\$25)  | <input type="checkbox"/> Renewal (\$____) | <input type="checkbox"/> GCC Student (Free)        |
| <input type="checkbox"/> Senior (\$15)  |   | <input type="checkbox"/> Corporate/Institutional*  |

Name \_\_\_\_\_ Date \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

Telephone \_\_\_\_\_ E-mail \_\_\_\_\_ Fax \_\_\_\_\_

Employer \_\_\_\_\_ Position \_\_\_\_\_

Employer Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

Telephone \_\_\_\_\_ E-mail \_\_\_\_\_ Fax \_\_\_\_\_

Send mailings to:  Home Address  Employer Address

How did you learn about MUGSNJ? \_\_\_\_\_

At which user level would you classify yourself?  Beginner  Intermediate  Advanced

Computers owned \_\_\_\_\_ Computers used \_\_\_\_\_

Current OS \_\_\_\_\_ Other software experience \_\_\_\_\_

Special interests:  Desktop Pub./Graphics  Video  Communications  Beginner Mtgs.

Other \_\_\_\_\_

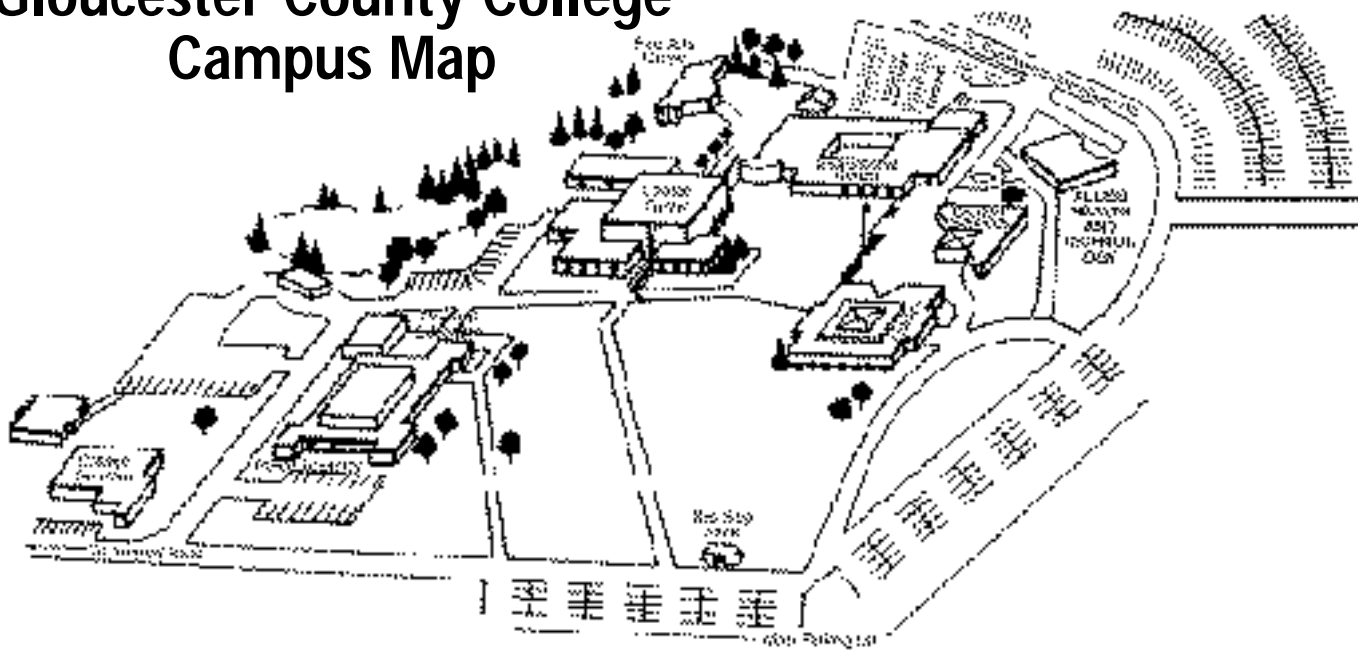
I'll help with these positions:  Membership  Newsletter  Program  Hospitality

## MEMBERSHIP BENEFITS

- Hardware and software assistance
- Info on the latest software and upgrades
- "MUGSHOTS" newsletter available at meetings
- Notices of Macintosh events
- Special interest groups (SIGs)
- Meet great people!

\*NOTE: Corporate/Institutional memberships are granted by approval of the Executive Committee of MUGSNJ, and are based on the number of memberships requested by the corporation/institution as well as its non-profit status.

# Gloucester County College Campus Map



**MUG General Meetings are held in the Auditorium, Room 500, of the Allied Health and Technology Building at 7:30 pm on the last Wednesday of each month. In the event the last Wednesday precedes a holiday, the meeting is held a week earlier. Executive Committee Meetings are held on the first Wednesday at 7:30 pm in the Lounge adjacent to Room 502.**

## MugShots

JUNE, 2003

Macintosh Users Group of Southern New Jersey  
Gloucester County College  
Liberal Arts Department  
1400 Tanyard Road  
Sewell, NJ 08080-9518  
Phone: 856-468-5000 ext. 6445

**NEXT GENERAL MEETING:**

**WEDNESDAY,  
July 30, 7:30 P.M.**

**Topic: MacWorld—  
What You May Have Missed  
BE THERE OR MISS OUT!**