



# The GAB'er

The Newsletter of the Greater Albany Apple Byters

Volume 27, Number 3 - November 2010

## iLife Overhaul Proves Worthwhile



The new release of the iLife tools from Apple puts users in more control over the appearance and presentation of digital media than ever before.

GarageBand now allows the editing of a single note in a track from the view of the audio waveform, and includes rhythm matching features that bring supporting tracks in line with the dominant one. It also adds new amplifier and stompbox options, as well as instructional features that give users a better sense of how they are progressing through a lesson.

In the area of movie and video editing, iMovie adds new themes, trailer options and facial recognition features.

As an image management tool, iPhoto will satisfy all but the most demanding, with new sharing features such as single-click posting to Facebook. It also offers new options via the Apple print products service, including letterpress cards. Full-screen viewing of the library is now available for the Faces, Places and Events modes, and new slideshow themes are included as well.



## Coordinator's Corner

by John Buckley

We were able to have a successful meeting with a brand new LCD projector in the Leonard Board Room. We made a slide show using photos of those present using iPhoto. This month we will look at how to put slide shows, movies, and just plain data on CD's and DVD's using built in software that is on every Mac and also using the latest version of the popular program Toast from Roxio.



As usual, check our website ([www.applebyters.com](http://www.applebyters.com)) for the most current GAAB information. You will find a map and aerial photograph showing how to get to the meeting location.

In addition, we will set the schedule for the remaining demonstrations and then take a look at what is now available from Apple including the new Snow Leopard tips. In addition, we will take a closer look at what is available on your Mac without adding any software.

To find out what's happening, GAAB is the place to be. So be sure to be at our November meeting and every meeting to find out the best information about the Mac.

*Continued on page 11.*

**Next GAAB Meeting**  
**November 10, 2010**  
**Toast from Roxio**  
  
**7:00 p.m.**  
**St. Mary's Hospital**  
**Troy, NY**

**Featured in this Issue**

iLife Overhaul .....	1
Program Coordinator .....	1
Apple Ambassador .....	2
Internet SIG .....	3
Education SIG .....	4
John Scully on Steve Jobs .....	6
MacBook Air .....	8
OSX Lion .....	10
GAAB Internet Addresses .....	13

*Serving the Apple Computer User Community Since May 1984*

The Greater Albany Apple Byters is an Apple Computer User Group. Meetings are held the second Wednesday of each month (except July and August) in Room 212 of Troy High School, located on Burdett Avenue, Troy, NY.

Annual membership fee is \$10.00. Membership privileges include this newsletter, access to a large public domain software and video/audio tape library, local vendor discounts, special interest groups, and other special offers.

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## Apple Ambassador

by John Buckley

Last year we tried to broadcast our meetings over the Internet using a video conferencing program that was free. We didn't have much success if doing so because it kept cutting out. The reason we used it was because we could have up to 20 people participating for free on the service and the fact that you could share your desktop over the service.

Apple has been providing video conferencing on the Mac for a number of years with iChat. Recently with the release of the iPad and the new iPhone and iPod Touch, Apple has released FaceTime, which is also coming to the Mac. In addition, Mac users have been able to use Skype for a number of years. The following article from eWeek discusses directions Apple should take to be competitive in this area.



#### FaceTime, iChat Must Merge by P.J. Connolly

Apple should have announced that FaceTime in iOS 4.1 would interoperate with its iChat IM client, which offers four-way video calls. Instead, it seems content to let these Skype-killers rot in their silos. Should Cisco pull off its rumored acquisition of Skype and its 10-way videoconferencing, Apple might be left without any ability to influence future developments in the field.

When will Apple get its act together on videoconferencing?

In some ways, that's a funny question to pose, given that the company has in recent years done a good job of pushing the boundaries of video chat technology, first when it added

*Continued on page 12.*





Is your home Wi-Fi network giving you a headache? Do you have trouble spots where you just can't connect? Or perhaps Web pages load slowly or only partially.

Fortunately, you don't have to put up with spotty Wi-Fi. Here are five insider secrets to improve your network.

### Select the right location

Placing your router in the best location goes a long way to improving your signal. Routers' omnidirectional antennas broadcast the signal in all directions. Install the router in the center of your home.

You also need to watch for obstructions. Walls, floors and metal interfere with wireless signals. So, place the router as high as possible. Move it away from walls, metal filing cabinets and the like.

### Replace your router's antenna

You may not be able to place the router in the center of your home. Maybe you need to put it at one end of the house, say where the cable line enters. The signal may not extend to the other end of the house.

In that case, replace your router's omnidirectional antenna with a hi-gain one. It won't improve output; rather, it only broadcasts the signal in one direction. You can aim it exactly where you need it.

### Cut out interference

Many routers operate on the crowded 2.4 GHz frequency. Cordless phones, baby monitors and microwaves will cause interference. Avoid placing these and other wireless gadgets by your router. You don't want them by your computer, either.

Routers also operate on different wireless channels. This is similar to the way radio stations use different channels. One channel may be clearer than others. Try changing the channel in your router's settings. Check the manual for help. Your computer will detect the change automatically.

### Check for updates

There may be new firmware for your router. Firmware is embedded software that controls hardware. Or, there may be a new driver for your computer's network adapter. Drivers are small programs that help computers communicate with peripherals.

Visit the manufacturer's site to check for updates. They can improve the quality of your reception. Follow the instructions for updating firmware and drivers carefully. Installing them incorrectly can cause big headaches.

### Check your speed

None of these tips help if the problem is the connection provided by your service provider. Maybe things are moving slower than your Internet service provider promised. To find out, take a speed test at Speedtest.net.

It will quickly check the bandwidth and latency of your broadband Internet connection. Then, compare its numbers against what your ISP promises. If it's lower than what you're paying for, call your ISP.

### Maybe you need new gear

If coverage is still poor, it's time to buy new gear. Let me start with some general buying advice: Stick with a single brand of networking gear. Different brands work together. But you often get a speed boost with gear from the same manufacturer.

*Continued on page 11.*





## Education SIG

### Are Texting and Facebook Worse for Teens Than TV?

by Beth J. Harpaz, Associated Press

The follow article from the Associated Press by Beth J. Harpaz shows how technology being used by our students has changed but the parent child conflict over control still goes on. As always moderation is the answer and parents and educators have to make sure their approach provides positive outcomes when the students use technology. It is always easier to tell someone to do something positive then to try to tell them not to do something you may think is negative.

What's Worse for Teenage Brain: 6 Hours of Texts and Facebook or 6 Hours of Mindless Reruns?



Let's face it: Teenagers spend hours texting, socializing on Facebook and playing video games. And it's driving their parents nuts.

Sure, there are real dangers associated with all this screen time — everything from cyberbullying to couch-potato obesity. Not to mention driving while texting, shortened attention spans and Internet porn.

But many of today's parents spent hours as kids sitting in front of screens too — only they were TV screens.

Which raises an interesting question: Is Facebook really worse for teenagers' brains than the mindless reruns of "Gilligan's Island" and "The Brady Bunch" that their parents consumed growing up?

Douglas Gentile, a child psychologist and associate professor at Iowa State University in Ames, Iowa, who studies the effects of media on children, says texting, Facebook and video games are not inherently bad. Nor are they inherently better or worse than watching TV, although they do pose different risks, such as cyberbullying.

But research has shown that the more time kids spend in front of screens — whether it's TV or instant-messaging — the worse their school performance. "That doesn't mean it's true for every kid, but it makes sense, that for every hour a kid is playing video games, it's an hour that they're not doing homework or reading or exploring or creating," he said.

Gentile calls this the "displacement hypothesis. If screen time is displacing doing their homework, that's bad. But if their homework is done, well, so what?"

Gentile, who admits that his own teenager crossed the "9,000 texts in one month barrier" last summer, acknowledged that parents are struggling to adjust to a world in which kids would rather look at words on a cell phone screen than have a conversation.



"The older generation, it's not their culture," he said. "There is a resistance to it."

Watching TV as a family, as mindless as that experience can be, is now regarded with nostalgia by parents. If your kid is sitting in the living room watching "American



Idol,” you can plop on the sofa with them, and “it’s a shared experience,” Gentile said. But if they’re texting or video-chatting with a friend from school, “it’s a private experience. It’s like they’re whispering secrets. And we find it rude.”

Patti Rowilson, a mother of two in Everson, Wash., says this “has been a topic of discussion in our house for years now.” She and her husband started out limiting TV time when their kids were little, but “then technology crept in. Cell phones, laptop computers, iPods with Wi-Fi. We, as parents, were no longer in control of screen time because we could not even tell when they were using it.”

Recounting a struggle that will sound familiar to many parents, Rowilson said that at first, she and her husband imposed limits on tech use.

“There were battles and even groundings,” along with the confiscation of iPods, she said. “We were constantly policing and the kids were constantly getting in trouble. We were trying to fight for the old ways, and it was causing a lot of stress and tension in the family. It was ridiculous. So we loosened up. And it’s made everybody happier. We were fighting something that you can’t hold back. It’s how they communicate with their peers.”

What’s been the result? Two good kids, she said. “In the end I’m not sure if having boundaries early on helped them or made no difference at all.”

Ron Neal, who lives in West L.A., has a teenage daughter who is “tech-driven and passionate about it. ... I don’t know how it’s going to play out, but I don’t have this fear and dread about it.”

Neal, who admits to watching a lot of “Gilligan’s Island” growing up, added: “We had our minds numbed by TV, and maybe they’re looking at useless things on the Internet or YouTube, but I also think they’re developing a lot of skills through this technology that we could never comprehend. For my daughter, when she is home, she does have everything going — the TV, the computer, communicating with friends, and doing the homework at the same time.”

He admits, though, that there are some frightening aspects to the dependence today’s teenagers have on technology. “They are so emotionally connected to being tied in with their friends 24 hours a day, if they get a text, they feel obligated to respond in seconds,” he said. He recalled a group of girls showing up for a birthday party at a restaurant, and “everyone of them had their head down, texting.”

The explosion in teen screen time is well-documented. A recent Associated Press-mtvU poll found that one-third of college students use computers, cell phones or gaming consoles for six or more hours daily. A Kaiser Family Foundation study published in January found that total media use among 8- to 18-year-olds, including TV, music, computers, video games, print and movies has increased from six hours, 21 minutes daily in 2004 to seven hours, 38 minutes in 2009.

“Try waking a teenager in the morning and the odds are good that you’ll find a cell phone tucked under their pillow,” the Kaiser report said.

The Kaiser study also found that the more time kids spend with media, the lower their grades and levels of personal contentment are.

Gentile said the impact of screen time on school work can be mitigated by what he calls “protective factors.” Those might include good teachers and a high-performing school, love of reading, coming from a family where education is valued, and exposure to experiences that are culturally and intellectually enriching. “If you had all these protective factors,” said Gentile, “then that one little risk factor (screen time), who cares?”

He added that surprisingly, the amount of time kids spend watching TV has not declined precipitously with the popularity of computers and gaming, but “they don’t pay nearly the attention (to TV) that they used to.” The TV might be on, but “they’re also instant-messaging, they’re on Facebook, they’re texting.”

One thing parents should worry about, Gentile said, is the way electronic devices encourage multitasking.

“Multitasking is not really good for anyone,” he said. “Your reflexes speed up, you’re quicker to look over your shoulder and notice little noises or lights. This is not what they need when they get to the classroom and you’re supposed to ignore the kid next to you. Scanning to see when the next message comes, this may not be good for kids. The more distractions you have, the worse your performance is.” Getting kids to turn off their phones, iPods, and computers in order to concentrate on homework and reading, he said, “I think that’s a fight worth having.”

Bottom line: Never mind that your kid is spending two hours on Facebook each night. As long as they do their homework without texting in between math problems, it’s probably no better or worse than the hours you spent watching “Star Trek.”



# John Sculley: The Secrets of Steve Jobs' Success

by Leander Kahney

In 1983, Steve Jobs wooed Pepsi executive John Sculley to Apple with one of the most famous lines in business: "Do you want to spend the rest of your life selling sugared water or do you want a chance to change the world?"

I persuaded Sculley that I was a big fan of Jobs, and had no interest in digging dirt. What I wanted to know was: How does he do it?

Jobs and Sculley ran Apple together as co-CEOs, blending cutting edge technology (the first Mac) with cutting edge advertising (the famous 1984 ad) and world-class design. But it soon soured, and Sculley is best known today for forcing Jobs' resignation after a boardroom battle for control of the company.



During the resulting 90-minute conversation, Sculley divulged Jobs's first principles. Here, in Sculley's words, is Steve Jobs' methodology for building great products:

**1. Beautiful design** – "We both believed in beautiful design and Steve in particular felt that you had to begin design from the vantage point of the experience of the user...

Now, for the first time, Sculley talks publicly about Steve Jobs and the secrets of his success. It's the first interview Sculley has given on the subject of Steve Jobs since he was forced out of the company in 1993.

We used to study Italian designers... We were looking at Italian car designers. We really did study the designs of cars that they had done and looking at the fit and finish and the materials and the colors and all of that. At that time, nobody was doing this in Silicon Valley. It was the furthest thing on the planet from Silicon Valley back then in the 80's. Again, this is not my idea. I could relate to it because of my interest and background in design, but it was totally driven by Steve... What a lot of people didn't realize was that Apple wasn't just about computers. It was about designing products and designing marketing and it was about positioning."

"There are many product development and marketing lessons I learned working with Steve in the early days," says Sculley. "It's impressive how he still sticks to his same first principles years later."

He adds, "I don't see any change in Steve's first principles — except he's gotten better and better at it."

**2. Customer experience** – "He always looked at things from the perspective of what was the user's experience going to be? ... The user experience has to go through the whole end-to-end system, whether it's desktop publishing or iTunes. It is all part of the end-to-end system. It is also the manufacturing. The supply chain. The marketing. The stores."

I met with Sculley in a hotel lobby near Oakland airport. Sculley had been taking meetings for his investment fund and was waiting for a flight back home on the east coast.

Sculley was initially reluctantly to talk about Steve Jobs, his former partner at Apple, who had been both his protégé and mentor.

**3. No focus groups** — "Steve said: 'How can I possibly ask somebody what a graphics-based computer ought to be when they have no idea what a graphic based computer is? No one has ever seen one before.' He believed that showing someone a calculator, for example, would not give them any indication as to where the computer was going to go because it was just too big a leap."

"I don't have any contact with Steve these days," Sculley said in one of our initial emails setting up the meeting. "He's still mad he got pushed out of Apple 22 years ago... I have no interest to piss him off... My Apple experience is now ancient history and I have gone on with my life and I'm not looking for any publicity or have any ax to grind."



**4. Perfectionism** – “He was also a person that believed in the precise detail of every step. He was methodical and careful about everything — a perfectionist to the end.”

**5. Vision** – “He believed that the computer was eventually going to become a consumer product. That was an outrageous idea back in the early 1980’s because people thought that personal computers were just smaller versions of bigger computers. That’s how IBM looked at it. Some of them thought it was more like a game machine because there were early game machines, which were very simple and played on televisions... But Steve was thinking about something entirely different. He felt that the computer was going to change the world and it was going to become what he called “the bicycle for the mind.” It would enable individuals to have this incredible capability that they never dreamed of before. It was not about game machines. It was not about big computers getting smaller... He was a person of huge vision.”

**6. Minimalism** – “What makes Steve’s methodology different from everyone else’s is that he always believed the most important decisions you make are not the things you do – but the things that you decide not to do. He’s a minimalist.”

“He’s a minimalist and is constantly reducing things to their simplest level. It’s not simplistic. It’s simplified. Steve is a systems designer. He simplifies complexity.”

**7. Hire the best** – “Steve had this ability to reach out to find the absolute best, smartest people he felt were out there. He was extremely charismatic and extremely compelling in getting people to join up with him and he got people to believe in his visions even before the products existed... He always reached out for the very best people he could find in the field. And he personally did all the recruiting for his team. He never delegated that to anybody else.”

**8. Sweat the details** – “On one level he is working at the ‘change the world,’ the big concept. At the other level he is working down at the details of what it takes to actually build a product and design the software, the hardware, the systems design and eventually the applications, the peripheral products that connect to it... He’s always adamantly involved in the advertising, the design and everything.”

**9. Keep it small** – “The other thing about Steve was that he did not respect large organizations. He felt that they were bureaucratic and ineffective. He would basically call them “bozos.” That was his term for organizations that he didn’t respect.

... Steve had a rule that there could never be more than one hundred people on the Mac team. So if you wanted to add someone you had to take someone out. And the thinking was a typical Steve Jobs observation: “I can’t remember more than a hundred first names so I only want to be around people that I know personally. So if it gets bigger than a hundred people, it will force us to go to a different organization structure where I can’t work that way. The way I like to work is where I touch everything.” Through the whole time I knew him at Apple that’s exactly how he ran his division.”

**10. Reject bad work** – “It’s like an artist’s workshop and Steve is the master craftsman who walks around and looks at the work and makes judgments on it and in many cases his judgments were to reject something.

... An engineer would bring Steve in and show him the latest software code that he’s written. Steve would look at it and throw it back at him and say: “It’s just not good enough.” And he was constantly forcing people to raise their expectations of what they could do. So people were producing work that they never thought they were capable of... Steve would shift between being highly charismatic and motivating and getting them excited to feel like they are part of something insanely great. And on the other hand he would be almost merciless in terms of rejecting their work until he felt it had reached the level of perfection that was good enough to go into – in this case, the Macintosh.”

**11. Perfection** – “The thing that separated Steve Jobs from other people like Bill Gates — Bill was brilliant too — but Bill was never interested in great taste. He was always interested in being able to dominate a market. He would put out whatever he had to put out there to own that space. Steve would never do that. Steve believed in perfection.”

**12. Systems thinker** – “The iPod is a perfect example of Steve’s methodology of starting with the user and looking at the entire end-to-end system. It was always an end-to-end system with Steve. He was not a designer but a great systems thinker. That is something you don’t see with other companies. They tend to focus on their piece and outsource everything else.

If you look at the state of the iPod, the supply chain going all the way over to iPod city in China – it is as sophisticated as the design of the product itself. The same standards of perfection are just as challenging for the supply chain as they are for the user design. It is an entirely different way of looking at things.”



## MacBook Air Has the Feel of an iPad in a Laptop

by Walter S. Mossberg, Wall Street Journal

Some of the nicest, if little discussed, benefits of using an Apple iPad tablet are that it starts instantly, resumes where you left off, and has a long enough battery life that you aren't constantly fretting about running out of juice or looking for a place to plug it in. And it can do a lot of things for which people use laptops.

What if somebody designed an actual laptop that worked this way—you know, a computer with a real keyboard and a larger screen that could run traditional computer software and store more files than an iPad? And what if it was almost as light and portable as an iPad? Well, somebody has, and that somebody is Apple itself.

The computer in question is the company's new MacBook Air, which went on sale last week, starting at \$999—a price that's very low for an Apple laptop, though hardly a bargain for a Windows one. The new Air comes in two sizes. The base \$999 model has an 11.6-inch screen (versus 9.7 inches for an iPad) and weighs 2.3 pounds (versus 1.5 pounds for an iPad). The larger—but still thin and light—model starts at \$1,299, has a 13.3-inch screen, and weighs 2.9 pounds.

I've been testing both versions, but especially the 11.6-inch model, and I find that, despite a few drawbacks, they really do offer the different, more iPad-like experience Apple claims they do. Battery life is strong, and the wake up from sleep is almost instant, even after long periods of being unused.



Apple's new MacBook Air laptop.

Like their predecessors in the Air family, these are gorgeous, very thin and light, but very sturdy aluminum computers. And, like their predecessors, or like iPads and smartphones, they rely on solid-state storage—flash chips—instead of a conventional hard disk to hold all your

files. But Apple has dramatically reduced the physical size of the flash storage to make room for larger sealed-in batteries, so battery life is longer. It has also cut the price from the last version of the Air, a 13-inch model that cost \$1,799 with a solid-state drive.

Also, the company has re-engineered the way these new Airs sleep, adding a long “standby” period of very low power consumption that Apple says lasts up to 30 days. This standby mode kicks in after about an hour of idle time, and replaces the traditional hibernation system, where your current activity is saved to a conventional hard disk just before the battery dies. With hibernation, getting back to where you were can be slow and somewhat uncertain. With the new “standby” mode, the process just takes a few seconds, only a bit longer than normal sleep.

These are just the first of a number of changes Apple plans in order to make its computers behave more like the iPad and iPhone, without losing their greater power and more traditional keyboards, touchpads and mice, and ability to run conventional programs.

For instance, Apple has said it will soon introduce an “app store” for the Mac, which would make it simpler to find and download programs for the computers, and notify users of updates. And it will also roll out, in its next Mac operating system, called Lion—due next summer—a system of apps icon screens, like those on iPhones and iPads, that you can flick through with the company's multitouch touchpad gestures.

In my harsh battery tests, I found the two new Air models almost matched Apple's battery claims, even with all power-saving features turned off, Wi-Fi kept on, the screen on maximum brightness and a continuous loop of music playing. The 11-inch model lasted four hours and 43 minutes, versus Apple's claim of up to five hours. The 13-inch model lasted six hours and 13 minutes, versus Apple's claim of up to seven hours.

This means that, in normal use, with power-saving features turned on, you'd be almost certain to meet, or possibly exceed, Apple's claimed battery life. For comparison, I did the same battery test on a new Dell 11.6-inch model, the M101Z, which costs about \$450, but is much thicker and heavier than the smaller Air, and uses a conventional hard disk. It got only two hours and 41 minutes of battery life, which means that in normal use you'd probably get three to four hours.







The MacBook Air 11-inch (left) and 13-inch models have long battery life, but storage capacity is limited.

The new models are designed to hardly ever require a traditional bootup or reboot. The idea is that you'd only reboot if you had a problem, or installed software that required a reboot, or if the machine had been idle and unplugged more than a month. But even booting is very fast.

In my tests, a cold boot took 17 seconds and a reboot, with several programs running, took 20 seconds. By contrast, the Dell I tested took more than three minutes to fully boot up and be fully ready for use.

Unlike on many netbooks, these two new Apples also have high screen resolutions so you can fit more material into their relatively small sizes. The 13-inch model has the same resolution as Apple's 15-inch MacBook Pro and the 11-inch Air has greater resolution than the 13-inch MacBook Pro. Also, unlike on many netbooks, they feature full-size keyboards, though the 11-inch model has reduced-size function keys.

The new Airs aren't meant to be the most robust machines. They use last-generation Intel processors and have only two gigabytes of memory in their base configurations, and their storage is well below typical hard-disk capacities.

For example, the 11-inch, \$999 model has a paltry 64 gigabytes of storage; the 13-inch model starts at a still-weak 128 gigabytes of storage, and even the high-end version of the larger model, which costs \$1,599, has just 256 gigabytes of storage. And neither the storage nor the memory can be expanded once you choose your initial specs.

I'd recommend buyers of the 11-inch model spend \$200 more to double the storage to 128 gigabytes. And people doing a lot of video editing might want to double the

memory on either model to four gigabytes, for an extra \$100.

Also, as with the earlier Air models, these two lack a DVD drive and an Ethernet port. Apple sells an external drive for \$79 and an Ethernet adapter for \$29. If you add in all these extras, prices can climb quickly.

They also lack ports called HDMI ports, becoming common on Windows PCs, for easy connection to televisions, and their keyboards aren't backlit. The two new models do, however, have two USB ports instead of the single USB port in the older Air.

I was surprised to find that even the base \$999 model was powerful enough to easily run seven or eight programs at once, including Microsoft Office, iTunes and the Safari browser with more than 20 Web sites open. It also played high-definition video with no skipping or stuttering.

So, if you're a light-duty user, you might be able to adopt one of the new Airs as your main laptop. If you're a heavy-duty user, who needs lots of power and file storage, they're likely to be secondary machines.

Overall, Apple has done a nice job in making these new MacBook Airs feel more like iPads and iPhones without sacrificing their ability to work like regular computers. But, as always with Apple, you'll pay more than you will with Windows PCs.

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## Steve Wozniak's Watch Is an iPod Nano



# Mac OS X Lion Sneak Peak

The power of Mac OS X. The magic of iPad.

We took our best thinking from Mac OS X and brought it to the iPhone. Then we took our best thinking from the iPhone and brought it to iPad. And now we're bringing it all back to the Mac with our eighth major release of the world's most advanced operating system. Mac OS X Lion arrives in summer 2011. Here's a sneak peek at just a few of its features.



## The Mac App Store. Coming soon to a Mac near you.



Introducing the best place to discover and buy new apps made just for Mac, right on a Mac. Just like shopping the App Store on iPad, the Mac App Store offers endless possibilities to browse and purchase apps. And it simplifies the way you install apps on the Mac. Just click once, and your new app is downloaded, installed, and ready to go.

## Launchpad. A home for your apps.



The Launchpad gives you instant access to your apps — iPad style. Just click the Launchpad icon in your Dock. Your open windows fade away, replaced by an elegant, full-screen display of all the apps on your Mac. It takes just a swipe to see multiple pages of apps, and you can arrange apps any way you like by dragging an app icon to a new location or by grouping apps in folders. Downloaded an app from the App Store? Your new app automatically appears on the Launchpad, ready to blast off.

## Full-screen apps. A better way to enjoy the apps you love.



On iPad, every app is displayed full screen, with no distractions, and there's one easy way to get back to all your other apps. Mac OS X Lion does the same for your desktop. You can bring an app to full screen with one click, switch to another full-screen app with a swipe of the trackpad, and swipe back to the desktop to access your multi-window apps. And systemwide support for full-screen apps makes them bigger and more immersive. So you can concentrate on every detail of your work, or play on a grander scale than ever before.



## Mission Control. Mac command central.



Mission Control is a powerful and handy new feature that provides you with a comprehensive view of what's running on your Mac. It gives you a bird's-eye view of everything — including Exposé, Spaces, Dashboard, and full-screen apps— all in one place. With a simple swipe gesture, your desktop zooms out to Mission Control. There you can see your open windows grouped by app, thumbnails of your full-screen apps, Dashboard, and even other Spaces, arranged in a unified view. And you can get to anything you see on Mission Control with just one click. Making you the master of all you survey.

## Program Coordinator

*Continued from page 1.*

The November meeting will be held at St. Mary's Hospital in the Leonard Board Room on Wednesday, November 10, 2010. The meeting will begin at 7:00 p.m. St. Mary's Hospital is located at 1300 Massachusetts Avenue in Troy, NY.

However, the best route to take from the Northway is the following:

1. Merge onto NY-7 East from the Northway.
2. Follow Route 7 to Troy where it becomes Hoosick Street.
3. Turn left on Oakwood Avenue (10 Street/NY-40) which is the first light after the bridge and bare right.
4. Turn right on Sausse Avenue. Turn left onto Lindenwood Court. When you come to the first entrance to the hospital parking lot, turn left and park.

## Internet SIG

*Continued from page 3.*

Buy from a major manufacturer like D-Link, Linksys, NETGEAR or Buffalo. And go with 802.11n gear over 802.11g. It is faster and has a wider range. For the full benefit, all your gear must be 802.11n.

Before buying anything else, try a wireless repeater. This picks up your router's signal and rebroadcasts it. You'll have a bigger area of coverage. Place it halfway between your router and trouble spots. Repeaters cost about \$50.

If you replace your router, look for a MIMO model. Multiple transmitters and receivers work simultaneously to improve range and reception. You'll need MIMO network adapters for optimal performance.

Go for a simultaneous dual-band router. These broadcast on both 2.4 GHz and 5 GHz frequencies. Old gadgets can connect at 2.4 GHz; new 5 GHz gadgets can also connect. You'll experience less interference on the 5 GHz frequency.

I also recommend a router with a guest network. Guests can hop online, but they can't access your computers. Or use the guest network for your kids; this will allow for easier Web filtering. Also look for a built-in print server and USB ports for attaching network storage. Expect to spend around \$200.



## Apple Ambassador

*Continued from page 2.*

video capabilities to its iChat instant messaging client a few years back, and more recently and dramatically, with FaceTime for its mobile devices. These applications have obvious business uses, but if Apple insists on keeping them locked in the role of toys for consumers, it will be a missed opportunity that will live long in legend.

For all the oohing and aahing over FaceTime in the last few months, the one thing left is whether the company has any plans in the works to make it possible for FaceTime and iChat to work together. Today, those two video chat systems are siloed, without any indication of when they will meet.

I can't imagine how FaceTime has come as far as it has without offering that kind of interoperability. It's not a matter of the technology being tied to mobile phone technology for video call setup; Apple is including FaceTime capabilities in the new model of iPod Touch, so it would seem that iChat-FaceTime video conversations are technically possible. Beyond the simple wow factor this would create, it would present a great opportunity for Apple to push its mindshare in the "classic" computing space, by leading the friends and family of iPhone users to identify video chat with Apple and with Mac OS X.



Apple can't afford to leave FaceTime and iChat to rot in their silos while Skype steals its thunder. FaceTime is without a doubt a huge selling point for the iPhone, and having used it during my review of iPhone 4, I'm on the verge of swallowing my pride and throwing my budget out the window to get one for keeps. FaceTime has limitations, of course; for example, low-light situations prove challenging, and it's disconcerting to have the video freeze when your conversation partner moves to another room. But I don't get to see my nephews and nieces as

much as I'd like to, and this is a great way of combining the presence of a video chat with the portability of a phone call.

Somewhere in the not-too-distant future, Apple has to decide whether it wants to play for keeps in the area of videoconferencing. Right now, there are high-end solutions from outfits such as Tandberg, which Cisco bought in April, and middle-range offerings from Polycom and others; these are based on specialized hardware that just isn't practical for most businesses to acquire and is even less so for consumers.

No, the mindshare leader today in low-budget videoconferencing is Skype, which recently began beta testing a 10-way option for its service that leaves iChat's four-way video calling in the dust. Skype isn't tied as closely to a particular operating system as iChat is, and by itself, this 10-way feature is a good explanation for why Cisco would want to buy Skype outright, as rumors suggest. After all, if Cisco can build inexpensive VOIP phones with video chat features, companies and individuals will rush to adopt such devices, no matter what their limitations will be. This could also help Cisco position its Linksys hardware as a cut above the offerings of D-Link, Netgear and other consumer networking players, to say nothing of helping Cisco steal a march on Panasonic, VTech and the rest of the consumer handset space.



In the best of all possible worlds, Apple would work with Skype to make their videoconferencing technologies work together. But right now, Apple can't even offer video chat between FaceTime and iChat; asking it to cooperate with Skype (with or without Cisco) is wishing for a pony, if not a unicorn.



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