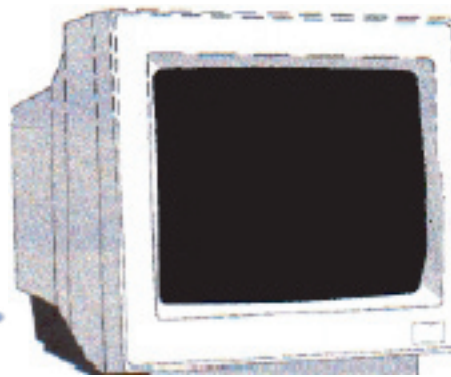


CVAUG Monitor



Cumberland Valley Apple User Group Newsletter WWW.CVAUG.ORG February 2006

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Home computers are being called upon to perform many new functions, including the consumption of homework formerly eaten by the dog.
—Doug Larson

A Word from the President

by Gregg McFarland

January was an exciting month in the world of Apple. The Macworld Conference and Expo brought with it new hardware and software releases from Apple and other companies. Apple stock surged along with Macworld (and then fell back to what they were before the show). Lets get to the meat of it in this issue of the monitor.

January Meeting Minutes

Dieter Protsch

Secretary/Treasurer, CVAUG

New Business

Financial Report: The Treasurer reported that since last meeting's balance of 554.89 the following expenditures were made: \$29.67 for projector cover,

Macworld Expo: The Intel Macs are ready six months ahead of schedule.

by Wayne Younkins

Apple and Intel were looking pretty friendly at the Macworld

At The Next Meeting

Steve Jobs Macworld Keynote 2006

\$125.00 for Xmas Pizza Party and \$9.99 to the IRS for a new EIN for CVAUG, bringing the new account balance to \$390.23.

New dues income to be deposited from Bill Isham will bring the new balance to \$412.23.

Candidates for Membership:

Pres. McFarland informed the membership that he has a new prospect for membership via e-mail. Prospect may not be able to attend meeting due to conflict with meeting schedule. Possible confirmation by next meeting.

Giveaway Winner: A giveaway, a valuable AKVIS Co.

Photoshop Plug-in was won by Thomas R. Roberts.

Expo. Apple introduced their new Intel iMacs which have 2 Intel microprocessors in them. The MacBook Pro laptops have 2 Intel microprocessors in them too. Cool, literally, that's why the Intel is inside instead of the G5, they run cooler and saves your battery. They have

an iSight camera built in and a remote control to run movies and music and stuff from across the room. Ooo. If you use two fingers on the touchpad you can scroll down a page without having to go all the way over to the scroll bar. If someone trips over your laptop cord it detaches without taking your brighter screen new MacBook Pro crashing to the floor. So what runs on the Intel Macs? Eventually apps will be available in a Universal format that will run on both PowerPC and Intel Macs. For now there is Rosetta to make some of them work on Intel Macs. Rosetta does not open in another window like OS 9 does in OS X. It is seamless and you'll never know it happened. Mac OS X, iLife '06, Safari and Mail will run on both. A lot of your PowerPC stuff will because of Rosetta. Although some apps requiring real time playback may perform better with the Universal version. Most of third party apps are not yet ready. Look for the Universal yin yang like symbol which means the app will run on both PowerPC and Intel Macs. Final Cut Pro, Motion, Soundtrack Pro, DVD Studio Pro, Aperture, Logic Express, Shake and Final Cut Express are not supported by Rosetta. But these are promised in March in Universal and you can "crossgrade" to the Universal versions for a much reduced price.

Apple and Microsoft looked pretty friendly too. Microsoft

has signed an agreement to keep making its Office suite for Macs for five more years. But what's this? Steve Jobs introduced iWeb, a new Web page building program which will be included in iLife '06. iWeb can use your stuff from iPhoto, iTunes, and iMovie to make your web pages, blogs, or podcasts. Oh, GarageBand now has podcast tools and iPhoto now has photocasting making it simpler and automatic way to update photos on Grandma's desktop so she doesn't have to navigate through .Mac. A lot more .Mac integration with iLife '06. iDVD now supports widescreen, and it now supports some 3rd party burners, and it has Magic iDVD; select the theme, photos, and movies and it makes the DVD for you.

This means Apple iLife '06 now challenges Six Apart and Odeo for blog and podcast creation; FilmLoop for photo subscriptions; and possibly Google and Yahoo with their blog and photo software. So Apple may not be so friendly with everyone.

Pullin' the old switcheroo

By Dan Pourhadi

Well snap my whipper and call me a whipper-snapper. Who saw that coming? The Mac rumor sites predicted confidently for months that Apple was poised to update the iBook and Mac mini lines with the new Intel chips at Macworld. Apple, in response,

held out the palm of its hand and recited the customary, "Talk to the hand 'cuz the face ain't listenin'. We go our own way, yo."

You wanna know who saw that coming? I saw that coming. Yes, me. But no one believed me, not a one. "Apple can't let the PowerBooks fall behind in performance like they have," I said vehemently. "If they introduce an Intel iBook, PowerBook sales will drop like bird poop onto your car." "No way!" the rumor mongers replied. "The PowerBooks were just updated! And the pro apps aren't even compiled for Intel yet! And Macworld is for consumers, not prosumers." Here's my reasoning behind Apple's motivation to Intel-ify the PowerBook (now dubbed the "MacBrook Pro") before the iBook:

1) Laptop sales are skyrocketing, virtually surpassing desktops. Everyone buys laptop machines now because for most users, they do everything a desktop can do, plus they're portable: perfect for business, perfect for the home, and perfect for school.

Professionals, especially photographers, make up a huge chunk of high-end notebook purchases, because they're always on the go -- and they need a powerful machine that can always go with them. The PowerBooks have been so far behind in terms of performance, one could spend half the money on a PC notebook that's twice as fast. Apple needed to grab

back that sales base, and shoe-horning an Intel chip into the most popular PowerBook (the 15") was the quickest way to ensure relevancy in the high-end notebook market.

2) iBooks are and always have been selling incredibly well. If the PowerBooks were falling behind and sales was dropping, why would they update the iBook first when it's doing just fine as-is?

3) How would it look if Apple were to say "Buy our new Intel iBooks, twice as fast as the older iBooks!" when the older iBooks were just as fast as the current PowerBooks? You want a way to kill sales -- there you have it.

I bet you all feel silly now, don't you? You certainly should. You were dead wrong. Typically I'd show some empathy. "Well, it was an honest guess!" I could say. "At least you tried!" But no. Not this time. I'm going to cherish this moment, and you can't ruin it for me.

People were wetting themselves on the news of the Intel iMac, too. The iMac was just updated, what, a month ago? Plus, it's Apple's most popular line; why would they use it to as the forerunner to one of their most ambitious transitions? Isn't that just asking for trouble?

Yes and no.

1) Apple sent a signal with the introduction of the Intel iMac; they're showing their users, their developers, and the rest of the cynical world that they're

serious about this transition, that they will throw everything they have into getting it done right. Apple's not pussy-footing around, not "testing the waters" -- they need to convince everyone that A) the transition will be huge for Apple, but B) the average user shouldn't even notice the difference. And what better way to do that than to take their best-selling consumer machine, shove an Intel chip inside, and drop it on the market as if it were any other Macintosh?

2) And there's the whole shove-the-developers factor. Jobs said the first Intel Macs would be on the market by WWDC 2006, which takes place in July. Apple was hoping that software devs would work adamantly on releasing Intel-compatible -- or "Universal" -- versions of their software before that. The more compatible software available for Intel machines, the easier the transition will be. And by releasing the iMac nearly 6-months ahead of WWDC, Apple's essentially strong-arming the developers into update their software -- or risk losing a growing market.

3) "No, son, we can't buy a Mac computer right now," I heard a bearded dad say to his teen son while perusing the Apple Store last month. "Why not?" the kid asked, a look of exasperation painting his face. "Because," the father replied, "Apple is changing their computers; if we buy one now, nothing will work a few months down the road." Liar! The dad's a liar!

Ahem.

Anyways, Apple's also trying to avoid that. At Apple's quarterly earnings report to shareholders, they said Mac sales dropped relative to expectations because of the anticipated Intel switch. If Apple went with a less popular machine -- say, the Mac mini -- instead of the beloved iMac, what do you think reviewers and tech pundits and penny-pinching dads would say? "Wait to buy until they upgrade the iMac." By upgrading the most popular line first, Apple's preempting any nasty sales drop.

4) By using the same design as the G5 iMac, Apple is also emphasizing the fact that, though the transition is hugely important in Apple's long-term future, the average consumer should not notice any difference -- at all. And 90% of those who purchase an Intel iMac in the coming months won't even realize the machine their buying today was not the same machine on the shelves two months ago -- and that will do a lot to protect sales and comfort consumers.

So there you have it. Jobs' Macworld announcements may seem illogical -- or even foolish -- at first, but in reality, they were probably the best moves Apple could make considering the unusual and fragile circumstances.

Now, if they would just release that media center Mac mini that everyone was praying for, I'd be all set!

Dan Pourhadi is a freelance technology writer from the northwest suburbs of Chicago. He writes several Mac-focused columns for various publications, is a blogger at The Unofficial Apple Weblog (TUAW), and has contributed to MacAddict Magazine. You can read his person blog at www.pourhadi.com.

Words Alone Cannot Describe GarageBand

Phil Shapiro

One of the ways I earn a living is teaching private guitar lessons to youth and adults in the Washington DC-area. Quite often I bring along my iBook to guitar lessons. If the house has wireless Internet, I can quickly look up the lyrics to songs. And sometimes I use my iBook to pass along some MP3 or QuickTime videos that I've made that help my guitar students learn fingerpicking, chords or strumming. Using my USB flash drive, it takes just a minute to copy some files from my iBook to any Mac, Windows or Linux computer. Last week I ran into an experience worth writing about. One of my guitar students is a nine year old boy who has been playing guitar for 4 years. That's quite unusual. The guitar is a difficult instrument to learn. I usually only take on a guitar student if they are 12 years old or older. This particular guitar student is a real delight to teach. I've been

showing him some fingerpicking and rock and roll strumming techniques. He catches on fast. We both enjoy the lessons a lot. This boy mentioned to me that his parents were thinking of buying him a new laptop. I quietly mentioned that an iBook would suit his musical interests well. He quickly agreed. Not only would he have iTunes on such a laptop, but also Garageband. GarageBand is such an incredibly playful program that words alone cannot describe the joys this software can bring you. Within the past month I discovered just how playful GarageBand can be when some friends and I used GarageBand to compose a song for the Spread Firefox campaign.

At the end of last week's guitar lesson I chatted with the parents of this student about how happy I was with their child's progress. During our conversation, the parents mentioned to me that they decided to get their child a Windows laptop -- one that had previously been used by their business. My guitar student looked crestfallen at the news. I did the only appropriate thing a person should do -- and supported their decision. "A Windows laptop is a fine choice," I commented. "In fact, I'd love to have a Windows laptop myself." (So that I can install Linux on it.) What I needed at that particular moment was to reach into my laptop case and pull out a free DVD video showing adults

and youths playfully using GarageBand. I should have said, "I think a Windows laptop is a fine choice. By the way, here's a DVD you can have that shows some adults and youth using Apple's GarageBand software. GarageBand comes for free with all new Macs." Words failed me. There was nothing I could do at that moment to explain the joys of GarageBand other than to have a DVD video to pass along to this family.

If Apple were to create such a video, how could it be distributed? Apple users would gladly pay the \$5 shipping charges for 10 copies of such a video. (Or better yet -- 12 copies of the video - - cheaper by the dozen.) So if Apple picked up the cost of producing the video and the cost of duplicating it, the cost of distribution would amount to zip. Zero. Nada. How many Mac enthusiasts would pay for such a video to share with their friends, family and neighbors. Oh, just 100,000 or so. This same video could be placed on the hard drive of every shipping Mac. And this same video could be installed on the hard drive of every shipping 5th generation iPod. I need to mention one last fact in this article. My student lives in a house whose driveway is long and winding. The house is probably worth between \$3 to \$5 million. The issue here was not that this family could not afford an iBook. The issue was that Apple didn't give me

the tools I needed to help this family understand why their son needed an iBook.

Words alone cannot describe the joys of GarageBand. That's why a GarageBand demonstration video is so sorely needed -- posthaste. Do you know what would happen if more people learned about GarageBand? A broad smile would break out across their face. Come to think of it, a broad smile is about the only way to convey what GarageBand is about.

Starry Night Pro Plus 5.7 and Starry Night High School

Maria O. Arguello of MLMUG

Product: Starry Night Pro Plus 5.7 and Starry Night High School (New)

Company: Imaginova

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

Price: \$249.95 and \$169.95

System Requirements: OS X 10.3 or higher, G4 800-MHz or higher processor, 256 MB RAM (512 MB recommended) and 3.0 GB of hard disk space for full install. Will not run on OS 9.x or earlier. OpenGL support requires a 64-MB OpenGL-capable graphics card. Minimum recommended monitor resolution of 1024 x 768 pixels. DVD-ROM drive required for installation.

Test System: 1.5-GHz

PowerBook G4, Memory 2 GB DDR SDRAM, OS X 10.4.3

Reviewer: Maria O. Arguello

Rating: 5 out of 5 apples

Starry Night Pro 5.7.2 will thrill the avid amateur astronomer with its stunning realism. There is also something for the hardcore astronomers as an observation aid. It generates customized observation planners for every night of the year. You can look at the night sky on your computer from any place and time without the blight of light pollution interfering with stargazing. You will see the stars exactly as they appear in your town in the night sky. You can click and grab a star, dragging the heavens back and forth wherever you desire, or type the name of a celestial body and zoom to it. There are also guided tours to learn your way around the Solar System and beyond. This program is simply sensational with a spectacular interface giving you the feeling of looking at the real night sky. It includes a catalog of more than 55 million stars and a million galaxies.

If you're invited to a stargazing party, you can set the night-observation mode that colors your display a deep red so as not to offend your friends and insure getting invited back. How cool is that?!

How I wish I'd had Starry Night High School (or Starry Night Middle School) back when I was teaching astronomy to high school students. The school had a wonderful classroom planetarium but no curriculum. I was in charge of developing it. My students would have marveled at Starry

Night High School software, as its computerized celestial view would have been a source of wonderment and a great supplement to the classroom planetarium.

Starry Night High School comes with a complete Teacher's Guide replete with Lesson Plans, CDs, Assessments, and everything the teacher and students would need to delve into the mysteries of our universe. Students will be motivated to learn more about the universe while having fun. The Lesson Plans are impressive in their careful architecture to promote the students' interaction with the program. The computer exercises help to reinforce key concepts. Students manipulate time and location to view numerous perspectives of the universe.

The Teacher Guide also includes a section on what to look for when buying a telescope. I would make sure the telescope was capable of working with Starry Night to instantly center the eyepiece on whatever object you select. The credentials of the developers are impressive. They succeeded in developing interesting, provocative, and challenging lessons addressing most student learning styles and abilities. It is the most "realistic astronomy software" and worthy of the prestigious Best Interface award and numerous other awards. A stunning program you will love!