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Macworld

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The Mac Experts

iPad!

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First Look

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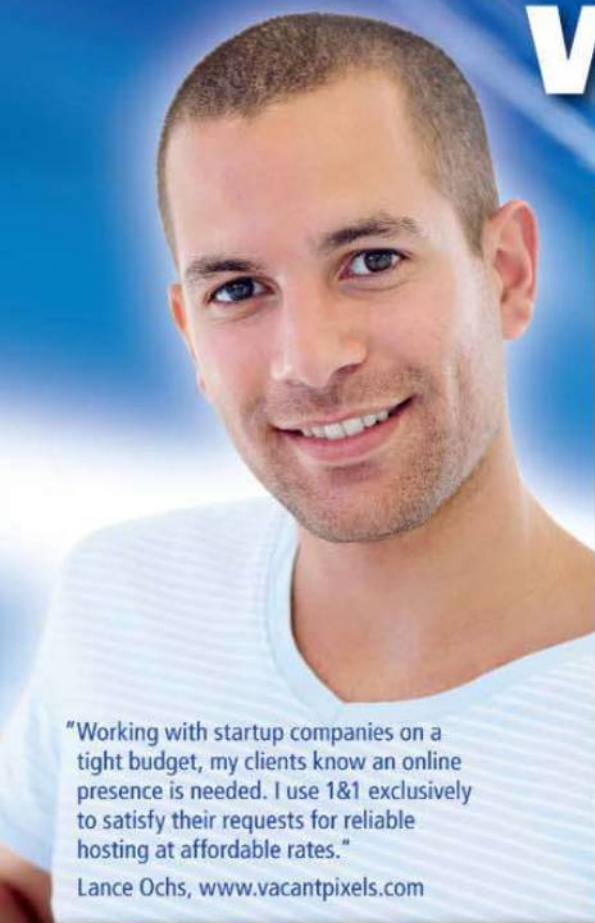


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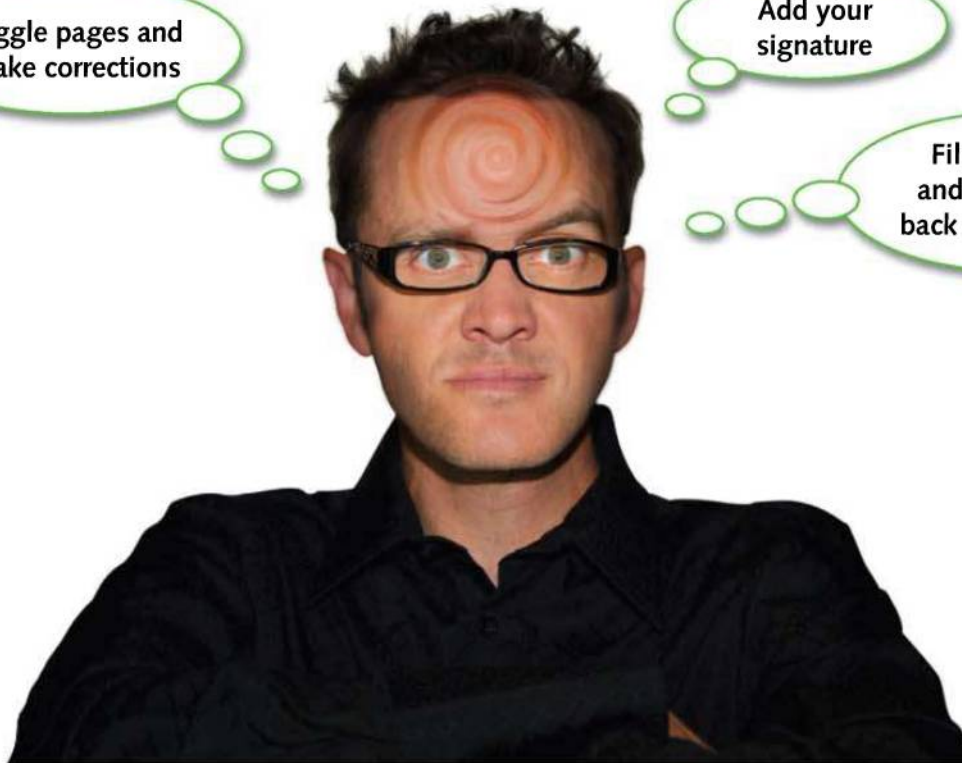


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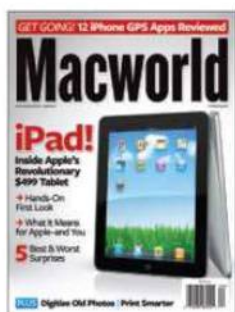
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Illustration by Joe Zeff Design

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What's the best iPhone GPS navigation software? We help you decide in our review of 12 iPhone GPS apps.

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John Gruber says that, like other Apple products, the iPad will start small but grow into something bigger.



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The iPad, Unveiled

Macworld editors share their impressions of the iPad following Apple's announcement (macworld.com/5827).



We also recommend:

Macworld Video: Reaction to the Apple iPad (macworld.com/5828).

Macworld Podcast: CES Wrap-Up (macworld.com/5829).

Macworld Video: Rip DVDs for Your iPhone, iPod, and Mac (macworld.com/5830).

Macworld Video: The 240GB iPod (macworld.com/5831).



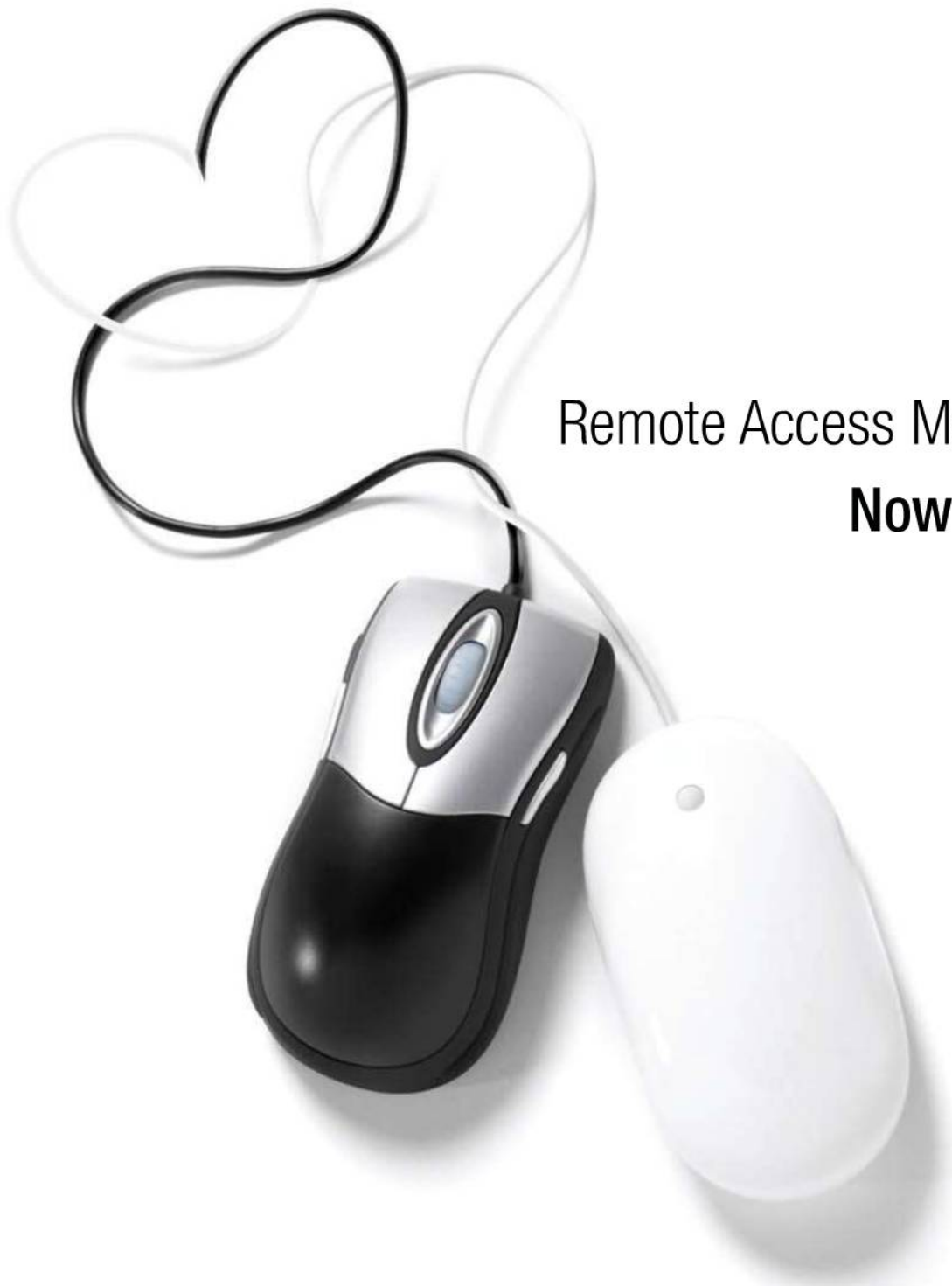
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The Third Revolution

First Mac, then iPhone, now iPad: Apple's ongoing effort to simplify computing

This month, I'm handing my space over to Senior Associate Editor Dan Moren, who was with me at Apple's iPad announcement and has some interesting thoughts about where that product might lead us.—JASON SNELL

A few years ago, I took my MacBook into an Apple Store to get it serviced. The two Geniuses there looked it over with the same critical eye that car enthusiasts might give to a hot rod. "Look," said one, "he's replaced the battery monitor in the menu bar. And he's got the Dock down in the bottom right of the screen."

Techies wear their tweaks and optimizations as badges of honor. But something strange happened after I watched Steve Jobs introduce the iPad. I looked at all those little inscrutable icons in my MacBook's menu bar and saw them for what they were: hacks and shortcuts to "fix" the way the computer worked. "Surely," I thought, "there must be a better way."

Removing the Buttons

In 1984, Apple introduced the Mac and first brought a graphical user interface to the masses. "Look," Apple said, "computers are powerful, useful tools, but they're clumsy and inelegant. Let us show you a better way." Of course, the Mac was derided as a toy by those who had grown accustomed to typing their instructions at a command line.

But look where we are now: Every subsequent personal computer operating system has followed the Mac's example. Twenty-six years later, we're all interacting with our computers with a cursor-driven interface in which we point, click, and drag.

But as good as the Mac interface is, Apple realized that it isn't good *enough*. While PC makers have been adding extra buttons and controls to try to give users *more* ways to tell their computers



Like the iPhone, the iPad abstracts the nitty-gritty details of the computer's underpinnings.

what to do, Apple has been headed in the opposite direction by *removing* the buttons.

A New Way of Doing Things

The smartphone market gave Apple an opportunity to implement these ideas on a more compact canvas. Seventy-five million iPhones and iPod touches later, the touchscreen interface has become familiar; users have learned a new way of doing things.

But even now, the iPad is a bold, ambitious product. Like the iPhone, it abstracts the nitty-gritty details of a computer's underpinnings and removes obstructions to the tasks you actually want to do. Much of the negative response to the iPad seems filled with anger (which, as Yoda pointed out, stems from fear). Much of that anger comes from power users who *like* dealing with the underpinnings of their computers. I don't think Apple wants to kill off

tinkerers—it just wants to make sure that you don't have to be a tinkerer to use a computer.

Making Computing Easier

Few people mourned the damage the personal computer dealt to the typewriter, and most of those who did were either a) fueled by nostalgia or b) people who made typewriters. Few people mourned the damage that e-mail and the Internet dealt to the fax machine—in fact, we're mostly just pretty ticked off that the fax machine is still persistently clinging to life at all. In both instances, people embraced the new technology because it was, well, *better*.

The iPad represents the next phase of computing. Apple isn't the only one to realize it, either. What Google is doing with its Chrome OS is different than what Apple is doing with the iPad. But they're both aimed at the same target: making computing easier for the average user. I wager that we'll see a touchscreen tablet running Chrome OS within a year of the software's release, though I am skeptical of how effective that combination will be.

The iPad won't kill the computer any more than the graphical user interface did away with the command line. (It's still there, remember?) But it is Apple's way of saying, once again, that there's a better way. Regardless of how many people buy the iPad, it's not hard to look forward a few years and imagine a world where more and more people are interacting with technology in this new way. Even if it often seems to do just the opposite, the ultimate goal of technology has always been to make life *easier*.

Dan Moren edits the MacUser and iPhone Central blogs at Macworld.com. Contact him at dan_moren@macworld.com or follow him on Twitter at twitter.com/dmoren.

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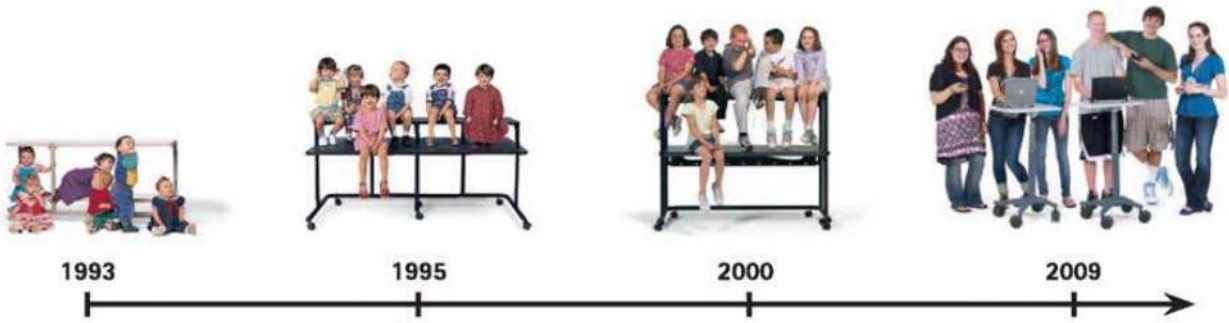
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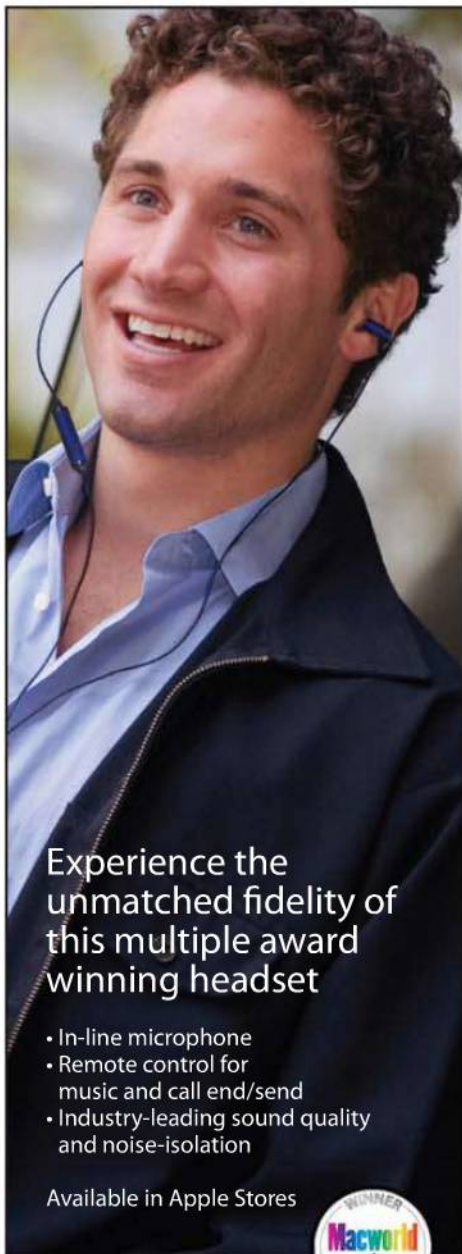
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Putting Safety First

Readers offer up their own advice for keeping your computer and data secure

Seconding Security

Your security article was full of good info ("Protect Your Mac," March 2010). If you're a victim of online-fraud, contact the Internet Crime Complaint Center (ic3.gov), which allows victims to file a complaint and forwards it to law enforcement.

PhillyCheeze

According to the Privacy Rights Clearinghouse (privacyrights.org), you are protected against an unauthorized ACH (Automated Clearing House) withdrawal, but only if you report it within two business days of discovering the theft. Credit card protection gives you 60 days to report unauthorized use.

RhymingDesigner

Using whole disk encryption is another great technique for keeping your data out of the wrong hands if your laptop is stolen. PGP has a product that works



well with Leopard, and is in beta with Snow Leopard (macworld.com/5806).

JohnnyO

Get Online

A warning for people using Wi-Fi routers in hotels: If your hotel does not offer free Internet access, you can quickly get double and triple charged if you are using a router ("How to Get Online from Anywhere," *Working Mac*, March 2010). Some hotels keep track of MAC (Media Access Control) addresses accessing the network and charge accordingly. It is amazing that a \$39-a-night Motel 6 will not charge a dime for Internet access, but \$200-a-night "ritzy" hotels will squeeze you for every dime they can.

jamus

iTunes Myths

The fact that many devices support only the arcane MP3 format, or worse yet, WMA (which is proprietary), gives the impression that AAC is a proprietary Apple format ("Five iTunes Myths," *Playlist*, March 2010). At this point AAC

compatibility should be as ubiquitous as MP3 compatibility, but it's not. Given the popularity of the iPod, iPhone, and iTunes Store and the fact that AAC is not proprietary, the lack of AAC-capable devices is inexcusable. MP3 compatibility should remain for backward compatibility, but AAC should be a de facto standard on any new MP3-capable device.

mdawson

Bento Bust

I was surprised to see Bento 3 listed as the standard for personal database programs in "The 25th Annual Editors' Choice Awards" (February 2010). I purchased the original Bento last summer, and before I'd had it for even 30 days, I received an upgrade notice for version 2 of the program. The price was listed as \$49 even though I had just purchased it. Now I read in your article that FileMaker offered a \$20 rebate to purchase Bento 3. I never received any notification of that offer. In fact, I have never used Bento since. Other software companies will offer a free upgrade, within a reasonable time frame, for recently purchased programs.

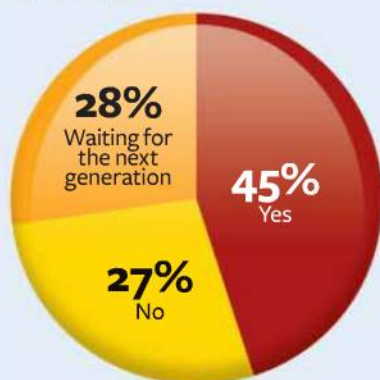
Fred Tate

Finder Fodder

One thing I've always noticed is that not all users get work done in the same way ("Forget the Finder," *Spotlight*, December 2009). You have your keyboarders, your menu navigators, and your mousers. Which way is better is subjective. What really matters is that the user is comfortable with their method. How efficiently work gets done hinges on familiarity. If Apple changes the Finder tools or their functions, it'll just slow people down. Whatever improvements Apple has

READER POLL

Do you plan to buy an iPad?



Source: Mac OSX Hints.com online poll, January 2010



Hitting the Z key ⚙️

NAP DURATION:
20 Minutes

BEDTIME:  

Sheet M
Sandman

NOTES:
twitter facebook

Drool-worthy ⚙️

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iPad Visions

The iPad has been unveiled and *Macworld* readers are imagining its many possible many uses:

The iPad looks exactly like the device that will get all those technophobes to finally join the digital revolution.

☞ **Paulyboy**

An iPad would be a great cooking and recipe companion.

☞ **MorrisTheCat**

Businesses can fit the iPad with a universe of custom apps and accoutrements designed to do sales, inventory, patient care, and shipping tracking.

☞ **Lwdesign**

As a professor, I'm very excited that the iPad will have its own custom version of Keynote and a simple VGA adapter to plug into the classroom projector.

☞ **Iedsri**

It is perfect for someone who uses a computer only for surfing the Web, sending e-mails, watching movies, and looking at pictures.

☞ **MacTechAspen**

It would be great to have a direct-line connection with MobileMe for backups and some additional storage.

☞ **JimG**



planned for the Finder, I wouldn't want my favorites eliminated. I don't want to spend time learning new methods when nothing was wrong with the old ones.

☞ **David R. Denslow**

One of the strengths of the Mac operating system is that it allows different users to use the machine in ways that fit their work style and requirements. As an engineer, I rely heavily on a structured file system to find what I am looking for. The Finder is a tool that exactly matches how I organize, store, and locate information. I use Spotlight only when a file becomes misfiled. Keep the Finder, but go ahead and let those who work differently use other tools that suit their work style.

☞ **Herb Stevens**

iMac versus Mac Pro

What a timely article ("For Power Users: iMac, Not iMac Pro?" *MacUser*, February 2010). I am a graphic designer and was wondering if it would be worth the additional cost to get the Mac Pro instead of a 27-inch iMac. Going with an iMac would leave me a grand or so to invest in upcoming software upgrades and a large-format printer. At this point I think that a Mac Pro would be overkill for my current needs, especially considering that in four or five years it will be time to upgrade hardware again. Your article helped reinforce my own research.

☞ **Terrance Thornton**

Missing the Cord

In "What's Next for the iPhone?" (*iPhone Central*, February 2010), you ask for the ability to transfer more data over wireless. I understand the interest in transferring data wirelessly while on the road, but I don't live my life on the road. I come home every day and plop myself down in front of my Mac. My house is wired for ethernet; I have routers and switches, and absolutely no trouble transferring data anywhere in the place. So can you explain why everyone seems to think that transferring data over Wi-Fi is such a grand thing? It boggles my mind why I need to go out and buy a wireless access point just to move some

things onto my iPod touch, when it sits here connected to my Mac via a fast USB 2.0 connection.

☞ **Ted Bade**

Not Yet Obsolete

Your comment that landlines are obsolete ("10 Obsolete Technologies to Kill in 2010," macworld.com/5807) indicates that you are unaware of how poor cell service is at providing location awareness for 911 services. If you are in an apartment, a condo, a townhouse, or a dense single-family development, a 911 call from a cell phone will not be able to locate you precisely enough to be helpful. I may rarely use my landline, but I would never get rid of it.

☞ **Larry Martin**

Until home alarm companies build in cell phone subsystems or Wi-Fi to access a home access point, I will have to stay with my landline. I guess this would apply to the other people in the United States who use similar alarm systems.

☞ **Bob Lincoln**

It may seem intuitive to get rid of physical objects like CDs. However, digital libraries, maintained on computers that are never backed up, are a formula for disaster. If you lose your library, you must re-buy the whole collection. Also, MP3s and the like use lossy compression. Audiophiles would be shocked by your dismissal of the one music medium available that's both digital and as lossless as possible. You can't lose a disc as easily as electronic-only storage.

☞ **Paul Pollock**

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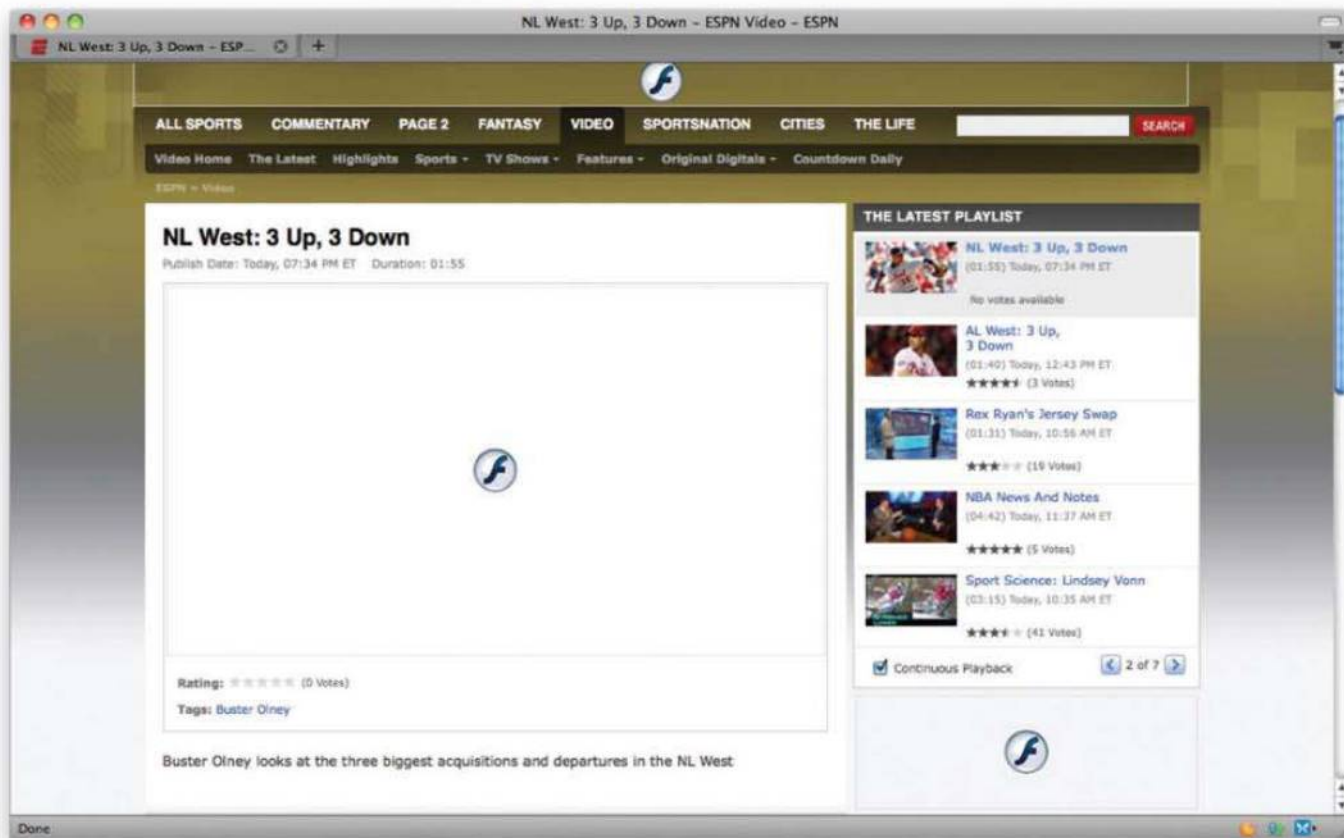


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ADOBE FIGHTS THE FLASH BACKLASH

Company defends itself against Apple, security threats, and an upstart rival

By Dan Miller

Steve Jobs does not seem to like Flash. Explaining why the iPhone didn't support Adobe's multimedia platform, he once said Flash was "too slow." And when he introduced the iPad, Flash was once again notable for its absence (see page 32 for our first look at the iPad). Those omissions have led some to wonder: Is Apple trying to get rid of Flash altogether? If it is, Adobe isn't taking the hint.

Slow, Unstable, Unsafe?

The iPhone's lack of Flash has been controversial since its introduction in 2007. Asked about its absence in 2008, Jobs said that the desktop Flash program was too demanding for the smartphone, but that the Flash Lite mobile version

wasn't good enough. At the time, Adobe CEO Shantanu Narayen admitted that putting Flash on the iPhone was "a hard technical challenge." It was a legal challenge, too: Apple's iPhone SDK agreement specifically prohibits developers from using interpreted code other than what's already in iPhone OS—and that means no Flash.

Flash's problems aren't isolated to the iPhone. Mac users commonly blame Flash for browser crashes and system slowdowns. Apple won't corroborate those accusations. But at last year's Worldwide Developers Conference, Apple's senior vice president of software engineering, Bertrand Serlet, did say that browser plug-ins are the number one cause of crashes in OS X. He didn't

have to add that the Adobe Flash player is one of the most commonly used plug-ins.

Flash has also been called a security threat. Last year, McAfee issued a report saying that Flash and Acrobat Reader could become preferred targets for criminal hackers, surpassing even Microsoft Office applications. If so, Adobe is at least partly to blame: The company recently apologized for a still-unpatched bug that crashes all versions of Flash and was first reported in 2008; the bug won't be fixed until later this year.

The HTML5 Alternative

While Apple and others have been complaining about Flash, Internet developers have been working on an

Kevin Lynch



alternative, a new Web specification—HTML5—that could replace Flash as a way to display video online.

HTML5 would allow browser vendors to build video playback support into their apps, instead of relying on third-party plug-ins. Such built-in support could mean more reliable video playback.

Although HTML5 is still very much in development, two of the biggest video sites on the Web are already trying it out. YouTube has a test site (www.youtube.com/html5) where you can watch clips without Flash. Your browser must support the HTML5 **video** tag and be able to play H.264-encoded video; Safari and Google Chrome both qualify. Meanwhile, video-sharing site

video to post on their sites. Flash doesn't have that problem: Adobe licensed H.264 for Flash on all platforms.

Adobe Pushes Back

Adobe isn't taking these slights and threats without response.

The company is including a development tool called Packager for iPhone in Adobe Flash Professional CS5. Packager will enable developers to convert Flash content into iPad apps. (Remember that Flash is for games and other multimedia content, not just for video.) Packager will also include support for the iPad's higher screen resolution.

As for security, Adobe CTO Kevin Lynch has acknowledged the problem—"We have absolutely seen an increase in the number of attacks"—but insists, "We're working to decrease the amount of time between when we know about a problem and when we release a fix."

The company is also fighting the Flash-bashing in the court of public opinion. John Nack is one of the company's fiercest Flash defenders. "I find the Flash-bashing tedious and hollow," he recently wrote on his Adobe blog (blogs.adobe.com). While admitting that "Flash is flawed," he also thinks people need to remember that "it has moved the world forward." (Adobe says that 75 percent of Web video streams use Flash now.)

Mac users commonly blame Flash for browser crashes and system slowdowns.

Vimeo (vimeo.com) announced an HTML5-enabled version of its site, too. If you use a compatible browser, you can click on a link in a video's window to see the HTML5 version. That link appears on roughly 65 percent of Vimeo's videos.

HTML5 can't replace Flash yet. One big reason: The HTML5 working group can't force browser vendors to support a single, common video standard. (H.264? Theora? Other?) Each vendor will decide for itself. But without a single standard, Webmasters won't know what kind of

As for the new standards and competition, Nack says that Adobe is open to change. "[Flash] is... just one possible means to an end." While Adobe will keep investing in Flash, it will also "[build] authoring tools that produce what customers demand, and that includes HTML5-based work."

Which is to say that no matter what Steve Jobs and users may think of Flash, and no matter what alternatives pop up, Adobe won't relinquish its leading role in online multimedia without a fight.

Another Huge Quarter for Apple

By Philip Michaels

Apple sold a record number of Macs and iPhones in the first quarter of the 2010 fiscal year. Those sales helped the company break its previous revenue and profit records as well.

In the three months ending December 29, 2009, Apple sold 3.36 million Macs—up 33 percent from Q1 2009, and topping the 3.05 million sold in Q4 2009.

Portables continued to drive the Mac business. Apple sold just under 2.13 million laptops in the quarter—63 percent of all Macs sold. The iPhone contributed, too. Apple sold 8.7 million of them in the quarter—almost twice what the company sold in the 2008 holiday quarter.

Sales of iPods actually fell 8 percent year-over-year; sales have declined for three consecutive quarters now. The one bright spot: Apple sold 55 percent more iPod touches this year than it did in the first quarter of 2009.

Altogether Apple tallied sales of \$15.68 billion and a net quarterly profit of \$3.38 billion. That compares to year-ago figures of \$11.88 billion in sales and \$2.26 billion in net quarterly profit.

Observant readers will notice that those year-ago numbers aren't what Apple reported in January 2009. The company has adopted new accounting standards. Previously, Apple accounted for iPhone and Apple TV sales on a subscription basis, deferring revenues and costs for those products over 24 months. Now Apple will recognize revenues and costs at the time of sale. Restated results are on Apple's investor page (www.apple.com/investor).



MACWORLD EXPO 2010: THE BEST OF SHOW



By Roman Loyola

Every year, when Macworld Expo rolls around, *Macworld* editors must repeatedly answer one question: What are the most interesting products at the show? Our answers come to you in our annual Best of Show awards, where we highlight the products that we think stand out from the rest. Here are some of this year's Best of Show winners; for the full list, go to macworld.com/5819.

Canson Papershow

Last year, we gave the Livescribe Pulse Smartpen a Best of Show nod. The \$200 Papershow (macworld.com/5820) is similar. Like the Smartpen, it consists of a digital pen that you use to write on special paper. However, the Papershow is specifically designed for presentations. Say your slideshow contains a bar chart. With the Papershow, you can annotate that chart. The annotations appear on screen in real time, and you can later print the annotated slides or export them as PDFs.



FastMac U-Socket

More and more people are using mobile devices. That means more and more people need a convenient way to charge the batteries in those devices. With FastMac's \$30 U-Socket (macworld.com/5821), you can plug your iPhone, iPod, digital camera, or other gadget directly into the wall, without using a power adapter. The USB ports output 5 volts (at 600 mA), and they are powered only when a device is connected to them. FastMac is still waiting for final approval on the U-Socket, but the company hopes to start shipping it soon.



Frolicware AutoPark

Here's an iPhone app you might want to get before you come to San Francisco for next year's Macworld Expo. The \$5 AutoPark (autoparkapp.com) is all about parking your car. It helps you track the time left on a parking meter; it uses GPS to help locate your car; it finds nearby gas stations, banks, and bathrooms; and more. In cities like San Francisco, where meter maids are aggressive, AutoPark can save you from costly parking tickets.



IKanex HDMI to Mini DisplayPort Connector

The latest 27-inch iMacs have a Mini DisplayPort capable of accepting a video signal, so you can use the iMac as a display. You might also want to connect a PlayStation 3 or Blu-ray player to the iMac—but to do that, you'd need an HDMI-to-Mini DisplayPort video-in adapter. Kanex's \$150 HDMI to Mini DisplayPort Connector (kanexlive.com) is the first such adapter we've seen. It opens up the possibilities of using the 27-inch iMac as the centerpiece of your home entertainment center.



Marketcircle Billings Touch

We like Marketcircle's Billings Touch (★★★★; macworld.com/4279), a well-designed time-billing program for the Mac. So we're glad to see Billings Touch (macworld.com/5822) available on the iPhone for free. It's one of the better apps of its kind: While it syncs with Billings on the Mac, Billings Touch is a full-featured app that works well on its own. It makes it



easy to track your expenses, and you can even invoice clients from your phone.

Microvision ShowWX

The trend in the projector market is to go small; more and more manufacturers are releasing pico projectors. Microvision's \$500 ShowWX (macworld.com/5823) is the only laser-based pico projector that produces better color than non-laser-based ones. And it comes with a cable for connecting to an iPod nano, iPod touch, or iPhone, for truly portable presentations.



Quickoffice Connect Mobile Suite

With the \$20 Quickoffice Connect Mobile Suite (macworld.com/5824), traveling business users may finally be able to leave their laptop inside their hotel room's safe and rely on just the iPhone or iPod touch. Quickoffice offers a pair of full-featured office applications (Quickword and Quicksheet) that let you create, open, and edit Microsoft Word and Excel documents. You can also access files that are stored on online storage services like Dropbox, Google Docs, and MobileMe.



Ten One Design Inklet

Inklet, an ingenious application from Ten One Design (\$25; macworld.com/5825), lets you use a MacBook's Multi-Touch trackpad as you would a Wacom graphics tablet. When using Inklet with the Ten One's Pogo Sketch stylus, the tablet becomes pressure-sensitive; it's also smart enough to recognize accidental, unwanted touches.



iMAC SCREEN WOES

By David Dahlquist

Last November, Robert McGovern bought a new 27-inch iMac. When it arrived 12 days later, McGovern—a British citizen living in Germany, happily started to set up his new desktop machine. He wasn't happy for long.

Within 30 minutes of starting up his new machine, McGovern noticed that on-screen whites took on a distinctly yellow tint at the bottom of the display. The tint wasn't noticeable when the default Snow Leopard desktop image filled the screen. But if he switched to an all-white background, he could easily see it: The bottom right of the screen was more yellow than anywhere else.

McGovern phoned Apple tech support and, after some testing, arranged for a replacement. But when the second iMac arrived, he found that it suffered from the same problem. (To make matters worse, it also had a dead pixel in the center of the screen.)

When McGovern called Apple support again, the engineer he spoke to acknowledged that a lot of 27-inch iMacs seemed to have the same problem. Apple's discussion boards have borne that out.

Flickers, Delays

The yellowing isn't the only display problem recent iMac models suffer from.

When the big-screen iMacs were first released last fall, some users—including Macworld Lab—received 27-inch models with cracked displays. (When we contacted Apple at the time, a spokesperson told us: "If any customer has an issue with their Mac, they should contact AppleCare for support.")

Then, in early February, the company released a display firmware update (support.apple.com/kb/DL998) for 27-inch iMacs released in late 2009, to address intermittent on-screen flickering. (That's not the same as the graphics firmware update (support.apple.com/kb/TS3181) released in December, which fixed the firmware on the ATI Radeon HD 4670 and 4850 graphics cards.






The 27-inch models have also been bedeviled by shipping delays. In January, Apple's online store told buyers they'd have to wait three weeks for new iMacs; strangely, the same model was available from Amazon.com and other third-party retailers for immediate shipment. There was speculation that faulty 27-inch displays were to blame. The 21-inch iMacs weren't delayed at all.

Which brings us back to Robert McGovern. After returning his second iMac with the yellowed screen, he received a third machine. The screen wasn't yellow, but it did have a big piece of dust between the glass and the panel. And when the screen dims for energy



saving, the back of the screen starts buzzing. "At this point, I am going to cut my losses and get my money back."

Macs: Current Lineup

PRODUCT	SPECS	RATING	PRICE	DISPLAY	SPEED-MARK 6 ^A	FIND CODE ^B
DESKTOP						
iMac 	Intel Core 2 Duo/3.06GHz (nVidia GeForce 9400M)	★★★★	\$1199	21.5 inches	148	5510
	Intel Core 2 Duo/3.06GHz (ATI Radeon HD 4670)	★★★★	\$1499	21.5 inches	164	5509
	Intel Core 2 Duo/3.06GHz	★★★★	\$1699	27 inches	162	5508
	Intel Core i5/3.06GHz	★★★★	\$1999	27 inches	209	5511
Mac Mini 	Intel Core 2 Duo/2.26GHz, with 160GB hard drive (late 2009)	★★★★	\$599	not included	104	5507
	Intel Core 2 Duo/2.53GHz, with 320GB hard drive (late 2009)	★★★★	\$799	not included	118	5506
Mac Pro 	Intel Xeon/quad-core 2.66GHz	★★★★	\$2499	not included	206	4488
	Intel Xeon/two quad-core 2.26GHz	★★★★	\$3299	not included	203	4503
PORTABLE						
MacBook 	Intel Core 2 Duo/2.26GHz (white)	★★★★	\$999	13 inches	111	5505
MacBook Air 	Intel Core 2 Duo/1.86GHz	★★★★	\$1499	13 inches	70	4953
	Intel Core 2 Duo/2.13GHz	★★★★	\$1799	13 inches	72	4954
MacBook Pro 	Intel Core 2 Duo/2.26GHz	★★★★	\$1199	13 inches	104	4947
	Intel Core 2 Duo/2.53GHz	★★★★	\$1499	13 inches	120	4948
	Intel Core 2 Duo/2.53GHz	★★★★	\$1699	15 inches	118	4949
	Intel Core 2 Duo/2.66GHz	★★★★	\$1999	15 inches	127	4950
	Intel Core 2 Duo/2.8GHz	★★★★	\$2299	15 inches	139	4951
	Intel Core 2 Duo/2.8GHz	★★★★	\$2499	17 inches	140	4952

^A Speedmark 6 is Macworld Lab's standard test tool for benchmarking systems running Mac OS X 10.6 (Snow Leopard). For more information on Speedmark testing, go to macworld.com/5503. ^B In a browser's address field, typing in a find code after macworld.com/ takes you to a product's review or overview.

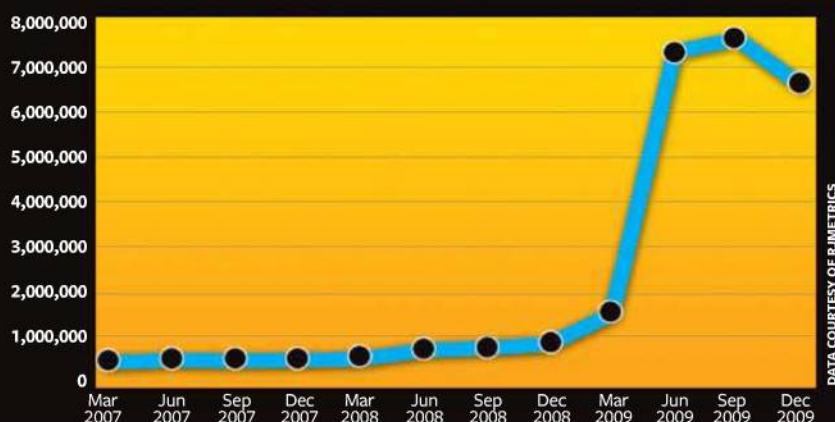
TWITTER LOSING ITS LUSTER?

A study of Twitter users by RJMetrics finds that the site might be slowing down.

For the survey, RJMetrics downloaded 2 million tweets from about 50,000 users over the last few months of 2009. (RJMetrics was able to download only the most recent 3200 tweets for any one user, so the study's authors were missing some data for "power users"—those who tweet a lot; such users, however, represent less than one-tenth of 1 percent of the Twitter population, the authors say.)

The study found that at year-end Twitter had just over 75 million user accounts. That's huge. But the monthly rate of new user accounts peaked in July 2009; it's currently running at around 6.2 million new accounts per month—about 20 percent below the peak.

But don't count Twitter out just yet: Another study, this one by comScore, estimated that Twitter.com had 73.5 million unique visitors in January 2010—an increase of 8 percent over the 65.2 million who visited in December 2009. So what looks like a slowdown on the chart could well be just a momentary pause. —MARK GIBBS



The Return of Haxies

Remember Unsanity? The developer became famous—or infamous, depending on your perspective—for introducing *haxies*, software that injected pieces of code into other Mac OS X apps by means of Unsanity's own Application Enhancer (APE).

Haxies did make possible some rather handy little tweaks, such as enabling Mac OS X windows to collapse à la OS 9's WindowShade, or thoroughly reskinning OS X's Aqua interface. But haxies also had the potential to make applications behave in ways that their original developers never intended or anticipated.

Many haxies stopped working properly with the release of OS X 10.5 (Leopard); they stopped working altogether with the

debut of OS X 10.6 (Snow Leopard), thanks to new security safeguards and changes in OS X frameworks. But now Unsanity has built a new version of

unsanity

Application Enhancer that will work only on Mac OS X 10.6. The company also

plans to port specific haxies to Snow Leopard—specifically, WindowShade X, FruitMenu, Labels X, and Mighty Mouse.

The return of haxies is making some OS X application developers nervous. After all, they know that they will be left to handle the bugs in their programs that wouldn't even arise were it not for APE. Apple's stated policy is to ignore any crash log that's submitted from a Mac that has Application Enhancer installed.

—NICHOLAS BONSACK

Firefox's Future

By Dan Moren

Mozilla has finally released Firefox 3.6. Among the additions: Personas, which allow you to change the look of the browser without restarting it; a Plugin Updater that detects out-of-date



plug-ins; and form completion, which suggests answers for common questions. Mozilla claims it has also improved the program's stability and speed, with better JavaScript performance and faster startup times.

Under the hood, there's support for HTML5 (see "Adobe Fights the Flash Backlash," page 16); compatibility with the Web Open Font Format; and device-orientation detection, so developers can take advantage of the way a device is being held (think mobile devices).

New Development Cycle

Last year, Mozilla said it would release two fast-track updates—Firefox 3.6 and Firefox 3.7—then a major update (Firefox 4.0) at the end of 2010. But then it took Firefox 3.7 off the schedule, and beefed up 3.6.

That's part of Mozilla's plan to roll out updates more frequently, rather than doing big upgrades once or twice a year. Some of those smaller upgrades will be delivered via the regular security updates that already appear every four to six weeks. Those frequent updates won't necessarily be trivial bug fixers.

One of this year's additions could be a new technology called Electrolysis, which will enable Firefox to run each tab as a separate process; that way, if a plug-in crashes a tab, it won't take down the entire browser. Rather than waiting until the entire Electrolysis project is finished, Mozilla will instead roll out protection for specific plug-ins incrementally; Adobe Flash is a leading candidate for such protection.

Mac Gems

DISCOVER GREAT, LOW-COST MAC PRODUCTS **BY DAN FRAKES**



Cinch 1.0.1

PRODUCTIVITY In my daily Mac work, I find myself frequently arranging two windows side by side—for example, two Finder windows to move files from one to the other, two word processing windows to compare the documents, or a text editor and a Web browser to preview my HTML code.

Cinch makes such window arranging easy. Drag any window (via its title bar) to the left edge of the screen, and when your mouse cursor “bumps” against the edge, you’ll see an outline encompassing the left half of your display. Release the mouse button, and the window is resized to fill that outline. Drag another window to the right edge of the screen and release, and that window fills the right

half of the screen. Voilà. By simply dragging the title bars of two windows against the edges of the screen, you’ve split your screen perfectly between those windows.

You can use a similar trick to resize a window to fill your entire display: Just drag the window toward the top of the screen; once your cursor hits the top edge and you see the full-screen outline, release. Unlike OS X’s Zoom command, Cinch’s full-screen feature works with every standard Mac OS X window.

Drag any Cinch-resized window away from the screen edge to restore it to its original size.

💻💻💻; \$7; Irradiated Software; macworld.com/5736



SpaceControl 1.1.0

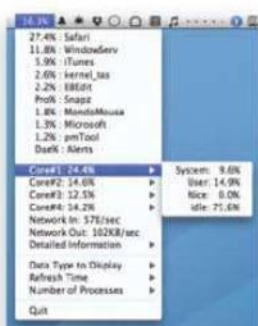
STORAGE It’s important to make sure you have enough free space on your boot volume: If your hard drive gets too full, its performance can suffer and you run the risk of losing data. SpaceControl’s systemwide menu shows the amount of free space remaining on your startup volume. Click the menu icon to see a list of the connected volumes and the free space on each.

But SpaceControl’s most useful feature is that if the amount of free space on your boot volume dips below a configurable threshold, you’ll see an on-screen warning, receive an e-mail, or both, letting you free up some space before disaster strikes. You get a similar feature for nonboot volumes, although you must choose a single threshold for all nonboot drives.

💻💻💻; payment requested; Riotgames; macworld.com/5741

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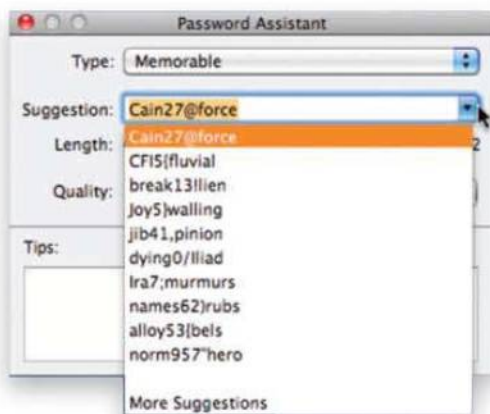


MiniUsage 1.0.1

UTILITIES If you’d like to keep a closer eye on your Mac’s performance, MiniUsage could be your answer. It provides a small menu-bar display that shows your choice of data—CPU usage, the incoming or outgoing network data rate, or (on a laptop) the remaining battery level. The MiniUsage menu shows you all three bits of data, as well as a live-updated, sorted list of the processes using the most CPU resources. If your Mac has multiple processors or cores, the menu also displays the percentage of each core in use; mouse over a core, and a hierarchical menu shows how that usage is divided between system- and user-level processes.

One notable missing feature is a display of memory usage.

💻💻💻; donation to charity requested; Nobuatsu Sekine; macworld.com/5740



Password Assistant 1.0

SECURITY The key to good security is using secure passwords. Mac OS X includes a utility, called Password Assistant, for creating secure passwords, but doesn't make that utility easily accessible—it's available only when OS X specifically asks you to create a new password. For example, when creating a new account, you'll see a tiny key button that opens Password Assistant. A more convenient approach can be found in Codepoetry's identically named Password Assistant, which, when launched, opens OS X's Password Assistant.

🔧🔧🔧; free; Codepoetry;
macworld.com/5738

LaunchCodes 1.0

UTILITIES Snow Leopard (Mac OS X 10.6) changed the rules regarding the way certain documents you create are opened. You can read more about this issue by going to macworld.com/5743, but the gist is that legacy Mac OS creator codes—metadata stored with many files—are no longer used to determine which program opens which file(s).

LaunchCodes is a clever application that works around this issue by assigning itself, using Snow Leopard's official methods, as the program that opens the file types you specify. When you double-click one of those types of files (assuming the file has a creator code), LaunchCodes—silently, in the background—passes the file off to your desired program. (If the file has no creator code, it's opened by OS X's default program for that file type.)

You can edit LaunchCodes' list of file types, adding or removing types as you wish. Adding the PDF file type, for instance, will make PDFs created in Adobe Acrobat open in Acrobat, even though Snow Leopard's default application for PDF files is Preview. One limitation of LaunchCodes is that if a particular file doesn't have both a file extension and a creator code, you must drop the file onto the LaunchCodes application icon in the Finder to open it with your preferred program.—ROB GRIFFITHS

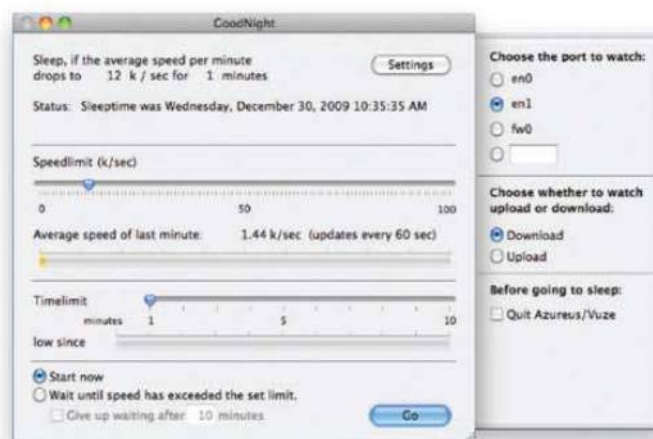
🔧🔧🔧; \$5; Pagehand.com; macworld.com/5742



GoodNight 1.1

SOCIAL NETWORKING Sometimes you want your Mac to go to sleep after a download or network transfer finishes—for example, after a late-night FTP or Web download completes, or when your Mac has finished copying a file to another computer in your home or office. GoodNight monitors your Mac's network activity and puts your Mac to sleep once traffic drops below a set threshold.

To define that threshold, you first choose the network port—ethernet, AirPort, FireWire, and so on—that you want the program to monitor, and whether to monitor upload or download traffic. Then you choose the "speed limit," in kilobits per second, below which sleep is triggered. GoodNight averages traffic rates over the previous minute, so a temporary dip won't trigger sleep; a useful traffic-rate display helps you determine what a good nonzero limit would be. Finally, you choose a time limit, which determines how long network traffic must stay below your limit in order to trigger sleep; unfortunately, the longest time limit you can configure is 10 minutes.



A useful option keeps GoodNight from monitoring until your network data rate exceeds the speed limit, so it won't begin watching your download connection until after your big download actually starts.

🔧🔧🔧; €6; Michael Hawelka; macworld.com/5737

Macworld Hot Stuff

WHAT WE'RE RAVING ABOUT THIS MONTH



I'm with Cocoa

Looking for a way to combine your love of all things Apple with your disdain for the late-night TV wars of yesteryear? Artist and Apple fan Dwayne Clare's new "I'm with Cocoa" shirt (or poster) features a stunning, hand-drawn image of Apple CEO Steve Jobs, while paying tribute to the Cocoa API used to build much Mac software. Plus it parodies a parody—just the sort of disdainful meta-humor smug Apple fans (like us!) love. You can publicly reflect your affection for Apple, Steve Jobs, puns, and general Mac-nerdery. The shirts and posters each cost \$19 plus another \$6 for shipping (www.imwithcocoa.com).

—LEX FRIEDMAN

BAMBOOBOOK

It seems like fancy MacBook covers are all the rage these days. Skydda Design's \$119 BambooBook is a MacBook Pro case for the truly classy. Manufactured of exotic bamboo and lined with plush, padded suede fabric, this case is so chic that it comes with its own formfitting vinyl cover—a case with its own case; now that's classy. Custom made for the 13-inch MacBook Pro, the BambooBook boasts a rich, hardwood appearance and provides solid, bamboo-strength protection for your precious Mac. It's designed to let you operate your Mac without having to remove it from the case, making it almost like a wooden skin for your Mac. The BambooBook also maintains a cool surface, making life more comfortable for people who take the term *laptop* literally (skyddadesign.com). —DAVID DAHLQUIST



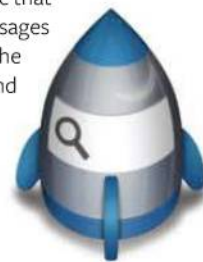
Trillian

If you've switched to a Mac from a PC, you might remember Trillian, the popular, multiprotocol instant messaging client for Windows. Cerulean Studios has now released an alpha build of Trillian for Mac. While it lacks many of the niceties of the Windows version, its basic functions work fine, including support for Trillian's proprietary Astra protocol, as well as for most other common IM networks. Cross-platform users will also be pleased to know that contact syncing works with Trillian for Mac; just enter your Trillian username and password and all of your other instant messaging accounts will be imported—passwords and all. The alpha version is free (www.trillian.im/labs). —DAVID DAHLQUIST



Rocketbox

Central Atomics's \$15 Rocketbox integrates with Apple Mail to boost the e-mail client's built-in search tools. On installation, it overlays the existing search box with its own; it then handles all subsequent searches. Rocketbox provides as-you-type suggestions in the search box (based on the contents of your search index and your address book), and sports a convenient preview pane that shows excerpts from messages returned by your query. The app supports wildcards and filters, lets you restrict searches to specific fields, and can match partial strings (www.getrocketbox.com). —MARCO TABINI



iVisor AG

If you prefer matte screens, Apple offers an antiglare, build-to-order option for the 15-inch and 17-inch MacBook Pros. But if you already own a unibody MacBook or a 13- or 15-inch MacBook Pro with a glossy screen, you can cut down on glare—and protect your screen from scratches and fingerprints—with Moshi's iVisor AG (\$35 to \$38). Unlike other antiglare films, the iVisor AG adheres only to the edges of your screen, making installation much simpler and avoiding unsightly air bubbles and dust blemishes; it also makes the iVisor easy to remove (moshistore.com). —DAN FRANKS



SYNCING iCAL TASKS TO YOUR iPhone

These apps can help you keep tabs on your to-dos

By David Chartier

Even with an operating system well into its third generation, the iPhone and iPod touch still offer

no support for managing tasks out of the box. Wouldn't it be great to sync iCal tasks while you're out and about? Thanks to a handful of iPhone apps, you can.

Mac apps like BusyCal and Today 2.0 have rejuvenated my interest in using Mac OS X's iCal ecosystem for managing tasks, so I went on the hunt to find iPhone apps that sync directly with iCal.

Now, there are some big-hitting task managers, like Culture Code's Things (★★★★; macworld.com/4101) and Omni Group's OmniFocus (★★★★½; macworld.com/3750), that sync with iCal, but they require full-fledged desktop counterparts for that syncing. I wanted to stick with apps that work directly with iCal. Here are the four that made my list.

iTaskPro (macworld.com/5761), from Innovation Technology, doesn't look particularly well designed, but it supports multiple calendars (as do the other three apps that follow). You can also attach voice, picture, and text notes to tasks. You can search and tag tasks and not only sync with iCal on the Mac, but also with Outlook on Windows.

Unfortunately, Innovation Technology is the only maker in this bunch that charges for its Wi-Fi sync helper—a whopping \$40 (though it was on sale for

\$30 as this article went to press). But if you need a cross-platform, syncing iPhone task manager, the \$2 iTaskPro

may be your best option.

iPronto To Do (macworld.com/5762), from Merchon Cottrell, seems to have a more refined interface, offering a quick entry area and various task-sorting criteria. The \$2 app can also back up your data via FTP, which is nice if you don't care solely about syncing with iCal.

Todo (★★★★½; macworld.com/3828), from Appigo, is more of

a “big daddy” of iPhone task-management apps that can sync, because, boy,

can it sync. In addition to iCal, Todo can also sync with Web-based task managers Toodledo and Remember The Milk (if you have a \$25-per-year Pro account), though it syncs with only one service at a time. The \$10 Todo also boasts support for push notifications; project management via subtasks; drag-and-drop sorting; and Getting Things Done features like contexts and tags. It also lets you create tasks that contain actions, so you can, for example, attach a contact name and call

that contact right from Todo, or visit a URL with Todo's built-in browser.

2Do (★★★★; macworld.com/5763), from Guided Ways Technologies, is the most interesting of the bunch, sporting a unique, flexible, and elegant interface. A plethora of preferences allow for customization of everything from calendar colors to the app's icon badge to the list that's displayed upon launch. Priced at \$6, 2Do features push notifications, Smart Calendars, the aforementioned task Actions, a clever landscape view with a 30-day calendar and task list, and visual themes. It will even let you protect individual calendars or the entire app with a password.

While iPhone task managers that sync with iCal have yet to spread like flashlights or sudoku clones, this handful of apps should be diverse enough for most

aspiring productivity enthusiasts. A couple of them keep the feature set short, sweet, and focused, while the others target power users whose happiness rises in direct correlation to the number of preferences and sliders they can adjust. If you've wanted to use iCal to get things done, you have some options for taking your tasks with you, no matter where you may roam.



David Chartier has written for Macworld, Ars Technica, Wired, and other fine purveyors of technology news and reviews.

iPhone, App Sales Keep Rolling

By Philip Michaels and Dan Moren

The iPhone got off to a strong start in 2010, with Apple selling a record number of phones during its fiscal first quarter while also hitting a new milestone for App Store downloads.

First, the iPhone sales: Apple sold 8.7 million iPhones for the three-month period that ended December 26, 2009. That's a record, topping the 7.4 million phones sold during the September 2009 quarter. More significantly, the 8.7 million phones doubled the number Apple sold during the 2008 holiday season. Research firm IDC says that Apple enjoys a 14 percent share of the smartphone market.

During Apple's first quarter, the company began selling the iPhone in China, where sales are off to a slow start. Apple says that it activated more than 200,000 units in China from the end of October through December. (By



way of comparison, Vodafone sold half that many iPhones during its first week as an iPhone carrier in the UK, where the phone had already been available for more than two years.) Apple chief

operating officer, Tim Cook, says that Apple is "focused on the quality of the point-of-sale and customer experience" in China. "We're very focused on the long term for that market."

As for App Store downloads, Apple said that it topped the 3 billion mark in early January. If you recall, the store hit the 2 billion mark in

September 2009, having topped the 1 billion mark that April. It took nine months for Apple to reach its first billion, another five months to reach its second billion, and slightly more than three months after that to reach its third billion, suggesting strong momentum for Apple's mobile retail outlet.

What's New at the App Store



Dude, Where's My Car?

Remembering exactly where you parked and how much time you've got left on the meter could be a thing of the past, thanks to one of this year's Best of Show winners, Frolicware's AutoPark app (page 18; macworld.com/5759). The \$5 app leverages key elements of the iPhone—chiefly, GPS capabilities, and push notifications—to show where your car is on a map and to alert you when your parking meter is close to running out of time. The app also lets you send e-mail to friends denoting your exact parking spot, even including a photo of your location.—LEX FRIEDMAN



Carbonite Extends Backup Service to iPhone



Online backup service provider Carbonite now offers a free mobile app (macworld.com/5760) that lets iPhone and iPod touch users browse, view, and share backed-up files when they're on the move. Users can log in to their Carbonite account from their mobile device and access anything they've stored on the online service. Though the mobile app is free, a year's subscription to Carbonite costs \$55, with the service offering a free 15-day trial.—NICK SPENCE



Yelp Update Knows Your Business

The latest version of Yelp for the iPhone and iPod touch (macworld.com/3916) introduces a check-in feature that alerts the friends of yours who use the review service whenever you are patronizing a particular business. Yelp 4.0 also improves the app's Monocle view, an augmented-reality feature that uses your phone's camera and GPS capability to overlay information about what's in front of you.—RAMU NAGAPPAN

iPhones: Current Lineup

PRODUCT	SPECS	RATING	PRICE *	DISPLAY	PERFORMANCE	FIND CODE *
	iPhone 3G and 3GS					
	8GB (3G)	★★★★	\$99	3.5-inch color	6 hours of Wi-Fi Internet; 5 hours of 3G talk time	4184
	16GB (3GS)	★★★★½	\$199	3.5-inch color	9 hours of Wi-Fi Internet; 5 hours of 3G talk time	4955
	iPod Touch					
	32GB (3GS)	★★★★½	\$299	3.5-inch color	9 hours of Wi-Fi Internet; 5 hours of 3G talk time	4956
	8GB	★★★★	\$199	3.5-inch color	30 hours of music playback; 6 hours of video playback	3864
	32GB	★★★★	\$299	3.5-inch color	30 hours of music playback; 6 hours of video playback	3865
	64GB	★★★★	\$399	3.5-inch color	30 hours of music playback; 6 hours of video playback	3866

*All prices are Apple's prices. †In a browser's address field, typing in a find code after macworld.com/ takes you to a product's review or overview.

AT&T SLASHES RATE FOR UNLIMITED VOICE AND DATA

By Philip Michaels

In war, there are no winners—unless the war in question happens to be a price war, and the combatants happen to be Verizon and AT&T. In that case, customers tend to make out quite nicely.

In January, Verizon Wireless cut the prices of its unlimited talk and text plans, so archrival AT&T immediately responded, by cutting the rate for iPhone users on the unlimited voice plan to \$70.

Previously, iPhone users paid \$100 per month for the unlimited voice plan plus another \$30 if they wanted to add unlimited data. In mid-January, though, AT&T began charging \$100 a month total for unlimited voice *and* data—cutting the monthly cost for such plans by \$30. Family Talk plans featuring unlimited voice and data cost \$180 per month (assuming two iPhones). Texting prices are unchanged, at \$20 for unlimited plans and \$30 for Family Talk plans.

AT&T's iPhone Service Plans

Here are the options under AT&T's revamped plans

PLAN ^A	TALK-TIME COST	UNLIMITED-DATA COST	MONTHLY COST ^B
Nation 450 Minutes ^C	\$40	\$30	\$70
Nation 900 Minutes ^C	\$60	\$30	\$90
Unlimited Minutes	\$70	\$30	\$100

^A These are individual plans. ^B Monthly cost does not include texting fees. ^C Includes rollover minutes.

Other pricing for AT&T's iPhone plans remains unchanged, with one exception. The Nation 1350 plan—which gave users 1350 rollover minutes of talk time plus unlimited data—has been axed, since its \$110-per-month rate would have cost more than the new unlimited voice and data plan pricing. The Nation 900 and Nation 450 plans are also unchanged, costing \$90 and \$70 per month, respectively.

Steadicam Smoothee Smooths Out iPhone 3GS Video

Steadicams are staples on any feature film—but part of a video shot with an iPhone 3GS? That seems a little extreme. Still, that's not stopping The Tiffen Company from offering Steadicam Smoothee (www.steadicam.com), a stabilization device for mobile phones. Devices like the Steadicam Smoothee mean that companies such as Tiffen are taking a more serious look at so-called camera-phone filmmaking.

So, is the Smoothee smooth? Footage captured at January's Consumer Electronics Show certainly looks impressive (see macworld.com/5804). But there are iPhone-related limitations: Even with a stabilization rig, the iPhone 3GS still has a tendency to blur—or worse, jolt—from image to image if it's moving too fast.

The Smoothee is currently without a price or a shipping date, so it's a little early to figure out where the device will fit in with the current market. However, with big names like Steadicam now in the mobile accessories business, filmmakers like me may wonder what the future of iPhone videography will look like.—SERENITY CALDWELL



Google Voice Rolls Out iPhone Web App

By Dan Moren

The first inkling we had that something was off between longtime friends Apple and Google came last July when Apple pulled existing third-party apps for Google's Voice service from the App Store (macworld.com/5245).

Six months later, Google has finally remedied the situation by adding a dash of HTML5 to Voice's Web interface (macworld.com/5800).

In January, Google unveiled the snazzy new interface for Google Voice for the iPhone and Palm Pre. In addition to a mobile-optimized version of your Voice inbox, you can use the service to place calls (including cheap international calls), send and receive text messages, and play back voicemail messages. Your Voice number will show up as the caller ID, so people can call you back at that number instead of using your mobile number.

As Google points out in its tutorial video (macworld.com/5801), adding the Google Voice page to your iPhone's Home screen is a snap; and doing so basically turns Google Voice into a viable replacement for the iPhone's own phone service.

Of course, you'll still need to have a Google Voice account in order to take advantage of the new features, so if you don't have one yet, go ahead and request an invite (macworld.com/5802). If you're wondering what all the hubbub about Google Voice is, be sure to check out our primer on the service by visiting macworld.com/5803.



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MacMall



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App Guide

iPHONE AND IPOD TOUCH SOFTWARE
THAT'S CAUGHT OUR EYE

Need for Speed Undercover 1.2.0

GAMES The App Store features a number of stellar racing games, but they're all beaten off the line by Need for Speed Undercover. Besides a good storyline, an awesome collection of cars, and polished controls that really make sense for the iPhone, the game features some of the best graphics you'll find on the platform. The 3D cityscapes are so impressive, I must admit that I've wrecked more than my share of cars looking at the game's graphic details. Even more impressive than the high-end graphics is how smoothly the game runs, even on older phones.—**TIM MERCER**

★★★★; \$5; Electronic Arts; macworld.com/5748



WolframAlpha 1.1.0

REFERENCE This pricey but well-done app delivers the same information you'd get for free from the Web version of the Wolfram Alpha computational knowledge engine. So why pay \$50? Because WolframAlpha does a terrific job of formatting its computational output specifically for the iPhone and iPod touch. You can easily copy and paste results, copy images directly to your phone's photo roll, and post queries to Twitter. As the Wolfram Alpha engine evolves, this mobile app will be well positioned to take advantage of any improvements.—**FLIP PHILLIPS**

★★★★; \$50; Wolfram Alpha; macworld.com/5735



Pastebot 1.0.5

UTILITIES A beautifully designed, tactile pleasure, this app brings the power of a clipboard manager to your iPhone or iPod touch. Copy (or cut) a text snippet, photo, URL, or anything of your choosing from within any iPhone app and then open Pastebot. As soon as the app opens, it imports your clipboard data and stores it in Pastebot, where you can keep it in a folder or load it onto the clipboard for further action. A free Pastebot Sync application for your Mac provides a true killer feature by letting you move clippings back and forth between your mobile device and computer.—**JEFFERY BATTERSBY**

★★★★; \$3; Tapbots; macworld.com/5665

APP GEMS

Funny Pages



Comics ★★★★★ This app is more than just a reader—it's a complete digital comics store (macworld.com/5584).

We also like:



Comic Zeal ★★★★★
macworld.com/5753



Comixology ★★★★★
macworld.com/4521

Find more comics readers for your iPhone at macworld.com/5754.

eBuddy Pro 3.4.0

CHAT eBuddy Pro aims to be Adium for the iPhone and iPod touch, letting you send instant messages to your buddies on AIM, Facebook, Yahoo, MSN, ICQ, GTalk, MySpace, and Hyves. Once you've tweaked a few settings, chatting works well, as you switch between multiple conversations with ease. It's eBuddy Pro's push notifications that really make this app worth recommending, though—the app will notify you with a sound or vibration (or both) when a new IM arrives.—**LEX FRIEDMAN**

★★★★; \$5; eBuddy; macworld.com/5749





Get a bag.





Dragon Dictation 1.2.0

PRODUCTIVITY This app—which records your words and converts them into text for e-mailing, texting, or saving to the clipboard—is shaping up to be the essential voice app for the iPhone and iPod touch. To record, you simply tap a button and talk—just speaking clearly and naturally is enough to get a fairly accurate transcription. You can start and stop with a tap, making changes and dropping in text as required, before sending the finished product out as an e-mail or text. There are a few downsides—such as the app's lack of an autosave feature—but this is a handy tool for people who aren't fans of the iPhone's on-screen keyboard.—**BEN BOYCHUK**
 ⚡⚡⚡; free; Nuance Communications;
macworld.com/5663

ReelDirector 2.4

VIDEO Don't expect deep features from this video-editing app aimed primarily at iPhone 3GS users. However, you will get enough tools to piece together a basic movie, complete with transitions, background music, and end credits. The app offers some clever features, such as the ability to record audio clips from within the app and to mark in and out points so you can edit clips to an exact cut (strangely, though, there's no way to record video clips without first using the Camera app). Still, while your finished product might not give Steven Spielberg a run for his money, ReelDirector will help you create a video suitable for YouTube.—**JOHN BRANDON**
 ⚡⚡⚡; \$8; Nexvio; macworld.com/5750



ESSENTIAL APPS

There's a Word for That

Use any of these iPhone apps to help expand your word power (macworld.com/5752).

Roget's II New Thesaurus ⚡⚡⚡ Get a veritable repository of synonyms and antonyms for a pittance.

WordBook English Dictionary & Thesaurus ⚡⚡⚡ It's two reference books wrapped into one.

Concise English Dictionary & Thesaurus ⚡⚡⚡ This low-cost reference tool boasts a clean interface.

Dictionary.com ⚡⚡⚡ Get a quarter-million definitions for the low cost of free.

Text Expander 1.1.3

UTILITIES Like the Mac version of this typing utility, the mobile app creates text snippets such as e-mail signatures and inserts them with a keyboard shortcut. Because third-party apps can't run in the background on the iPhone, you usually have to use a window to compose text with snippets. But more than a dozen other apps offer built-in TextExpander support.—**BRIAN BEAM**
 ⚡⚡⚡; \$5; SmileOnMyMac;
macworld.com/5751



More Reviews

See more iPhone and iPod touch apps we've tested at iPhone Central (macworld.com/4164).

APPLICATION	DESCRIPTION	PRICE	RATING	FIND CODE*
Aardvark Mobile 2.0 Vark.com	search tool	free	⚡⚡⚡	5353
Bump 1.22 Bump Technologies	contact info exchanger	free	⚡⚡⚡	5755
Live Cams 3.2 Barry Egerter	Webcam viewer	\$2	⚡⚡⚡	5756
Police Radio 2.9.5 Christopher Coudriet	police scanner	\$1	⚡⚡⚡	5757
Simplenote 2.52 Codalby	note taker	free	⚡⚡⚡	5758

* Typing a find code after macworld.com/ in your browser's address field directs you to a product's review or overview. For example, macworld.com/5353 takes you to our review of Aardvark Mobile.

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Apple finally did it. Putting an end to weeks of speculation and rumor, the company in late January announced its much-anticipated tablet: the iPad. It's the most significant product Apple has launched since the iPhone.

Functionally, the iPad falls somewhere between the iPhone and the MacBook. It can do many of the same things as the phone, including running the same apps, playing music and video, and connecting to the Internet via 3G. But it does so on a big, bright 9.7-inch screen, it runs its own version of Apple's iWork, and it can connect to an external keyboard for laptop-like typing. It really is a completely new kind of product for Apple.

The iPad isn't scheduled to start shipping until the end of March. But we've gleaned all the details we can so far—from Steve Jobs's demo, Apple's published specs, and our own brief hands-on time with it. What we know now, you'll find in the pages that follow. And when the iPad finally ships, we'll have much, much more to say.

ILLUSTRATION BY JOE ZEFF DESIGN

THE iPAD ARRIVES

Our first look at Apple's revolutionary new tablet



HANDS ON WITH THE iPad

➔ At its iPhone launch event, Apple kept the new gadget under such tight guard that we were allowed to hold the thing for just a few minutes. It wasn't like that at the iPad's debut. There were iPads aplenty available immediately following Steve Jobs's introduction of the product. So we were able to spend some quality time with the tablet; here are our first impressions.



ON THE OUTSIDE

The iPad feels like an oversized iPhone. It mixes some elements of the first-generation iPhone (aluminum back) and the 3G and 3GS models (with a gently curved, not flat, back). But it's obviously much bigger and squarer than any of them.

The iPad feels comfortable in the hand. You can grip its large bezel without leaving thumbprints on the touch-sensitive screen. At 1.5 pounds, it's more than twice as heavy as Amazon's Kindle 2; it's larger too (9.56 by 7.4 inches). Yet it seems surprisingly thin and light, given its size. One of the first things we'll want to test when the iPad ships is how comfortable it is to hold with one hand (think commuting on a bus or train).

Apple still hasn't figured out how to entirely do away with physical buttons. Like the iPhone, the iPad has an indented Home button directly below the screen, a Sleep/Wake button at the top, a silencer toggle switch, and a volume up/down rocker switch. There's also a headphone jack, a tiny internal microphone (next to the headphone jack), a speaker, and the usual dock connector port.

The iPad's 1024-by-768-pixel display is similar to the screens found on current iMacs: It uses an LED backlight (so it's quite bright) and IPS technology (so it has a wide viewing angle).

The screen conforms to the 4:3 aspect ratio common on pre-HDTV television sets. In one way, it's a step backward—your favorite widescreen videos will play with black bars above and below. But after seeing the iPad, it makes sense ergonomically. A more elongated shape, which a 16:9 aspect ratio would demand, might not balance as well in the hand as the iPad does.

Because of the iPad's 768-pixel height, you might think that it will be able to play 720p high-definition video without downsizing. However, 720p video is generally 1280 pixels wide (by 720 pixels high). As a result, the iPad will play those images at 80 percent size (1024 by 576). If you double-tap the image, the iPad will zoom in to play it at the HD resolution—but it will also cut off the sides of the image.

All that said, the clips we played—from *Star Trek*, *Up*, and *30 Rock*—looked great: big and bright, with vibrant colors.

And those images looked good in an impressive range of viewing angles.

TAPPING AROUND

To start using the iPad, you have to unlock it. As on the iPhone and iPod touch, there's a Slide To Unlock screen. But the slider doesn't stretch across the entire width of the screen; rather, it's in the middle, a couple of inches wide.

There's also a new button, located to the right of the slider. Tap it and you put the iPad into slideshow mode, essentially turning the tablet into a dynamic digital photo frame. The iPad stays locked when it's in screen-show mode; press the Home button, and the unlock slider reappears.

The iPad's home screen is much like the iPhone's, except that it's not plain black anymore: you can place a wallpaper image behind the app icons. At the bottom of the screen is space for six apps (versus four on the iPhone), sitting on a transparent tray that's just like the OS X Dock. Despite the large screen, you can place only four app icons on each row of the home screen (other than the Dock). The result is an incredibly spaced-out

PHOTOGRAPHS COURTESY OF APPLE

icon grid. It's disappointing that a device that otherwise takes good advantage of its large screen hasn't used that extra real estate to greater advantage.

Apple has, however, substantially revised the iPad's built-in apps. The iPad's version of Safari, for example, is an amalgam of the iPhone and Mac versions. Web pages load fast and look great. Double-tapping on them zooms you in (as on the iPhone), and panning with your finger is smooth. At the top of the browser screen is a toolbar with forward and back buttons, access to bookmarks, and more. Tap the Pages button, and the browser window is replaced with a screen showing a tiled view of nine pages. Tapping on the Bookmarks icon doesn't take you to a separate list of bookmarks as it does on the iPhone; instead, a floating bookmarks window appears where you tapped. The screen is big enough to load full-size Web pages, instead of the simplified, mobile-ready versions you get on the iPhone.

Mail, too, melds aspects of its iPhone and Mac counterparts. When in landscape mode, the iPad's Mail app segments into separate panes, like Mail on the Mac: a list of messages on the left and the currently selected message on the right. In portrait mode, it looks more like the iPhone's Mail client: The Inbox listing is relegated to a pop-over pane that appears when you tap the Inbox button at

the top left. In both cases, the message-list view is in the same style we're accustomed to seeing on the iPhone.

While the iPad doesn't have a built-in camera, it does have a revised Photos application. That app lets you sort through stacks of photos (based on albums or—if you're syncing with iPhoto—Events, Places, and Faces). Using a pinch gesture, you can see thumbnails of the photos in a stack.

Like the iPod touch, the iPad separates music and video playback into two separate programs. The iPad's Music app looks more like the Mac's version of iTunes than the iPhone's: A controller at the top contains play, next, and previous buttons; a slider to control where you are within the

We tried out the iPad's virtual keyboard in both the Mail and Notes apps. It's hard to judge after only a few minutes, but we have some reservations. While the keyboard is certainly bigger than the iPhone's, it's still smaller than a MacBook's full-size keyboard. As such, it felt cramped, like the keyboard you might find on one of the netbooks Steve Jobs disdains. Unless you have large hands, you can't hold the iPad with two hands and type with your thumbs; the device is too wide. When we set the iPad on a table and typed in widescreen mode, the sentence we wrote bore no resemblance to what we thought we were typing.

All that said, we have to reserve judgment for now. It takes time to adapt

→ The iPad's Mail application melds aspects of its iPhone and Mac counterparts.

track; and a volume slider. On the left side there's a Source list, letting you choose among music, podcasts, audiobooks, and playlists. On the right, you can view tracks and select what you want to play.

The graphic richness of many of the iPad apps is striking. The Calendar app looks just like a physical day planner, and Contacts looks like a real address book. Even Notes has been spruced up, with a faux leather border, marbled texture on the title bar, and an index-card list of all your current notes.

to any new input device. (Remember how odd the iPhone's on-screen keyboard felt at first.) It's possible that with a little practice, typing on the iPad will be as easy as, or easier than, typing on the iPhone.

We also got a chance to play with the new iBooks app. Combined with Apple's new iBookstore, iBooks is Apple's answer to the Kindle/Nook/*every other e-book reader*. You'll be able to use the iBooks app to purchase books, download them to the iPad, and read them. Book pages have a depth to them, with shadows that mimic the curve of pages protruding from the spine and more. The text was clear and the spacing between lines wide enough that it seems like it will be comfortable for extended reading. You navigate through pages by tapping on the left or right side of the screen; or you can drag your finger as if turning a page in a real book. A button in the upper right corner of the screen summons a font menu. Another button—a magnifying glass that's meant to call up iBook's search tools—wasn't working on our sample units.



We tried out a few iPhone apps on the iPad, as well, and they worked just fine. You have two choices when running such apps. First, you can run them at their native size—a pixel-for-pixel match of the iPhone's screen. In this mode, the app runs in the center of the screen, surrounded on all sides by a black border. To be honest, that mode feels odd; it's a pain to reach all the way to the center of the iPad's screen to tap on the app.

The second option for running iPhone apps on the iPad is to tap the small 2X button in the bottom right corner of the screen, which makes the iPad scale the app to double its size. What you end up with is a chunky, blocky version of the app, with enormous interface elements. You start to feel like you really *are* using an oversized iPhone.

Neither approach is likely to be good for running apps other than games. Developers can download a new software-development kit to make iPad-specific versions of their programs.

THE IPAD'S ACCESSORIES

During his presentation, Steve Jobs talked about three accessories for the iPad: a charging dock, a dock/keyboard combo, and a protective case.

The keyboard dock is essentially a modern Apple USB keyboard grafted onto the front of an iPad dock. Because of the size of the iPad, the combo doesn't look ridiculous (as it would if you connected an iPhone to the same keyboard).

The location of the iPad's dock-connector port means that you have to dock it in portrait mode. The keyboard has no function keys, per se. Instead, the top row is populated with iPad-specific keys. The Home key takes you back to the home screen. Unfortunately, it's in the same place as the Escape key on Mac keyboards. So if you reflexively press Escape on your Mac (to cancel out of a dialog box, for example), you're going to find yourself exiting to the home screen more often than you'd like. The other keys are Spotlight (which takes you to

the Spotlight screen), Brightness (up and down), Slideshow, Keyboard (which, confusingly, reveals the virtual keyboard), music playback controls, and Lock (which locks your iPad).

The keyboard dock also has Control, Option, and ⌘ keys; they seem to work in various iPad apps. Presumably iPad app developers can bind keyboard shortcuts to certain actions, which will mean that keyboard power users should be able to use shortcuts to perform tasks that might otherwise require them to use the iPad screen. That's good, because shifting between keyboard-typing mode and touchscreen-tapping mode is annoying.



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→ The keyboard dock is essentially a modern Apple USB keyboard grafted onto the front of an iPad dock.

Apple's Bluetooth wireless keyboard should also work with the iPad. So if you'd rather use another stand or dock, you should be able to.

Apple's iPad case feels like it's made out of vinyl with a soft-touch finish. It has cutouts to give you access to the iPad's various ports and buttons. And it's designed to do more than just protect the iPad. It also lets you prop up the tablet: Flip the front of the case all the way around, and it holds the iPad in landscape mode, so you can watch a movie without having to hold the iPad yourself. Tip the case over, and it turns into a wedge that holds the iPad at an angle to make on-screen typing more ergonomic. As nice as Apple's case is, however, we bet

that every iPod and iPhone accessory company you've ever heard of (and a hundred more you haven't) will have alternative cases available by the time the iPad ships (and many of them will be more affordable).

FIRST CONCLUSIONS

Spending less than an hour with a preproduction iPad is no basis for final judgments on a product like this. What

we can say is that the tablet looks good, and its screen is bright and beautiful. The iPad-specific apps are impressive, and adding a keyboard to the iPhone OS is intriguing. We're unsure about holding a 1.5-pound device in our hands for extended periods of time and skeptical about the utility of the iPad's iPhone app-compatibility mode. We're also disappointed overall with the 4:3 screen ratio, which means wasted pixels when viewing widescreen video.

The iPad is certainly a lust-worthy gadget. But it's not done yet. Once Apple has tightened all the screws, sanded off the rough edges, and sent it out into the world, we'll spend some quality time with it and come up with a more thorough take on what it does well and where it falls short.



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April 2010 Macworld 37

iPAD: YOUR QUESTIONS, OUR ANSWERS

→ Anytime Apple releases something new, we all have a million questions. While we can't get answers to all the questions about the iPad until we have a shipping unit, we can address a few, based on what Apple's said so far and our independent investigations.



PRICING AND AVAILABILITY

How much will the iPad cost?

Pricing depends on two factors: storage and support for 3G networking. The iPads without 3G will cost \$499 (16GB), \$599 (32GB), and \$699 (64GB). Adding 3G adds \$130 to those prices: \$629 (16GB), \$729 (32GB), and \$829 (64GB).

Will all models be available at the same time?

Apple said that the Wi-Fi-only models should go on sale 60 days from the product announcement—which would mean late March. The 3G versions, which require FCC approval, won't be available for another month after that.

If I pay more for a 3G model, does that include the cost of 3G access?

No, the extra cost covers the extra 3G hardware only. You'll still need to buy a 3G data plan.

And what's that going to cost me?

Apple has struck a deal with AT&T that lets you pay either \$15 a month for 250MB of data, or \$30 a month for unlimited data. And those accounts don't require a contract—they're prepaid and month-to-month.

If I'm willing to sign a contract, can I get the iPad for less?

Apple made no mention of any such plans; it seems unlikely.

What about if I already have a data plan for my iPhone. Does that count?

We don't yet know for sure, but we'd guess not. Considering that AT&T hasn't even allowed tethering your iPhone to your computer yet, sharing data plans between devices seems highly unlikely.

AT&T doesn't have good 3G coverage where I need it. Can I use the iPad with Verizon or T-Mobile instead?

Not at the moment. Although the 3G-enabled iPad will ship unlocked—meaning that it won't be tied to a particular network—the device uses a GSM chip that's incompatible with Verizon's 3G network. T-Mobile uses GSM, too, but its 3G data network runs at 1700MHz; the iPhone's 3G components support 850MHz, 900MHz, 1800MHz, and 1900MHz GSM/EDGE, and 850MHz, 1900MHz, and 2100MHz UMTS/HSDPA. The bottom line: The iPad won't work on T-Mobile.

Beyond that limitation, the 3G-enabled iPad requires a micro-SIM card for

mobile-network access; currently, AT&T is the only U.S. carrier using these cards. (Other international carriers also use micro-SIM cards.)

Are there any other differences between the Wi-Fi and 3G models beyond price and networking?

The 3G models weigh an extra tenth of a pound, and have a black antenna window that covers part of the top and stretches onto the back of the iPad. The 3G models also include GPS functionality (which we'll discuss later).

HARDWARE AND DESIGN

What if I don't want to use the on-screen keyboard?

As noted in our hands-on evaluation, Apple will sell an iPad Keyboard Dock, which includes a full-size keyboard with a few iPad-specific keys. When you use this external keyboard, the iPad's on-screen keyboard disappears and your document fills the entire screen.

The iPad also supports Bluetooth keyboards. But if you use one, you'll

→ Will books purchased through Apple's iBookstore be restricted by digital-rights management? Almost certainly.

probably want to prop the tablet up so you can see what you're typing.

Does the iPad have a built-in GPS receiver?

The 3G models do; the Wi-Fi-only models don't. As far as we can tell, the 3G iPads will use the same Assisted GPS technology that's on the iPhone 3G and 3GS. (Despite the name, *Assisted GPS* is not a lesser form of GPS; it means that the device can use other cues—such as the position of nearby Wi-Fi networks—to speed up the GPS.)

How hot will it get?

We won't know until the iPad ships. But we imagine that the device will be more like an iPhone in this respect, which gets warm only when it's put to heavy use, than a MacBook, which gets toastier the longer you use it.

Is there any way to access the file system from my Mac?

We don't have the details on this yet. We do know there's a file-sharing feature built into the iPad and Apple's iWork apps will use it; this suggests that the iPad will offer a space to which apps can write data and which Macs or PCs can access like a shared folder. We don't know if sharing will happen over Wi-Fi, USB, or both.

Can I print from the iPad?

We don't know yet. But given that there are some iPhone apps that let you print, it's not unreasonable to expect that an iPad app will be able to do the same thing. It's possible the iPad itself may include some sort of printing service.

E-BOOKS

How much will e-books cost?

Prices will probably vary, but, from what we can tell, "hardcover" books will likely cost between \$13 and \$15. That's more than Amazon's Kindle books. (Amazon often sells those at a loss.)

Can the iBooks app display PDFs or ePub files that *didn't* come from the iPad bookstore?

In the case of PDFs, probably not. Since

THE IPAD'S FIVE NICEST SURPRISES

➔ There was so much speculation and hype leading up to Apple's iPad announcement, that much of what was announced (along with much that wasn't) had already been thoroughly discussed and digested before Steve Jobs said a word. We expected a large screen, for example, and support for existing iPhone apps, and we got them.

But there were pleasant surprises in the iPad announcement—features I might have hoped for but didn't really expect, plus some that caught me completely off guard. Among the most pleasant are the following:

1 The Price Prior to the event, most rumors pegged the price at between \$700 and \$1000. So it was a shocker to learn that iPad pricing would start at just \$499 (for the 16GB Wi-Fi-only model). That's what the 32GB iPod touch sold for just two years ago, and it's only \$200 more than it sells for now. The more telling comparison is to Amazon's Kindle DX, which—with its noncolor, non-touch-sensitive screen and far more limited functionality—costs \$489. The iPad seems like a bargain by comparison.

2 Prepaid, No-contract, Unlocked 3G There were plenty of rumors that the tablet would support 3G wireless. But I don't think anybody expected the terms of the iPad's 3G service. With the iPhone's data plans, you're locked into a two-year contract. For the iPad, AT&T will offer two plans: \$15 a month for 250MB of data, and \$30 a month for unlimited data. The kicker? Those are *prepaid, no-contract* rates, and you can activate service at any time, right from the iPad itself.

Of course, the 3G service will be provided by AT&T, the mere mention of which drew groans from the audience at the iPad event. But the 3G models will ship unlocked. In theory, you could plug in a micro-SIM card for another GSM 3G network provider. The only problem is that carriers that offer micro-SIM cards are still quite rare.

3 External Keyboard Support I've been waiting for Bluetooth keyboard support on the iPhone ever since the first model was announced in January 2007. The iPad finally provides it. Not only will Apple sell a Keyboard Dock of its own, but the iPad will also work with standard Bluetooth keyboards. I am very, very pleased.

4 iWork for iPad If the iPad were just a big iPod touch (as some wags claim), plenty of potential buyers—particularly those in the business and education markets—would likely ignore it. But

iWork for iPad turns the tablet into a productivity tool. With a real productivity suite, along with the 9.7-inch screen and keyboard support, the iPad could really replace a laptop for some users.

5 ePub Support Most people expected the iPad to double as an e-book reader. But Apple's announcement that the iPad's iBooks e-reading app will support the ePub standard was big news. That standard allows publishers to create books in one format for distribution to a variety of outlets and devices. More and more publishers and hardware vendors are adopting ePub. That means more content for the iPad.

Bonus Surprise: The iPad Name OK, so "iPad" was one of many guesses floating around before the announcement. Still, it was a surprise. It's a simple play on one of the best known brand names (iPod) in the world. *Pad* is a good brand for a tablet-style device that lets you record and explore creative ideas. Some are making fun of it; I like it.—DAN FRANKS





iBooks reads ePub files (all of Apple's books will be in that format), it's possible that the app would also read DRM-free ePub files from other sources. But it might not. However, there will undoubtedly be other iPad apps that will.

Will books purchased through the iBookstore be restricted by digital-rights management?

Almost certainly—most likely using Apple's own FairPlay DRM, linked to your iTunes account.

OTHER SOFTWARE

Do developers have to completely rebuild their iPhone apps?

Apple says that most existing iPhone apps will run on the iPad in one of two modes: at the same size as on the iPhone, surrounded by a black border; and in a "pixel-doubled" version that scales the image up to fill the iPad's screen.

However, if developers want to take advantage of the iPad's particular specifications, they will have to rewrite their apps. During the iPad announcement, Apple offered a number of demos from iPhone developers who had customized applications for the iPad; the interfaces they showed suggested that such updates will be worthwhile.

Will the App Store offer two

→ The iBooks e-reader app and the iBookstore will let you buy and read books on the iPad.

different kinds of apps—iPhone apps and iPad apps?

Apple hasn't said how this will work. It appears that developers can choose to write either an entirely new iPad version of their app, or a hybrid application that can run on either device, adjusting its interface accordingly. Buying one app that works differently on different devices could be nifty. But having two separate apps would allow developers to generate more revenue—charging users once for the iPhone version, and then again for the iPad version.

Will I be able to move apps I've already bought for my iPhone onto an iPad?

In his presentation, Jobs indicated that plugging in an iPad to your Mac or PC would automatically transfer existing music, videos, and applications that you'd purchased. But unless some of your apps have been updated for the iPad, you'll get only the iPhone versions.

Is there any way to get apps on the device that don't come through the App Store?

The iPad is just as locked down as the iPhone and iPod touch are: All iPad apps will be approved by Apple.

When I visit a Web page with the iPad's browser, will I see the mobile version of the site?

That depends on how the iPad's browser describes itself when connecting to a Web server. When we directed it to www.macworld.com, the iPad went straight to our standard home page, not the mobile version we serve up to iPhone, iPod touch, and Android phone users. That full-size site looked really good on the iPad; it's unlikely that we'd want to serve the iPhone version to iPad users. Every Web publisher can make that decision.

Will the iPad display Web content made using Flash?

Like the iPhone, the iPad doesn't support Adobe Flash. During Steve Jobs's presentation of the device, one Web page he visited showed the blue "plug-in missing" icon instead of a Flash animation. For more on this, see "Adobe Fights the Flash Backlash," page 16.)

Apple tweaked iWork to run on the iPad—why not iLife?

The iPad seems more focused on media consumption than media production. You can view photos and videos, listen to music, read books, surf the Web, and so on. But there's no camera or other obvious way to get your own media creations onto the iPad. As such, iLife programs like iMovie, GarageBand, and iDVD are absent; the Photo app isn't an editor (see the next question).

That said, it seems likely that developers (if not Apple) will create some media-creation tools for the iPad.

How does Photos on the iPad compare to iPhoto on the Mac?

Photos acts mostly as a photo browser. It doesn't offer any of the editing capabilities of iPhoto. You'll want to correct colors, crop, and apply filters on your computer before syncing the photos to your iPad.

What's the relationship between the Calendar and Mail apps on the iPad and their iPhone and Mac counterparts?

The iPad's version of Calendar and Contacts may not look like their iPhone counterparts, but they're functionally similar. You can sync e-mail accounts, calendar events, and contact information over the air, using Apple's MobileMe or Microsoft's ActiveSync technology. If you don't have access to those, you can sync through iTunes.

The Big Question: I already carry an iPhone and a laptop. Why do I need a third device?

Apple says that the iPad functionally fits somewhere between those devices. The theory seems to be that many people don't really need all the capabilities of a laptop. A simpler device like the iPad—which handles e-mail, Web surfing, and other basics—could be a better fit for the living room or the shoulder bag (for commuting or long trips). But there's nothing else out there that's really like the iPad, so it's definitely a leap of faith by Apple.

THE IPAD'S FIVE BIGGEST DISAPPOINTMENTS

→ I agree with much of Dan Frakes's list of the iPad's pleasant surprises (except for the name thing). The iPad's design is elegant, and the size seems right for a device designed to surf the Web, handle e-mail, and display e-books. Nevertheless, the iPad has several shortcomings that either it or I would have to overcome before I'd buy one.

1 No Camera The lack of an iSight-like camera surprised me. The omission seems almost intentional, leaving Apple something nice to add to iPad 2.0. A device with a big full-color screen and wireless and 3G connectivity, but no way to hold a video chat? If it had a camera, the iPad could replace the Mac laptop in my family room. Without it, I'd still need the laptop anytime grandma wanted to conduct a video chat with her grandkids.

2 No Multitasking If there were a video camera and you could have a video chat with someone, it would be nice if you could leave the iPad version of iChat running in the background while you did other things. Otherwise, you'd have to constantly quit whatever app you were using and relaunch the chat app to see if grandma was online yet. Notifications are nice, but not nearly as nice as simply having the window there all the time. It'd be pretty simple to design an interface that would allow toggling between two running apps—a variant on Exposé, say, or a three-finger twist-swipe. It wouldn't have to be full OS X-style multitasking (though that'd be great), but just the ability to keep an important app or two open in the background.

3 Support for Flash Don't get me wrong: I dislike Flash in general. The fact that it takes up to 80 percent of the CPU in a quad-core 2.66GHz Mac Pro to render a 400 by 300 Flash game just boggles my mind. So, yes, I know Flash is a CPU hog. I know it kills battery life.

But love it or hate it, Flash is still a huge part of the Web experience. Even in casual browsing, the odds are high that you'll run into a site that uses Flash; heck, it happened to Steve Jobs during his demo. (At one point, while he was showing off the iPad's Web browser, the "missing plug-in" icon appeared on a page where a Flash movie would have been playing.) Not supporting Flash on a device that wants to provide the ultimate portable Web experience is a glaring oversight.

4 GPS on 3G Models Only This one should be footnoted with a disclaimer, because Apple's iPad specs page isn't completely clear. But as far as we can tell, to take full advantage of the iPad's gorgeous maps app (or other GPS-enabled applications), you need to pony up the extra \$130 for the iPad's 3G models.

That's because the 3G version includes not only the 3G chipset, but also true GPS functionality. Without that 3G chip, the iPad can only approximate your location, based on its triangulation of wireless device locations and its digital compass.

5 Video Limitations While the iPad can play 720p video on its own screen, it can output only (at best) 576p and 480p; you can't play 720p video from your iPad on your high-definition television. I'm also puzzled by the 1024 by 768 resolution: In a world where everything is headed to widescreen format, the iPad is reverting to the older 4 by 3 standard. Sure, it means iPhone apps will fit the iPad's screen better. But it also means you'll see thick black bars above and below pretty much every movie you watch.—ROB GRIFFITHS



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VISUAL ARTS

Creating Fabulous Videos

As camcorders become smaller and more powerful and desktop production tools offer more professional results, people are using their Macs to recapture their travels and adventures in an elegant way. But the challenge remains: how to organize the material into compelling shows to share with other people. Drawing from his long experience with photography and film, Wally Cherwinski covers how to plan, shoot, and shape video footage and stills into a memorable story.

Photoshop Elements 8

When you have Photoshop Elements 8 skills in your photo editing repertoire, nothing gets lost in translation from your mind's eye to your images. Join Dr. Tom Grollman for two 90-minute sessions that will get you running in Photoshop Elements 8's Guided and Quick Fix modes, and give you a solid foundation in Full Edit's magic.

Getting the Most from Your Travel Photography

Jan Jackson, a graphic artist, has spent the last 34 years taking professional photographs — from a chicken coop to a nuclear fuel assembly. In this class you'll take your travel photography up a notch, or two, as you learn tips and tricks from this seasoned professional.

APPLE FROM A TO Z WITH SAL SOGHOIAN

Apple Apps from A to Z

This trio of two-hour classes covers the gamut of Apple applications, with an emphasis on a hands-on exploration of Apple's popular programs. The first class focuses on the practical, with an investigation of the essential Mac OS utilities: Mail, Address Book, iCal, TextEdit, and Preview. Learn how to make them work together while discovering their often overlooked abilities. The second class is all about iLife, where you explore the creative side of your computer self. With a focus on real-world examples, learn to combine elements from iPhoto, iMovie, and iWeb to construct an onboard blog that will make your friends and family back home regret they didn't come along. Next time maybe they'll listen to you. We finish the Apple apps overview with a look at iWork.

Fun with Services

Services in Mac OS X are like a big Lego set where you join pieces and blocks of OS goodness together to create downright useful gadgets that show up when and where you need them. If you want to impress your friends with what you learned on the cruise, this is the class to take.

25 Things You Need to Know About Mac OS X

Even seasoned Mac veterans don't take the time to setup and streamline their computers to take advantage of the full features of Mac OS X. Get the most from your Mac and learn the shortcuts and custom settings used by the pros.

Master Your iPad

The iPad is game-changing and will quickly become indispensable. Its easy interface combines simplicity with ability, enabling easy access to essential information. You'll explore the iPad's various uses: from browsing books, managing email, navigating maps, to building documents and presentations.

ADVENTURE CALLING — explore UNESCO World Heritage sites in pre- and post-MacMania 11 excursions. Breeze into legendary Iguazu Falls, home of the U-shaped 246' Devil's Throat cataract, January 31–February 2, 2011. Scale the Andes and absorb Machu Picchu's aura in luxury or standard packages, February 17–19, 2011. Details at InSightCruises.com/Mac-11.





PRODUCTIVITY

Become a Backup Ninja

OK, so you have Time Machine. So you're fully backed up, right? Wrong! Time machine is just part of the story. This session takes you through creating an effective, bullet proof backup strategy to protect your precious data. We'll take a look at local storage, Network Attached storage (NAS) along with specialized backup devices. The session will also cover backup best practice incorporating local backups as well as cloud based and off-site backups.

LaunchBar MasterClass

At its core, LaunchBar is just an application launcher but calling it that does it a disservice. LaunchBar has been increasing its functionality with each release, adding not just cool but stunningly useful features. LaunchBar 5 creates an index of all the "stuff" on your Mac — applications, files, folders, documents, preference panes, web bookmarks, Web history, your iTunes library, your address book, your iPhoto library, and much more. It allows you to create keyboard abbreviations to search and access all aspects of your Mac without moving your hands from the keyboard. Add in some extra features such as the built-in actions and extremely powerful integration with web services and web search templates, you'll wonder how you ever did without it.

Master the Finder (or use an alternative!)

The Finder is at the heart of your Mac experience. But do you use it effectively? Learn the shortcuts to making the Finder fly and help you navigate around your Mac. If you want to take your File System navigation to the next level, take a look at some of the best third party add-ons and Finder replacements available.

Managing Multiple Macs

The likelihood is you have multiple Macs! Perhaps a desktop or two at home, possibly a desktop at the office, his and her laptops? Not to mention the iPods, iPhones, and iPads dotted liberally amongst the family. How to manage all these devices and the multiple synchronization tasks required? This session takes you through the various options for data sharing and synchronization both built into OS X and Mobile Me but also available through third-party apps via the cloud.

A Survey of Mac and Mobile Writer's Tools

This session will lead you on a detailed exploration of the major Mac and iPad writer's tools useful for collecting material, organizing it, and preparing drafts. Whether your aim is to write an article or blog entry, tackle a family history or biography, create a short story, or even write a novel these tools will come in very handy. We'll have a look at Scrivener, Evernote, Write Room, OmniOutliner, Circus Ponies Notebook, Shovebox, and Text Expander.

FAKE STEVE PONTIFICATES

How a Practical Joke Utterly Changed My Life

I was a bored-to-death 40-something tech reporter at Forbes magazine, and wanted to learn about blogging. So, on a lark, I started a blog where I pretended to be Steve Jobs. I thought I'd do it for a few weeks and then shut it down. Instead, four years later, the blog is more popular than ever. The whole experience has changed my life. Using slides and screen grabs, I'll share some of the funniest stuff from the blog, and a reminder that sometimes satire and humor are the best weapons for telling the truth.

How the Net is Disrupting Media and Destroying Newspapers — and Why This is a Good Thing

As both a leading blogger as well as the technology editor, I've been in a unique position to witness the disruption of the journalism industry by the Internet. Unlike many of my peers, I remain an optimist about where the news business is going. We are at the beginning of a huge and important revolution that will ultimately deliver more and better information to everyone on the planet. To get there, however, we must endure a painful period of what economist Joseph Schumpeter called "creative destruction." Wherever companies rely on advertising to make money; wherever companies are profiting by a lack of transparency or a lack of competition; wherever friction can be polished out of the system, there will be suffering. And while some people are still caught up in a debate about "blogs versus journalism," the truth is that today blogs *are* journalism. This should be a lively talk about the media business.

Why the iPhone is the Most Important Tech Product of the Past 10 Years — and the Next 10 Years, Too

No product has changed the way we think of computers as profoundly as the iPhone, and few journalists have spent as much time writing and thinking about the iPhone as Dan Lyons. Two and a half years after its introduction, no other smartphone can match this product. The significance of having a persistent Internet connection in your pocket cannot be overestimated. Apple did many brilliant things with the iPhone, but the most significant was its creation of the App Store, giving thousands of independent developers an easy way to build a business around the iPhone. What comes next? Where does the iPhone go from here? How will it evolve? What kind of mobile experience will we have in five years? In ten? What are the threats? Will Apple dominate this space, or will Apple relive its experience in personal computers in the 1980s — jumping out to an early start, but then being eclipsed by a less expensive and more open (though inferior) alternative? Will Google's Android do to iPhone what Windows did to Apple in the computer space?

Short-term Nation: The End of Innovation

Could Silicon Valley become another Detroit? It's hard to imagine. Yet some in the Valley see trouble on the horizon. Unless we boost government spending on science, technology, engineering and math — STEM, in industry jargon — we will be unable to keep up with China and India. At some point, companies like Apple, Cisco, HP, IBM, Microsoft and Oracle could be eclipsed by foreign rivals, just as Ford, GM, and Chrysler have been.

THE INSIDE SCOOP WITH LEO LAPORTE

60 iPhone Apps in 60 Minutes

With over 10,000 applications in the iTunes App Store it might be hard to find the best of the best. Leo's picked 60 fun, useful, and sometimes mind-boggling applications. Fasten your seatbelt for a fast-paced ride through the wonderful world of iPhone applications.

Turning Your Mac Mini Into a Media Center

Leo takes you beyond the AppleTV by showing how you can use a full-blown Macintosh to create the ultimate home entertainment center. Topics will include software solutions like Front Row, Boxee, XBMC, Plex, and EyeTV plus hardware solutions from El Gato and Pinnacle, and useful accessories like remote controls, cable box interfaces, and wired and wireless video distribution systems. You'll leave this hour ready to create your own system.

The New World of Social Media

With 130,000 followers on Twitter, 30,000 on FriendFeed, and the maximum 5,000 friends on Facebook, Leo knows social networks. But what good are they? And how can you use them to keep up with friends, build new networks, promote yourself, and your business? Leo introduces you to social networks like Twitter, Friendfeed, Facebook, My Space, LinkedIn and explains why they're all the rage and how you can get the most out of them.

MacGems — the 60 Best Freeware Programs in 60 Minutes

One of the things that makes a Mac extra special is the excellent variety of useful free programs available for OS X. You won't be bored with this whirlwind tour through 60 useful, entertaining, and unexpected freeware programs. You'll get a DVD with all the programs so you can try them right away.

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WHAT'S THE BEST iPHONE GPS NAVIGATION



APPS WITH MA



CAR COURTESY OF MERCEDES-BENZ OF SAN FRANCISCO

It took some time for the iPhone to gain the hardware and software support that transformed it into a turn-by-turn navigation unit for your car, but now there are more than a dozen different turn-by-turn GPS (Global Positioning System) apps to choose from.

Fundamentally, each application serves the same purpose: to get you to the destination of your choice by providing graphical navigation of the route, along with visual and spoken cues for making turns or identifying upcoming road changes. Some programs integrate live or statistical traffic information to provide better routing. Like snowflakes, no two programs are identical, even though many share the same mapping or other data sources.

To help you narrow your choices, I tested 12 apps in and around my hometown of Seattle. I looked at the software to see how well it got me from point A to point B without putting virtual roadblocks in my way. After days spent in my car with only my iPhone for company, I'm glad to report on which of the dozen contenders will serve you best on your travels.

Two Kinds of Apps

The 12 iPhone GPS apps I tested can be split into two categories: apps that come with bundled maps and cost between \$30 and \$90, and apps that download map data only when necessary and generally charge a monthly or annual subscription fee. (For a complete list, see "iPhone Navigation Apps Compared" on the next page.)

Which kind of app is a better buy? It's a quite complex calculation. The cheapest apps didn't score the worst in my testing, and the programs that charge on a monthly basis won't bleed you dry. (Prices are for the most restrictive version of the app that was available at the time of testing and that covered the United States. Some apps also include Canada or all of North America. Most navigation app makers have separate packages customized by country and land mass for varying prices.)

Among subscription-based apps, only AT&T Navigator is attached to a single phone number; among flat-fee programs, only ALK Technologies' CoPilot requires that you first register by entering the product's serial number. All the other products I tested can be installed on any iPhone OS-equipped device that's attached to your iTunes ID—meaning that a family with two iPhones could buy an app once and use it on both devices.

Eight of the apps I reviewed charge a flat fee and include some kind of promise of additional releases with upgraded maps. Flat-fee packages involve download-

ing a huge file—from 1GB to 2GB—that incorporates the full map database into the program itself, meaning that even if you leave a cellular-coverage area, you'll have access to the entire map database. All the makers of the flat-fee apps expect to release some number of free map updates, but eventually they will probably charge for map updates. (This is common practice for stand-alone GPS devices.)

On-the-fly map programs download data when they plot routes, and cache the map information. However, they all need to access the network for map browsing, even on routes on which you're already engaged. You need to be on a network, preferably 3G or Wi-Fi, when plotting a route, looking for detours, or pulling up traffic information with software that offers that option.

Fullpower Technologies' MotionX GPS Drive allows extensive caching of data, however, letting you store up to 2GB of downloaded map and related information. The program doesn't discard this data when

it becomes out of date, though, and you need to purge the cache manually to ensure that you have the latest road data.

The four over-the-air packages I tested—AT&T Navigator, MapQuest Navigator, MotionX GPS Drive, and Networks in Motion's GoKivo GPS Navigator—provide the latest mapping information available, but their recurring fees may turn some people off. On the flip side, you can test each service for

By Glenn Fleishman

PHOTOGRAPHY BY
PETER BELANGER

a month before committing to a nonrefundable \$35 to \$90 fee.

AT&T's app, a free download, has the highest subscription price of the four live-download apps, but in my testing it was worth the money. Using AT&T's free MyWireless app, you can turn service on or off for a month at a time. The \$10-per-month fee is fine for occasional use, given the high quality of the app and its traffic data. You can also subscribe to AT&T Navigator for a full year for \$70, which is comparable to the cost of flat-fee apps when you figure in traffic fees and map updates.

MapQuest, MotionX, and GoKivo include 30 days of navigation services in their \$1 purchase price. In-app purchases allow extensions of 30 days for \$3 to \$5 each, or a year for \$25 to \$40.

Entering Addresses

Navigation software for the iPhone should take advantage of the device's unique characteristics. Some developers took that to heart and created well-

organized, powerful programs that allow rapid selection of destinations and easy access to settings. Others ported interfaces from other mobile operating systems or stand-alone GPS devices, taking little or no care to create programs that are consistent with how other iPhone applications work.

Navigation apps should be able to select an address via the systemwide address book that Apple provides. Unfortunately, most of the programs I tested do a terrible job of dealing with Contacts entries.

I tested many addresses from my Contacts list that I use routinely in the iPhone's native Maps app without trouble. MobileNavigator, CoPilot Live, Mitac Digital's Magellan RoadMate 2010, and NNG Global Services' iGo My Way 2009 all had trouble with at least half of my addresses, while TomTom, MotionX GPS Drive, and GoKivo were able to decipher most. NDrive Navigation Systems' NDrive doesn't allow Contacts selection at all.



AT&T Navigator was the gold standard, correctly plotting every address I attempted, performing even better than the Maps app when locating a rural fire road in Maine. MapQuest Navigator was

iPhone Navigation Apps Compared

For full reviews of all these apps, visit macworld.com/5799.

Product	RATING	PRICE	VERSION TESTED	SIZE	TRAFFIC	LANES/SIGNS	SPOKEN STREET NAMES	POIs ON MAP	iPOD CONTROL	FIND CODE ^A
AT&T Navigator AT&T Services	★★★★	\$10/month ^B	1.3i	2MB	Yes (spoken); rerouting, alerts	No/No (but shows turns graphically)	Yes	No ^C	Poor	5773
CoPilot Live ALK Technologies	★★★	\$35	8.0.0.469	1.3GB	Yes, \$20 add-on	No/No	Yes	Yes	Good	5774
G-Map Xroad	★★	\$50	1.0.2	2GB	Yes (one-year included)	3D lane visualization in major cities/No	Yes	Yes	None	5782
GoKivo GPS Navigator Networks in Motion	★★★★	\$1 ^D	4.4.3	2.7MB	Yes (rerouting, alerts)	No/No	Yes	No	Superior	5775
iGo My Way 2009 NNG Global Services	★★★★	\$80	1.1	1GB	No (future version)	Yes/Yes	No	Gas stations only; no options	Good	5776
Magellan RoadMate 2010 Mitac Digital	★★★★	\$80	1	1.4GB	No	Yes/Yes	Yes	Yes	Good	5777
MapQuest Navigator MapQuest	★★★	\$1 ^E	1.0.5	3MB	Yes (list, on map)	No/No	No	Yes	None	5783
MobileNavigator Navigon	★★★★	\$90	1.3.0	1.5GB	Yes; \$20 add-on (rerouting, alerts)	Yes/Yes	Yes	Yes	Good	5778
MotionX GPS Drive Fullpower Technologies	★★★★	\$1 ^F	2.5	10MB	Yes	No/No	No	No	Superior	5779
NDrive NDrive Navigation Systems	★★★	\$33	9.2.31	1.5GB	No	No/No	No	Yes	None	5784
Sygy Mobile Maps Sygy	★★	\$60	7.71.5	1.7GB	No	Yes/Yes	Yes	Yes	None	5780
TomTom TomTom International	★★★★	\$60	1.2	1.2GB	No	Yes/No	Yes	Yes	Poor	5781

Scale = Poor, Fair, Good, Very Good, Superior. ^A In a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview. ^B AT&T Navigator is \$10 per month (cancelable at any time) or \$70 per year (cancelable only within the first 30 days). ^C Can search along route, but kills current route when selected. ^D Price includes 30 days of voice-guided turn-by-turn navigation. In-app purchases of 30 days (\$5) and 1 year (\$40) are available. Without an active in-app purchase, the application provides maps and POI data only, not navigation (with or without a voice). ^E MapQuest Navigator includes 30 days of service with purchase. In-app purchases are 30 days for \$4, 90 days for \$10, and 1 year for \$30. ^F MotionX includes 30 days of voice and automatic turn-by-turn navigation in the \$1 purchase price. In-app purchases of 30 days (\$3) or 1 year (\$25) are available. Without an active in-app purchase, the application provides manual turn-by-turn navigation (as the Maps app does) and other map features.

TIP

Although all of the software tested works in both portrait and landscape modes, I found myself continually reverting to portrait mode. It's the orientation I'm most used to reading in. Note that polarized sunglasses interfere with a rotated iPhone 3GS screen, rendering the display nearly invisible.

nearly as superb, figuring out every Contacts location except the Maine address. Sygic Mobile Maps performed the worst; the software was unable to find any of the addresses I attempted, and displayed street numbers after street names or zip codes. Xroad's G-Map was nearly as bad, identifying only two addresses out of dozens tested.

All the apps give you multiple ways to select a destination, such as from a map, by entering a street address or intersection, or by searching on a business's or person's name. In some cases, entering addresses is tedious, requiring the selection of a country, then state, then city, then street name, and then house or building number. CoPilot Live failed to allow entry of a common street in Seattle.

AT&T Navigator adds the option of voice recognition. In my testing, the app didn't recognize my dad's address in a small

Washington town when I spoke it (AT&T insisted that N. Victory Avenue was N. Geary Avenue), although it was available on a map; however, other addresses worked just fine.

Controlling Music

iPod control is also a surprisingly important part of GPS navigation for anyone who routinely listens to music or podcasts on their iPhone while driving. You don't want to have to switch out of a program to use the iPod features, and double-pressing the Home button to bring up floating iPod controls doesn't work reliably. (All the apps I reviewed either automatically resume the route in progress or ask you if you'd like to resume it.)

iPod control also varies whether you're using an auxiliary input jack on a car stereo or "head-end" integration via the iPhone's dock connector. G-Map, MapQuest, NDrive, and Sygic all lack integrated iPod controls. The rest of the apps' support ranges from forward, back, and play/pause controls to full selection via an iPod sheet as if you were in the iPod app. All of the apps with iPod control will play podcasts that are already playing; only GoKivo and MotionX allow podcast selection in the app.

Some programs will speak over iPod playback, no matter how the iPhone is connected to the car stereo, while others pause playback during navigation instructions. (To make it more confusing, NDrive and G-Map speak over when plugged in via the dock connector, but pause when hooked up through the headphone jack.) The programs that pause to speak will resume playback when the audio is connected via the jack, but all the rest left playback paused and required a manual button push on the car stereo to resume. TomTom paused the stereo and in some driving sessions would automatically resume, but in others it would not.

AT&T Navigator was particularly irritating, because the program is talky: It tells you quite a bit about what's going on, with no controls to make it less prolix. I was forced to constantly press the resume button on the stereo to keep iPod playback going.



Road Tunes

GoKivo offered the best iPod control of the apps we tested.

GET ACCESSORIZED

You can't simply download a GPS app from the App Store and hit the road. In order to take full advantage of the iPhone as a navigational aid, you'll need two key accessories.

Charging Cable

Using the GPS sucks power and can drain a full battery in a couple of hours. You will want a power adapter for your car, likely one that also provides audio output; or if your car stereo lacks iPod integration with USB charging, you may want to upgrade to a model that supports it.

Windshield Mount

Ensuring that the iPhone has as good of a line of sight to the sky as possible is critical. Hoping that your GPS app works while your iPhone rests on the passenger seat isn't a workable option for regular navigation use. I recommend the \$30 Kensington Windshield Mount (kensington.com), which comes with a long bendable arm; or the \$30 Griffin WindowSeat (griffintechnology.com), which has an adjustable hard plastic arm.

GPS Car Kits

Both TomTom and Magellan sell combination charger and mounting kits with a difference—the kits also include GPS receivers that improve on the iPhone's built-in GPS features and even enable second-generation iPod touch models to work as navigation devices.

The \$120 TomTom Car Kit (macworld.com/5832) and Magellan's \$130 Premium Car Kit (magellangps.com) also offer hands-free calling and audio output. The big stumbling block with these products is their cost. Factor in the cost of an app, and you've spent more than you would have on a decent midrange dedicated GPS device. In my mind, the extra features aren't worth the higher prices.



MapQuest Navigator also had a quirk: Even though it doesn't feature iPod controls, it halts playback when launched if sound is coming out the audio jack. This is unacceptable behavior for anyone who uses the iPod app.

On the Road

Once you tap Go or Navigate or Drive to start the navigation process, you may find that different features en route will have

different levels of utility to you. Sometimes, this may vary by the trip you take.

Traffic Seven of the 12 apps offer the option to show traffic alerts and use traffic information for route planning and rerouting. Drivers who travel extensively in urban areas will find traffic data a necessity. AT&T, GoKivo, MapQuest, and MotionX include traffic as part of the subscription price for their live services; MobileNavigator and

CoPilot offer it as a \$20 in-app upgrade, while G-Map currently includes a free year of traffic alerts. In testing, AT&T and GoKivo provided the greatest amount of information in the form of warnings, details of turn-by-turn problems ahead, and rerouting.

Lanes and Indicators Each package approaches what it shows on screen in a different way. The best of the navigation software shows a pop-up lane position,

SHOULD YOU BUY A STAND-ALONE GPS UNIT?

GPS navigation devices have dropped considerably in price in the last couple of years, and it's possible to find hardware for \$120 to \$200 that has most or all of the features present in iPhone GPS applications that cost from about \$30 to \$90 or \$3 to \$10 per month.

It may seem as if stand-alone GPS devices cost little more than some of the apps or subscription prices. However, GPS units involve some trade-offs. First, the devices include only the map they ship with; some manufacturers offer a free update if new maps are released within 60 days of purchase. But if you want to keep the device up-to-date with the latest maps, you can spend \$40 to \$100 per year (more with factory-installed car GPS units) for map updates. iPhone GPS apps with a fixed price will likely also charge for updates, too, although it's unclear just how and when that might happen.

Second, the user interface and interaction on the more affordable GPS devices is quite poor compared with the best of the iPhone GPS apps. Data entry is tedious, touchscreen behavior is slow, and displays seem coarse and blocky. iPhone apps typically offer smooth animation, along with quick and simple shifts between 2D and 3D views.

However, in my testing of an inexpensive and recently released Garmin GPS device, the *rate of refresh*—the frequency at which the map is updated to reflect the current position—was better than with any of the iPhone software I tested. You're more likely to

get that kind of performance in a device dedicated to GPS navigation.

In the worst cases, some iPhone software at times lagged several to a few dozen feet behind, but most of the apps we tested didn't lag too much; in fact, TomTom's \$99 car kit combined with the TomTom app created a refresh rate seemingly as good as that on the Garmin device.

Stand-alone GPS units are also larger: The screen resolution may be poorer than on an iPhone, but the larger size can make the display easier to read.

Our colleagues at *PCWorld* recently reviewed a slew of stand-alone GPS devices; here's a look at some of their favorites.

TomTom XXL 540S Featuring a gorgeous 5-inch screen, the \$300 TomTom XXL 540S (macworld.com/5772) unit has the same easy-to-use interface and menu system that virtually all other TomTom products do, but it's easier to see on a bigger screen. The XXL 540S supports multisegment routing, so you can plan a trip with multiple intermediate



waypoints. And you can upgrade the device to show live traffic by buying a traffic receiver for \$60.

Garmin nüvi 1690 The \$500 nüvi 1690 (macworld.com/5766) has a 4.3-inch screen, text-to-speech support for street names, Bluetooth phone connectivity, and lane assist with junction view (so you can see simulated highway signs). The nüvi 1690 also has multisegment routing with route optimization. It includes two years of data service—thereafter, service costs \$5 a month.

Magellan RoadMate 1700 If you're looking for a portable GPS navigation device with a mammoth screen, the \$300 RoadMate 1700 (macworld.com/5768) could be just the thing. Measuring 7.5 by 4.2 by 0.6 inches and weighing in at a hefty 10.7 ounces, the 1700 is big enough to pack a gigantic 7-inch screen. Unfortunately, you can't upgrade the RoadMate 1700 by adding an optional traffic receiver.

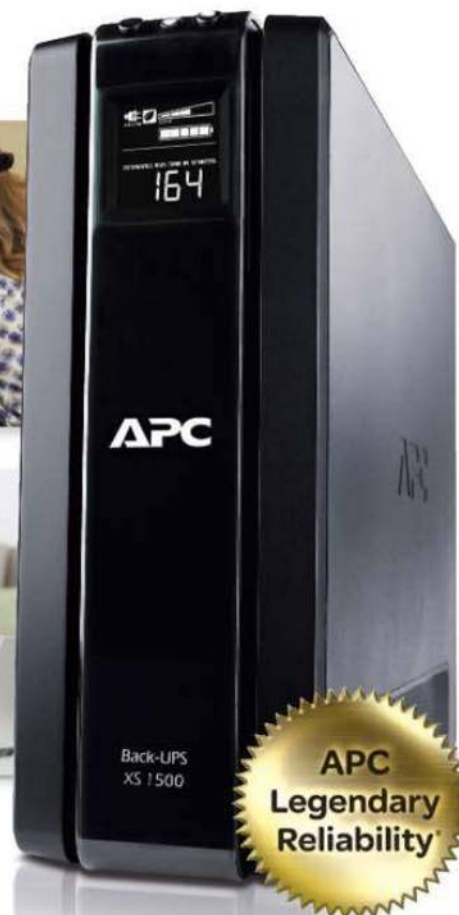
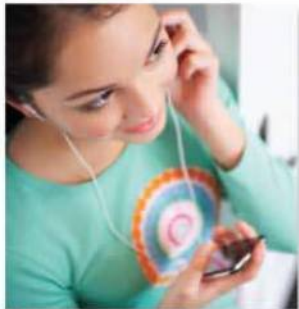
TomTom XL 340S Live The \$300 TomTom XL 340S Live (macworld.com/5771) has a 4.3-inch screen, a built-in GPRS radio module for live traffic updates, weather reports, Google Local searches, and fuel prices. After a three-month introductory period, a subscription will set you back \$10 a month. If you already have a data plan on a smartphone, it might make more sense to buy the \$250 XL 340S plus the optional \$60 traffic receiver (which includes a 12-month subscription).

Stand-Alone GPS Units

Product	RATING	FIND CODE *
Clarion ClarionMind NR1U	★★★	5764
Garmin nüvi 1370T	★★★	5765
Garmin nüvi 1690	★★★★	5766
Magellan Maestro 4700	★★★★	5767
Magellan RoadMate 1700	★★★★	5768
Nextar Q4-MD	★★★	5769
TomTom Go 740 Live	★★★★	5770
TomTom XL 340S Live	★★★★	5771
TomTom XXL 540S	★★★★	5772

* In a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview.

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- Telephone/Network Protection



APC
by Schneider Electric

Right Lane Only

Navigon's Mobile-Navigator tells you which lane you should be in and displays POI logos right on the map.



identifying which of multiple lanes you need to be in to either make an exit or avoid being forced off on an exit. Some software also pops up simulated street signs, much like highway signs, to offer more cues. iGo My Way is, by far, the best at offering such indicators.

Spoken Streets While all of the apps provide voice cues for right, left, ahead, and so forth, four lack the ability to use text to speech (TTS) to attempt to pronounce street names and other descriptive text. In some cases, you have to select a special TTS voice that is rougher than a standard voice. TomTom and Navigon's TTS voices are the best among those I tested; GoKivo's is quite mechanical; Sygic's and G-Map's are even more artificial sounding.

Points of Interest (POIs) The term *POI* is so common that many GPS app developers have forgotten to spell it out

or explain it within their software. They're not talking about a Hawaiian side dish, but rather about businesses and resources along a route. The apps vary enormously when it comes to which POIs they display, whether POIs appear when you're driving or just when you're standing still (and whether you can turn that option on and off), and the ability to set the kinds of POIs that display (just gas stations, for example).

Macworld's Buying Advice

Overall, AT&T Navigator was the best app among those with subscription-based pricing and cached maps; among the large apps with preloaded maps, MobileNavigator scored the highest. Combining decent quality with a low price, MotionX was the best bargain among all the apps I reviewed.

The most important task of a GPS app is to get you easily, safely, and reliably between any two points you specify. In my testing, all of the programs delivered on that promise—some of them just did it with more aplomb than others.

Frequent *Macworld* contributor **Glenn Fleishman** is in the car somewhere near Seattle. His most recent book is *Take Control of Your 802.11n AirPort Network*, updated for Snow Leopard (takecontrolbooks.com).



So Many POIs

NDrive's neatly designed interface shows just the right amount of street labels, but clutters the default display with POI icons.

THE COMPETITION: GOOGLE NAVIGATION FOR ANDROID

What if you could get a full package of GPS-based navigation at no cost—no up-front rate, no monthly cost, and live over the network? Google wants to oblige with Google Navigation.

I tested this service, available initially on the Verizon Droid phone (and now also on the Google Nexus One), which uses the Google-backed Android operating system.

In areas where most navigation systems—stand-alone and iPhone-based—shine, such as with entering a destination address or changing settings, Google Navigation is poor, requiring that you switch between a Maps app and a separate navigation interface. Once you're in the Navigation app, however, the display and operation is as good as or better than that of all the iPhone apps I tested. Animation is smoother than in any iPhone app, and the view continuously changes as needed for context. For instance, sometimes you may see a flat 2D overview for a confusing set of turns; other times, you'll see a receding 3D view that resizes based on speed and direction. The design and presentation is lovely, although the text-to-speech engine is unpleasantly robotic.

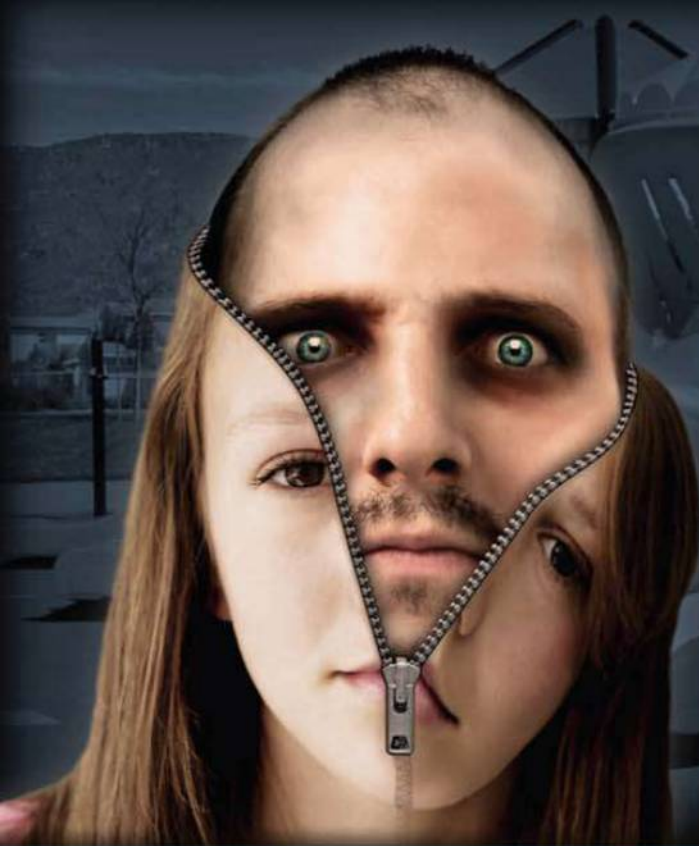
When you near a destination, the program switches to Google Street View (if available), showing you what you'll see from your same perspective.

Will Google release this app for the iPhone as well? There doesn't seem to be anything preventing Google from joining the fray (other than an allegiance to Android). If it does, Google Navigation would definitely give AT&T Navigator serious competition—and all at the low, low price of free.



TIP

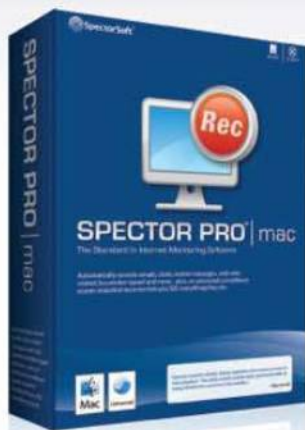
If you use the iPod function on your iPhone, pay close attention to the discussion here on iPod integration. It's a pain to have to leave the GPS app if you want to pause or change tracks. Some apps handle voice-over speaking poorly when the iPod is playing, and some don't allow you to select podcasts.



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SIMPLE WAYS TO SAVE WHEN YOU PRINT

Print smart and stop ink costs from blowing your budget

By Kirk McElhearn

Excellent printers cost only a pittance these days—you can get a good laser printer for around \$50 and a multifunction printer for less than \$100. But they've become like razors are to blades, given ink and toner costs. The price of the printer itself is deceptive. The real cost of printing is the ink. It won't take long for you to spend more replacing ink than you did on your printer. With this in mind, here are some ways to save.

Print Only What You Need

The best way to save money when printing is to print only what you need, when you need it.

E-mail Messages Must you really print that e-mail you got from your boss or a client? If so, is it necessary to print the whole thing? If you don't need the whole message (long signatures and all), you can usually select just the important paragraphs, paste them in a new word processor document, and then print that out. If the document runs a few lines longer than one page, select all the text and reduce the font size by a point or two.

Alternatively, you can save some space by reformatting the e-mail message to get rid of line breaks. Download and install Devon Technologies' free WordService 2.7 (macworld.com/5725) to do this in a jiffy with its Reformat service. This service can easily reduce a message from 80 lines to 50, because e-mails, depending on how they're sent, can be formatted with fixed line lengths.

You can also shrink the size of a message you print from Apple's Mail program by selecting the Print dialog box's Scale Message To Fit option. (Don't



see it? Click on the disclosure triangle next to your printer's name and the Print dialog box will expand to reveal more choices, along with a preview of your message.) This option reduces the message's font size to make it print on fewer pages. (The option below that one, Rewrap Message To Fit, actually enlarges fonts to fit the page width, so it makes you print more pages.)

Web Pages When you print a Web page, you may end up with a bunch of paper—only one page of which includes the content you wanted. Depending on how a Web page is laid out, Apple's Safari and other Web browsers may want to print it in strange ways. You may find that side columns end up printed below the main content, or that large swaths of content at the foot of a page may create an entirely new page.

In many cases, an article from a news Website can take up many printed pages, though the actual content ends after one or two (see "Printing Web Pages"). If you're using Safari, you can leaf through the pages beforehand. You'll see a preview of the document in the print

dialog box. Click on the arrow buttons below the preview to view the pages. Then choose which pages to print by changing the Print option from All to From and entering page numbers. (Some programs, including Mozilla Firefox, don't show a preview of your pages in the Print dialog box.)

You'll also find that some Websites offer special pages formatted for printing. You can usually access them by clicking on a Print link, or on a special printer icon. Websites create these layouts to spare you ads and awkward page breaks. However, many Websites set these pages up with a larger (more legible) font. If you're trying to cut back on your paper use, check the preview in the Print dialog box to see if you could handle smaller text. If so, click on Cancel to get out of the Print dialog box and then press ⌘-Minus Sign (–) to reduce the Web page's font as you like. Doing this before you print can save you an extra page or two.

The free bookmarklet Printliminator (macworld.com/5726) lets you eliminate extraneous parts of a Web page that you

ILLUSTRATION BY DANIEL KRALL

don't want to show up in the printout. Another bookmarklet, Readability (macworld.com/5423), eliminates most graphics automatically.

Optimize Your Paper Use

Printing less is one thing, but there are also a few good ways to make the most of the paper you use:

Empty the Recycling Bin Unless you print documents mostly for reports and presentations or you store documents away in an archive, you probably have a big pile of printed pages sitting (hopefully) in the recycling bin. One easy way to save money is to put these to use. Flip a stack over and stick it back in your printer so you can use the clean side.

Print on Both Sides If you have a newer printer, make sure you're using its features. Many printers will print on both sides of the page, which means you can save paper in a big way without any extra exertion. Some printers do this automatically. Often you just need to choose the option. In the Print dialog box, choose Layout from the Copies & Pages pop-up menu. A Two-Sided menu will appear at the bottom of the dialog box. Choose Long-Edge Binding or Short-Edge Binding depending on the orientation of your pages.

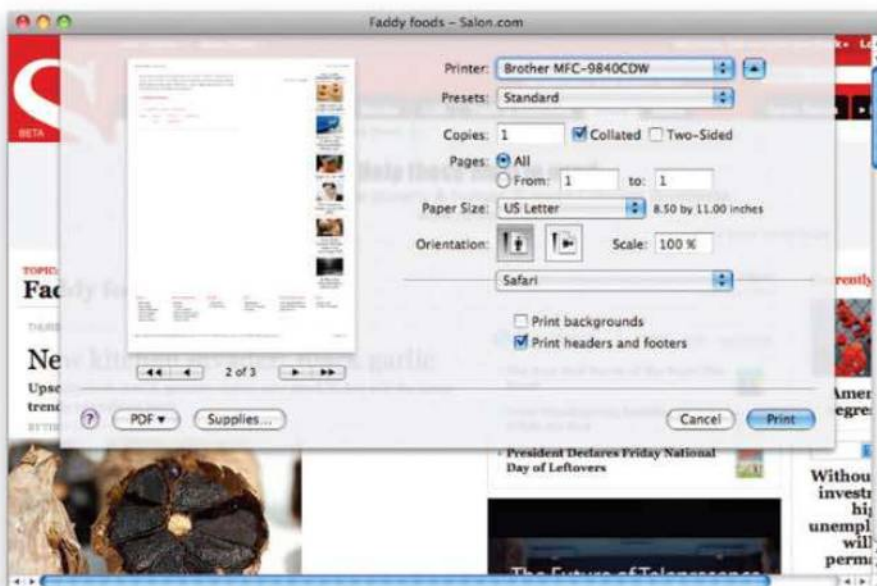
Other printers require that you print odd sides first, flip the pages, and then print even sides. To do this, select the Copies & Pages pop-up menu and choose Paper Handling. You can select odd or even pages from the menus there. You'll need to test this, however, to make sure you know exactly which way to flip the pages in your paper tray to get the printing right; do it with a two-page document first before printing out a long report.

Print More than One Page per Sheet

When you just need to print out a document to see how it looks—to check its layout, not to read it in detail—try printing more than one page per sheet. To do this, press ⌘-P to bring up a Print dialog box and then, from the Copies & Pages pop-up menu, choose Layout. Choose a number from the Pages Per Sheet pop-up menu. This can be from 2 to 16. Choose a layout direction to get it just right. Printing more than one page per sheet is a great way to see an overview of your document.

Print smart, and you can save a bundle on ink and toner. All you need to do is take a few of these simple steps.

Senior Contributor **Kirk McElhearn** writes about more than just Macs on his blog, Kirkville (www.mcelhearn.com).



Printing Web Pages Before you print a Web page, take a moment to check how many printed pages it will occupy. If I print everything in this article, I'll end up with one nearly blank page and an additional page filled with only links.

Two Quick Copy and Paste Tricks

By Sharon Zardetto

Sure, you copy (⌘-C) and paste (⌘-V) all the time, but did you know that you can copy and paste more than just text and graphics? Here are two tricks:



Copy a File or Folder Name

You have a file named Docket#OCN-L-3854-09 and want to create a folder for it and related files. How do you do that without typing the name and possibly introducing a typo? Select the file and press ⌘-C—you don't need to specifically select the name. Now create a new folder (⌘-Shift-N) and, with its name ("Untitled Folder") selected, use the Paste command.

If you need to reference that docket number in a document, select the file in the Finder, copy, and then paste it into your word processor: There's the name.

Bonus Tip: Would you like a list of all the items in a folder? Open the folder, use ⌘-A to select all the items in it, and then ⌘-C to copy them. Now switch to your word processor and paste to get a list of all the selected files.

Paste a Copy of a File Wherever You Need It

You can Option-drag a file or folder in the Finder to make a copy in a new location, but to do that you need both locations accessible at the same time (or the patience to dig deep into spring-loaded folders). Instead, select the file in the Finder and copy it. Then open the folder and paste a copy of the file there.

Bonus Tip: For a quick and easy way to attach a file to an e-mail message, copy the file in the Finder, switch to Mail, and paste the file into the message window.

4 UNEXPECTED USES FOR THE CONTROL KEY

Use this special modifier key to access handy shortcuts

By Sharon Zardetto

If you're like me, you've nearly worn out your MacBook's Control key (often labeled Ctrl), using it to open contextual menus. It's true that Control-clicking on anything from a Finder icon to a window's title is an amazingly handy way to access a pop-up menu of targeted options. But you can also add Control to common key combinations for variations on the original functions.

1. Open a Folder in a New Window

If you set your Finder preferences (Finder ► Preferences) to Always Open Folders In A New Window, each double-click on a folder will open a new window, cluttering even a big screen in short order. With the option unchecked (as it is by default), a double-clicked folder shows its content in the current window (replacing whatever was displayed in the window before). This is the better default setup because it cuts down on clutter. You can always ⌘-double-click on a folder whenever you want to see its contents in a new window.

But what about us keyboard junkies? I select a folder by typing, and open it by pressing ⌘-O or ⌘-Down Arrow. I'd have to reach for the mouse to use the

⌘-double-click method. So when I want to open a folder in a new window, I add the Control key: ⌘-Control-O or ⌘-Control-Down Arrow opens a folder into a new window.

Note that the Control key effectively reverses your preference setting. If you use the Always Open Folders In A New Window option, a ⌘-double-click or ⌘-Control-O will display the folder's contents in the current window instead.

2. Open a New Window for the Enclosing Folder

When you're looking at the contents of a folder in the Finder, pressing ⌘-Up Arrow opens the enclosing, or "parent," folder. So, for instance, if you're in a subfolder in your Documents folder, you can easily move up to the Documents folder and see its other subfolders. With the preferred Finder preference setting of Always Open Folders In A New Window unchecked, however, moving up in the hierarchy means the contents of your window changes. What if you want that subfolder window to remain open? Add Control to the keyboard command: ⌘-Control-Up Arrow opens a new window for the enclosing folder.

As with the basic ⌘-O for opening a window, the Control key reverses the preference setting. So, if you have Always Open Folders In A New Window selected, ⌘-Control-Up Arrow opens the parent folder in the same window.

3. Access a Restart, Sleep, and Shutdown Shortcut

You can restart, put to sleep, or shut down your Mac using the commands in the Apple menu, or you can just



press Control-Eject to open a Restart/Shutdown dialog box. You can then use a single key to choose: R for Restart; S for Sleep; C (or Esc, or ⌘-period [.]) for Cancel; or Return/Enter for Shut Down (see "Shutdown Shortcut").

4. Jump to the Spotlight Preferences Command

Your Spotlight menu is open, showing hits for your search term, but you're tired of its including, say, five e-mail messages, which limits the number of documents it can list. Changing the Search Results parameters requires a trip to Spotlight Preferences, and there's a quick way to get there. When the menu is open with anything listed in it (that is, when more than just the Search field is showing), press Control-Down Arrow to select the last item—Spotlight Preferences—and then press Return. Control-Up Arrow always selects the first item, Show All, which opens a Finder window with the search results in it.

Beware: The Control key plus arrow keys are also default shortcuts for moving around in Spaces. If you've enabled Spaces and left these shortcuts active, they'll take precedence over the Spotlight menu shortcuts.

Tip from a Macworld Reader

My unexpected use of the Control key occurs in text editing. If you've ever typed *teh* for *the* or made other similar mistakes, this hint might come in handy. Instead of double-clicking the word and retyping it, you can switch two offending letters by inserting the cursor between them and pressing Control-T. This method works in all the text editors I've tried—including this little text field I'm typing in right now.—STEPHEN520, MACWORLD.COM FORUMS



Shutdown Shortcut Here's a quick shortcut when you need to power down: Press Control-Eject and then press the appropriate key (R for Restart; S for Sleep; C—or Escape, or ⌘-period [.]—for Cancel; or Return/Enter for Shut Down).



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WHAT MAC USERS NEED TO KNOW ABOUT WI-FI DIRECT

By Glenn Fleishman

Why can't it be easier to print on networks that you don't have regular access to or transfer files among mobile devices like iPhones? Why is it such a pain to create secure, robust networks on the fly, using 3G mobile broadband as the Internet connection? A new wireless networking system, Wi-Fi Direct, will soon help Mac users do all that and more. It lets any wireless device maintain a connection to a network base station while also communicating directly with other devices that aren't on the same network.

The technology should start showing up in hardware and software by mid-2010. Here's what Wi-Fi Direct promises:

Easy Connections The protocol includes "service discovery." In other words, when you try to connect with a Wi-Fi Direct-enabled device, you'll see a connection menu that sums up what it can do. For instance, you might see Printing or Internet

Access listed as options next to a network name.

Strong Security Wi-Fi Direct supports the modern Wi-Fi Protected Access 2 (WPA2), the wireless security standard that Apple has supported since 2005.

Versatile Connections One of the key differences between existing Wi-Fi connection methods and Wi-Fi Direct is that a single Wi-Fi adapter can maintain a connection to a base station while also connecting to other devices in this peer-to-peer fashion.

While some of these features may sound a lot like Bluetooth, Bluetooth is a slow way to connect. It's designed for peripherals that have very little room for batteries.

Speed Wi-Fi Direct will work with the far less frequently used 5GHz Wi-Fi channels, which can carry data at much higher rates than 2.4GHz because of a lack of interference and the ability to employ "wide" channels that use twice the frequency range.

Timbuk2 Commute 2.0 Messenger

Most TSA-compliant laptop cases—which must provide a way for airport security screeners to get a view of your computer unobstructed by anything other than fabric—are rolling bags, bulky briefcases, or slim sleeves. Timbuk2's Commute 2.0 Messenger, available in two sizes (\$110 and \$120, respectively; macworld.com/5727), takes the company's famous ballistic-nylon messenger bag and adds a checkpoint-friendly, flip-out laptop compartment. It has top and bottom waterproof panels, a large interior compartment, and an organizer section with plenty of secure pockets. Throw in the slot for your rolling bag's handle and a pouch for a water bottle, and you've got an easily accessible messenger bag. The Timbuk2 Commute 2.0 Messenger holds all your must-have gear while letting you breeze through security.

—DAN FRANKS



PRODUCT WATCH

HARDWARE

Rikiki, from LaCie (www.lacie.com): This compact 2.5-inch hard drive supports USB 2.0 and comes in 250GB, 500GB, and 640GB capacities (\$80, \$110, \$150).

SOFTWARE

Thunderbird 3, from Mozilla Messaging (www.mozillamessaging.com): E-mail client sports a tabbed user interface and improved search features (free).

Norton Online Backup 2.0, from Symantec (backup.com): Online storage service is now Mac-compatible (\$50 for a 25GB one-year subscription).

Snagit for Mac, from TechSmith (www.techsmith.com): Popular Windows screen-capture software now available in public beta for the Mac.



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Reviews

WHAT WE'RE REVIEWING
ONLINE THIS MONTH



HARDWARE

Acer P3250 ▴

This 2.7-pound ultraportable projector offers not only a competitive price, but also excellent image quality. It delivered crisp, legible fonts in all of our text-rendering tests, and its color images were strong and vivid, with fine details in both the light and dark areas of our test pictures. One of the likely reasons the P3250 projects superior color is that its proprietary ColorBoost display technology uses an additional color (cyan) in its six-segment color wheel, which can help render better results in some images when compared with the five-segment color wheels that traditional projectors use. Note that the P3250's native resolution is 1024 by 768 pixels (XGA). You'll need to set your laptop at the same resolution to obtain the best image sharpness and clarity for presentations. The P3250's high brightness rating of 2000 lumens makes it suitable for use in a large conference room with ambient light. However, the projector's 1.0-watt mono speaker proved too weak to provide sufficient sound to accompany presentations or videos (macworld.com/5728).

🔊🔊🔊; \$790; Acer, us.acer.com

Synology Disk Station DS409slim ▽

Synology's Disk Station DS409slim is a uniquely designed network-attached storage (NAS) device that has four bays for laptop-size hard drives and allows numerous RAID configurations. It can be a mail server, a surveillance station, monitoring



multiple cameras, a download station to help organize BitTorrent downloads, a DLNA/UPnP media server that allows you to stream files with a PlayStation 3 or Xbox 360, an iTunes server for streaming music over the network, and a USB printer server for sharing a printer over your network. Unfortunately, the DS409slim is not very easy to use. Each feature requires daunting technical setup. The major oversight, however, is that you can't upload folders, only individual files (up to 100 at a time). So you must sift all of your songs and documents, and select each individual file that you want to upload to the iTunes server. If you're willing to invest the time and patience, and it's a big *if*, this is one of the most versatile NAS devices on the market (macworld.com/5729).

🔊🔊🔊; \$400; Synology, www.synology.com



SOFTWARE

Curio Professional 6 ▴

Curio is a single application for note taking, outlining, mind mapping, project management, charting, drawing, presenting, and more. Zengobi describes Curio as a brainstorming and project-management application for creative types and visual thinkers. A Curio document is a collection of "idea spaces." Idea spaces are like slides in Keynote or PowerPoint, canvases upon which you add a mélange of text, images, and diagrams collectively referred to as "figures." The simplest figures are lines and shapes that can be drawn on the idea space and then moved, resized, and colored as desired. When an idea space's background is set to mimic notebook paper, text figures snap to the lines, perfect for taking notes.

Curio also accepts input from pressure-sensitive drawing tablets, so you can doodle on your notepad, too. Curio executes most of its features with aplomb; but with so many of them, the program presents a very busy interface. For users who do moderate amounts of drawing, outlining, mind mapping, note taking, project management, or presenting, Curio is an excellent value. Those with professional-grade requirements will be better off buying dedicated applications (macworld.com/5730).

🔊🔊🔊; \$149; Zengobi, www.zengobi.com



Kerio MailServer 6.7.2 ▴

While the product is called a "mail server," in truth it does far more than just serve e-mail. Kerio MailServer 6.7.2 is an e-mail, calendaring, contact, and to-do server that runs on three Mac OS versions, three Linux distributions, and six Windows versions. Kerio MailServer offers a larger feature set, a wider range of server and client platform support, better iPhone support, and a far better Webmail experience than Mac OS X 10.6 Server and a lot of other products that cost far more. It is not a product for big enterprise needs—it's intended for groups of fewer than 1000 users per server. Also, some aspects of the product could, and should, be better. Notably, it doesn't support Exchange

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Web Services, so you can't use Mac OS X 10.6's Exchange Support or Entourage EWS with it. If you're in a Mac-centric or Mac-only shop, though, most of its problems are not insurmountable. This is a solid product that's well worth the money (macworld.com/5731).

★★★★½; \$499 for 10 client version; Kerio, www.kerio.com



Nisus Writer Pro 1.4 △

The newest version of Nisus Writer Pro might woo some users away from Microsoft Word. The word processing program boasts an excellent writing environment. It supports page-layout basics such as multicolumn sections, inline graphics, and basic tables. It includes powerful grep-based search tools, noncontiguous selection, support for non-Roman languages, and basic macros. Nisus Writer Pro differs from the less expensive Nisus Writer Express (\$45) in that it also includes advanced document-management features required by users who are not just writing, but also producing documents. Nisus Writer Pro now has commenting, indexing, and the ability to create a table of contents. It supports bookmarks, cross-references, and powerful merging tools that are much easier to use than Word's. Nisus Writer doesn't integrate with Excel the way Word does, nor does it support change-tracking as fully. Its page-layout options are also not as extensive, and it lacks some of Word's very advanced long-document-management features. That said, for many, Nisus Writer Pro is a very satisfactory alternative to Word, offering more than two-thirds of the features for about one-third the price, and providing an easier-to-use interface (macworld.com/5732).

★★★★½; \$71, Nisus Software, www.nisus.com

Top Products YOUR GUIDE TO THE BEST HARDWARE WE'VE TESTED



HARD DRIVES

Desktop

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
VR Mini (pictured) www.caldigit.com	★★★★	\$699 (1TB)	quad interface	5396
G-RAID 4TB www.g-technology.com	★★★★	\$500 (4TB)	quad interface	5809
Rocpro 850 www.rocstor.com	★★★★	\$150 (500GB)	quad interface	5397



HARD DRIVES

Portable

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
Mercury On-the-Go (pictured) www.macsales.com	★★★★½	\$102 (320GB)	quad interface	4258
Starck Mobile Hard Drive www.lacie.com	★★★★	\$89 (320GB)	USB-only	5608
iStorage Pro Pocket www.cidesign.com	★★★★	\$200 (320GB)	quad interface	5808



MONITORS

Widescreen

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
324 LCD (pictured) www.lacie.com	★★★★½	\$825	24-inch display	3896
LP3065 www.hp.com	★★★★	\$1167	30-inch display	2509
LN40B650 www.samsung.com	★★★★½	\$969	40-inch display	5607



PRINTERS

Laser

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
C544DN (pictured) www.lexmark.com	★★★★½	\$464	LED, color	4356
C6150dn www.okidata.com	★★★★½	\$668	LED, color	3899
HL-4070CDW www.brother-usa.com	★★★★½	\$450	PostScript-compatible	3385



PRINTERS

Multifunction

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
Color LaserJet CM1312nfi (pictured) www.hp.com	★★★★	\$380	laser	5183
Artisan 800 www.epson.com	★★★★	\$118	inkjet	5010
LaserJet M1319f www.hp.com	★★★★	\$217	laser, monochrome	5480

^A All prices are the best current prices taken from a PriceGrabber survey of retailers at press time. ^B In a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview.

Business Center

NEWS AND ANALYSIS ABOUT
MACS IN THE WORKPLACE



Jobs Named Top-Performing CEO

Mac fans like to sing the praises of Steve Jobs for all he's done for Apple, especially after he returned in 1997 to the company he cofounded. Now academia agrees.

The January-February 2010 issue of *Harvard Business Review* contains a feature article on the best performing CEOs in the world (macworld.com/5734). Apple's chief tops the list of the nearly 2000 executives included in the study.

The authors looked at CEOs of all publicly traded companies in Standard & Poor's Global 1200 or BRIC 40 lists since 1997, including those who had been on the job no earlier than January 1995 and no later than December 2007. That left the authors with 1999 CEOs to rank.

Steve Jobs firmly claimed the top of the list for bringing a 3188 percent industry-adjusted return after coming back to Apple a dozen years ago. From Jobs's return to September 2009, the study's authors write, Apple's market value increased by \$150 billion. Rounding out the top five candidates were Yun Jong-Yong of Samsung, Alexey B. Miller of Gazprom, John T. Chambers of Cisco Systems, and Mukesh D. Ambani of Reliance Industries. Google CEO (and one-time Apple board member) Eric Schmidt placed ninth in the study.—**PHILIP MICHAELS**

Store Any File in Google Docs

Google is opening up Docs (docs.google.com), its hosted office productivity suite, so that users can store any type of file in it, giving the popular software-as-a-service product an important online storage component.

Along with the new capabilities, Google is raising the ceiling on file sizes to 250MB. Users of the stand-alone Docs suite will have 1GB of free storage for files stored in their native formats, as opposed to converted to a native Docs format. They'll be able to buy additional storage for 25 cents per gigabyte, per year. Google Apps users will also get 1GB of storage, and will have the ability to buy additional storage for \$3.50 per gigabyte, per year.

While Docs doesn't currently have one-click buttons for posting or publishing files to third-party sites and services like Facebook, Google isn't closing the door on adding that functionality and more.

—**JUAN CARLOS PEREZ**



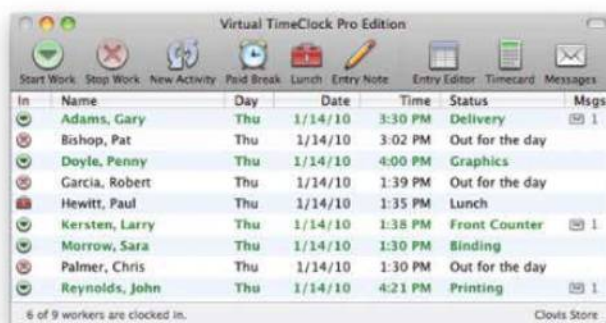
Virtual Time Clock '10 Tracks Employee Time

If you're tired of your office's old-fashioned punch clock and want an up-to-date way to track employees, Redcort Software's newly released Virtual Time Clock '10 (www.redcort.com) can help you manage their time and attendance. The software comes in three flavors—Basic, Pro, and Network—to accommodate businesses with few or thousands of employees.

In all versions, staff appear listed in the time clock's main window. The database keeps a record of their time, allowing you to create detailed timecards, manage leaves, and determine overtime pay. The 2010 version of Virtual Time Clock now includes unpaid leave and lunch tracking, as well as an enhanced report writer.

The Basic edition of the software allows employees to clock in and out from a central computer. The Network edition lets them do so on their own machines. The Pro and Network editions both offer custom leave categories, databases for multiple companies, and built-in worker messaging. These two versions also let you create employee profiles and employee groups. You can easily sort through all employee data to get an overview.

The Basic edition of Virtual Time Clock '10 costs \$99 and allows you to track up to three



employees. The Pro version is \$195 and lets you track an unlimited number of employees. The Network version costs \$295 plus \$50 for each extra client and lets you track an unlimited number of employees. All versions require Mac OS X 10.3 or later.—**RAMU NAGAPPAN**



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COPY FILES FROM YOUR IPOD TO YOUR MAC

10 utilities for extracting files from your iPod

By Aayush Arya

Apple's tight control over the iTunes-iPod-iPhone ecosystem has a lot of benefits, yet it has its downsides—you can't copy songs from your iPod to your Mac, for one.

That missing piece of the puzzle is available, however, from a host of third-party developers. Here's a look at ten such apps to help you decide which one(s) should be in your arsenal (for longer reviews and a full comparison chart, visit macworld.com/5798).

Expod

Fitting squarely in the bare-bones category, Steve Joyn't's free Expod ([4 stars; www.expod.joyn.net](http://www.expod.joyn.net)) immediately detects a connected iPod upon launch; you can either select individual songs you'd like to copy (with the help of a search box) or copy them all. Although Expod shows the playlists on your iPod, it can't copy them, and the app doesn't copy files directly into iTunes.



iPod Access

Findley Designs' \$20 iPod Access ([4 stars; www.findleydesigns.com](http://www.findleydesigns.com)) has most of the features you'd expect—it lets you browse and search songs, supports videos, and can import songs from your iPod into any folder on your Mac or straight into iTunes (even making sure that it screens out any duplicates). It also lets you import your playlists with the click of a button. However, the user interface is dated.



iRip

The Little App Factory's \$20 iRip ([4 stars; thelittleappfactory.com](http://www.thelittleappfactory.com)), previously known as iPodRip, has a simple interface and a few nice features. Beyond the normal abilities to search for selected songs and copy them to your Mac, iRip lets you import those songs into iTunes and even copies over the playlists from your iPod. But when you change iPods while iRip is running, it doesn't refresh the contents automatically.



iTunesFS

Marcus Mueller's free iTunesFS ([4 stars; www.mulle-kybernetik.com](http://www.mulle-kybernetik.com)) isn't really an app—it's a FUSE-based file system that you use with MacFUSE. When you plug in an iPod (iTunesFS doesn't support the iPhone or iPod touch) and double-click the app, you'll see an iTunesFS volume mount on your desktop. From there you can copy a file or folder to your Mac by dragging it either to your desktop or directly into iTunes. The only way to "recover" playlists is to drag a playlist folder into the Playlists area of iTunes' Source list. This isn't the best tool for getting songs off your iPod, but it does give you free access to the contents of your iPod.



Music Rescue

KennettNet Software's £10 Music Rescue ([4 stars; www.kennettnet.co.uk](http://www.kennettnet.co.uk)) is one of the most full-featured apps of this bunch, and it's



my top pick. The interface is well designed and utilitarian, and feels right at home on the Mac. Music Rescue lets you see both the songs you already have in your iTunes library and the ones you don't. You can even create advanced filters for importing songs with specific metadata, and it supports playlists and will re-create them exactly as they are on the iPod.

Pod to Mac

Pod to Mac ([4 stars; www.podtomac.com](http://www.podtomac.com)) used to be free for Mac users, but now costs \$20 (although an introductory price of \$10 was available at press time; and you can still download an older version). Even though the design has improved with the paid version, the user interface is still sloppily put together and feels alien on the Mac. However, this app also happens to be quite full-featured.



PodWorks

Sci-Fi Hi-Fi's PodWorks ([4 stars; www.scifihifi.com/podworks](http://www.scifihifi.com/podworks)) has a low price and a seemingly well-rounded set of features, but it doesn't deliver on several of its promises. Its playlist support is extremely buggy—for instance, I always ended up with multiple copies of the same song in the playlists PodWorks created. Also, although it has menu-based options for playing back music and controlling volume, none of those ever actually worked in my testing.



Senuti

Like Music Rescue, FadingRed's Senuti (4 stars; \$18; www.fadingred.com)—

yes, that's *iTunes* spelled backward—has most of the features you'd be looking for. There are a few omissions though: You can't drag songs onto the desktop, and you have to drag playlists into iTunes' Source list for Senuti to re-create them on your Mac. Furthermore, it does not have a browse feature or one-click automatic recovery.



TouchCopy

Wide Angle Software's

TouchCopy (4 stars; \$25; www.wideanglesoftware.com)

does everything you could possibly expect it to and then some. However, like a lot of cross-platform, Java-based applications, it crams all that functionality into a poorly designed interface with a startling lack of attention to detail. Its two major flaws are the significant amount of time it takes to generate the list of items on your iPod (especially when it is first launched), and the completely alien user interface.



TuneAid

DigiDNA's TuneAid (4 stars; \$20; www.digidna.net) has great

potential but falls short when it comes to user interface design. It lets you search and sort your tracks, browse through them by metadata, and play them back while you decide which ones you want to import. It fully supports playlists, and you can import songs to any folder. About the only thing that's missing is the delicious-looking UI that has been the hallmark of many a great Mac app.



Aayush Arya is a regular *Macworld* blogger living in India. Senior Editor **Jonathan Seff** contributed to this article.

FIRST LOOK: BOXEE BETA

By Christopher Breen

Boxee (www.boxee.tv), the free media-center application based on the open-source XBMC, recently got a reworked interface, consolidation of local and Web-based content within that interface, more content, expanded social networking options, and big plans for the future.

In the past, portions of the interface were ungainly. Boxee's developers have set out to change that by making it easier to move from place to place within the interface while maintaining a graphics-rich environment.

The means for doing this are the Home screen and Global menu. When you select a media icon at the top of the Home screen and press Return, you're taken to a screen devoted to that kind of media. Media screens include a sidebar (which you can hide) that lets you do things such as view photos as thumbnails or in a list; filter movies, TV shows, and music by genre; and search for specific hunks of media within a category. You can also click icons to tell the world what you're viewing or listening to via a Share command, add a shortcut, get more information about a TV show or movie (if Boxee has identified the TV show and movie and can provide that information), or add the media to your queue.

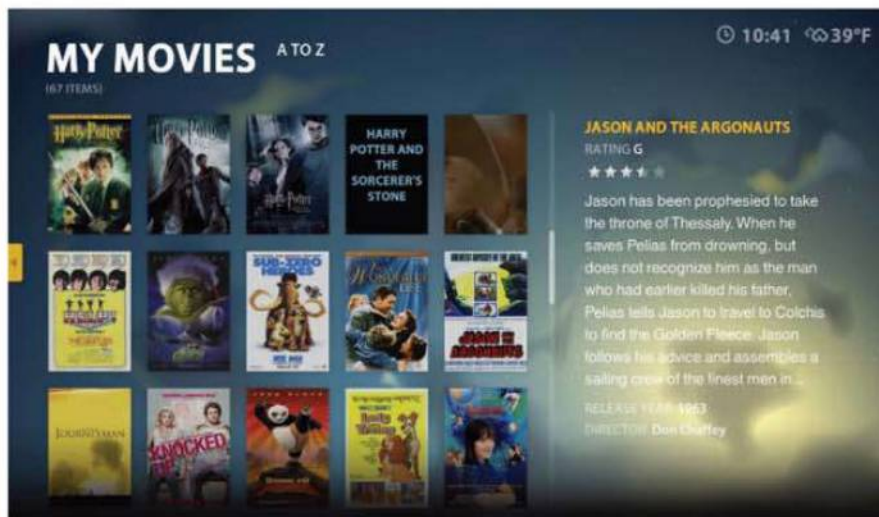
Boxee now attempts to erase the line between local and Internet media as well, showing you a list of *your* content and streaming content at the same time.

The beta version of Boxee also has a lot of content—157 items can be found in its App Library. This includes such well-known sources as Netflix, Pandora, YouTube, Flickr, Digg, Discovery.com, NPR, Shoutcast, and Vimeo, along with a host of other sources. And Boxee is actively courting developers to bring even more content to the application.

One area in which Boxee has broken from other media player applications is in adult content. Within the Appearance setting, there's a Hide Adult Feeds And Applications setting (enabled by default). Disable that option and adult content becomes available to you via the App Library screen.

The company has also shown off D-Link's Boxee Box—a set-top box for delivering Boxee content to an attached TV—and plans to integrate Boxee into other devices in 2010. Additionally, it's putting together the Boxee Payment Platform, a system that lets content providers sell their media via Boxee.

Since Boxee is free, it's worth your while to give it a try—rough edges and all.



Boxee Goes Beta The new version features a redesigned interface that makes it easier to use.

BLU-RAY RIPPING ON THE MAC

By Jonathan Seff

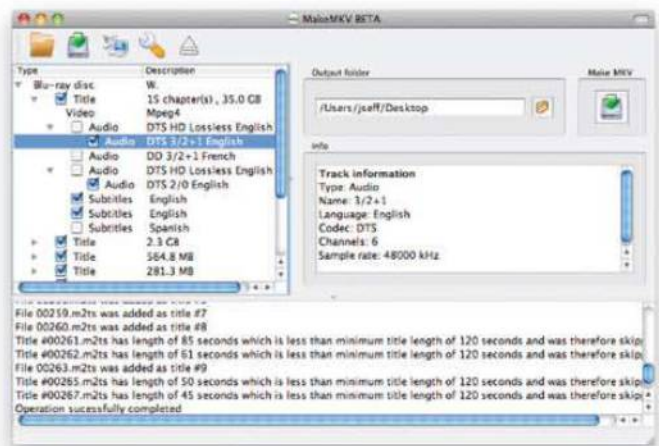
In the past, we've written a lot about ripping DVDs in order to watch them on an iPhone or Apple TV. Unfortunately, none of the applications we've discussed works with Blu-ray discs. Now that Blu-ray players are becoming more common in the living room, so are the Blu-ray movies we watch on them.

To see if I could rip a Blu-ray disc, I downloaded the free MakeMKV (www.makemkv.com) beta, a DVD- and Blu-ray-ripping application for OS X and Windows. I borrowed a Blu-ray drive from Macworld Lab, inserted the Blu-ray version of Oliver Stone's *W.*, and launched MakeMKV.

The software immediately found my USB-connected drive and let me read the Blu-ray disc inside. Clicking the disclosure triangle next to the movie (the title with the largest file size) showed me the various

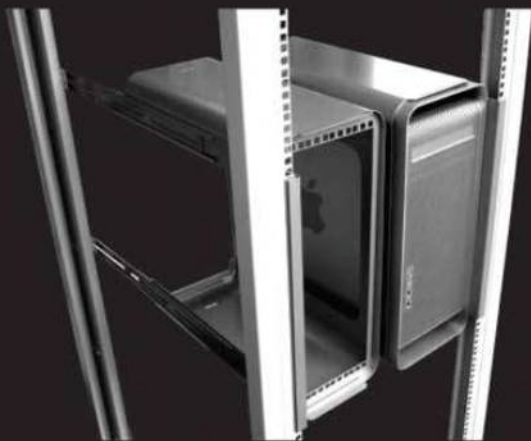
audio and subtitle tracks contained in the movie, and let me deselect the ones I didn't want. I then clicked the Make MKV button and, about an hour and a half later, ended up with a 31.79GB .mkv file on my drive.

MakeMKV basically strips the copy protection from movies and then copies them into an MKV container. The result is a perfect copy of the movie, at its original frame size and data rate; I was able to play it on my Mac Pro through the free VLC media player (www.videolan.org). However, the file won't play on



Apple devices like the iPhone, iPod, or Apple TV—MakeMKV doesn't do any transcoding, so if you want to watch the movie through one of those devices, you'll need to convert it with a separate app, such as HandBrake (handbrake.fr).

Rack your Mac



Cadlock Mac Pro 19" Rackmount Kit \$299.00

The tailored steel frame provides a fully rigid housing, with front and rear supports increasing stability. Once fitted the Mac can simply be pushed into the frame, and if needed secured to the rear tabs using the existing Mac locking mechanism, preventing unauthorized removal.

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The Caddy compliments the Mac perfectly. The design mirrors the Mac Pro kit and can vertically house up to 4RU of equipment. This space saving kit provides a solution to the lost space beside a Mac.

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CREATE PLAYLISTS ON YOUR IPOD OR IPHONE

By Kirk McElhearn

So you've just ripped a few new CDs or bought some music on iTunes, but you don't have time to put it in a playlist before syncing with your iPod and running out the door. No problem—the iPod has a feature called On-The-Go playlists, which lets you set up playlists on the iPod itself.

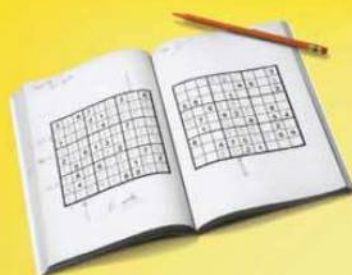
iPod Nano and Classic To add something to the On-The-Go playlist on an iPod nano or classic (the shuffle doesn't have the feature), navigate to the item you want to add and then press and hold the center button. On the classic, you'll go to a new screen with two options: Add To On-The-Go and Cancel. On the nano, you'll see a sort of sheet, with the same two options, display over the item you've selected. Press the center button when

Add To On-The-Go is highlighted to add the item, or press Cancel to go back. You can also add songs to the On-The-Go playlist as you listen to them—just press and hold the center button on the iPod and then choose Add To On-The-Go. To find this playlist, just go to Music ► Playlists. If you want to save the playlist, press the center button over Save Playlist at the top of the playlist.

iPhone and iPod Touch With the iPhone or the iPod touch, go to Playlists and then tap On-The-Go. Then you can add any item to the On-The-Go playlist by tapping the item; a plus-sign (+) icon indicates that you're in On-The-Go mode. If you select an artist, composer, or album, you can choose Add All Songs, and if you select a genre, you can choose



Add All Albums. To exit On-The-Go mode, tap Done. You can listen to the On-The-Go playlist as you would any other, by choosing it from the Playlists menu. You can also edit the On-The-Go playlist. But one thing you can't do is save and create multiple On-The-Go playlists on the iPhone or iPod touch.



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Reviews

HOME ENTERTAINMENT HARDWARE,
SOFTWARE, AND ACCESSORIES

HARDWARE

Cambridge Audio DacMagic ▸



At \$429, the DacMagic digital-to-analog converter is not an impulse purchase and not a device for everyone. But if you have good audio equipment, the DacMagic will definitely make your music sound much better (macworld.com/5793).

★★★★½; \$429; Cambridge Audio, www.cambridgeaudio.com

JBL Reference 430 ▸



The Reference 430 is a decent set of headphones, and it comes in bright colors. However, if you're looking for a more discreet over-the-ear headphone set, there are less-expensive options out there (macworld.com/5795).

★★★½; \$70; JBL, www.jbl.com

JVC HA-S650 ▸



The neutral, versatile sound quality makes the HA-S650 a good alternative to in-ear headphones, so they're ideal for people who find headband headphones more agreeable than other types of headsets. They're also a decent set of lightweight cans in their own right, and among the most comfortable (macworld.com/5794).

★★★★½; \$70; JVC, www.jvc.com

Logitech S315i ▸



The S315i is a well-designed portable speaker system—light and compact, with good battery life and sound quality. However, a speaker costing this much really ought to include a remote control (macworld.com/5796).

★★★★½; \$130; Logitech, www.logitech.com

Logitech Squeezebox Radio ▸



The Squeezebox Radio is a nicely designed device for listening to your music from anywhere in the house. As a bonus, it lets you access all sorts of online content. The radio's biggest problem is that the system's interface makes it very difficult to deal with large music collections or access the unit's many options (macworld.com/5792).

★★★★½; \$200; Logitech, www.logitechsqueezebox.com

Sony MEX-BT5700U Xplod Bluetooth CD Receiver ▽

Sony deserves credit for the great Bluetooth integration (for the iPhone and second-generation iPod touch) and iPod connectivity in its MEX-BT5700U automobile head unit. But due to its ill-placed USB connector, clumsy list navigation, and lousy display, this receiver is no home run (macworld.com/5797).

★★★★½; \$300;

Sony, www.sonymstyle.com



SOFTWARE

aTV Flash 4 ▴

Although there are free alternatives for installing some of aTV Flash's features, aTV Flash definitely turns the Apple TV into a powerful, streaming multimedia center for your living room (macworld.com/5790).

★★★★½; \$50; Fire Core, atvflash.com

Toast 10 Titanium ▸

Toast now tackles a variety of important chores, and the bugs of the past are mostly gone (macworld.com/5791).

★★★★½; \$100; Roxio, www.roxio.com



iPods: Current Lineup

PRODUCT	SPECS	RATING	PRICE ^a	DISPLAY	PERFORMANCE	FIND CODE ^b
iPod Classic	160GB	★★★★	\$249	2.5-inch color	36 hours of music playback; 6 hours of video playback	5262
	8GB	★★★★	\$199	3.5-inch color	30 hours of music playback; 6 hours of video playback	3864
	32GB	★★★★	\$299	3.5-inch color	30 hours of music playback; 6 hours of video playback	5257
iPod Nano	64GB	★★★★	\$399	3.5-inch color	30 hours of music playback; 6 hours of video playback	5258
	8GB	★★★★½	\$149	2.2-inch color	24 hours of music playback; 5 hours of video playback	3867
	16GB	★★★★½	\$179	2.2-inch color	24 hours of music playback; 5 hours of video playback	3868
iPod Shuffle	2GB	★★★★	\$59	none	10 hours of music playback	5267
	4GB	★★★★	\$79	none	10 hours of music playback	5268

^aAll prices are Apple's prices. ^bIn a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview.

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Macworld

Hot Stuff

WHAT WE'RE RAVING ABOUT THIS MONTH

DuaLink

These days, many households have more than one iPod or iPhone. CableJive makes syncing and charging those devices more convenient with the \$26 duaLink. Like Apple's \$19 Dock Connector to USB Cable, the duaLink features a standard USB plug at one end for connecting to your Mac. But the other end of this 9-inch cable features two dock-connector plugs, letting you charge and sync two devices simultaneously via a single USB port, reducing the cable clutter on your desk and in your travel bag. (The duaLink also lets you charge two devices at once through a single USB power adapter.) The duaLink works its magic by including a two-port USB 2.0 hub inside the cable itself (cablejive.com).—**DAN FRAKES**



Capture Waterproof Case



How much does it cost to capture video underwater? These days, not as much as you'd think. In fact, if you've got a fifth-generation (5G) iPod nano, the debut of H2o Audio's new Capture Waterproof Case means that for just \$80, you can use your iPod's video camera feature up to 12 feet underwater. The case's unique external scrollwheel lets you use the iPod's full controls, and a polished, polycarbonate lens cover keeps your images clear. The included armband and belt clip secure your iPod when you want to just listen—even underwater, using the company's waterproof headphones. The Capture also works with H2o Audio's Sports Integration System for mounting the case on your bicycle or backpack (www.h2oaudio.com).—**DAN FRAKES**

VinylStudio

If you grew up before the days of digitized music, chances are you have a bunch of old vinyl records and cassette tapes stashed somewhere around the house. AlpineSoft's \$30 VinylStudio for Mac offers a relatively simple method for those who wish to digitize those recordings with a minimum of effort. Although it looks decidedly like an OS 9 app, VinylStudio can look up albums online to find track listings and album art, and includes audio cleanup tools that single out and remove annoying artifacts inherent in analog audio—which normally requires a fair amount of skill in a typical audio program (www.alpinesoft.co.uk).—**DAVID DAHLQUIST**



Olive+Thiel HD Music System

Are you an audiophile with disposable income? Luckily for you, high-end music-server-maker Olive has teamed up with speaker-maker Thiel Audio to offer the Olive+Thiel HD Music System, a \$7900 combo of Olive's 4+ HD server and Thiel's SCS4D ethernet-connected speakers (www.olivethiel.com).—**PAUL TROTTER**

GenevaSound S

Many iPod and iPhone speakers focus on pleasing the ear and ignoring the eye, but Geneva Lab's \$300 GenevaSound S looks as good as it sounds. The glossy white, black, or red unit is just 9.3 inches wide, 5.7 inches tall, and 7 inches deep, but it hosts stereo speakers, two Class-D amplifiers, an iPod dock that rotates into the unit when not in use, an FM radio, and an alarm clock. The smooth top of the GenevaSound S even features a set of backlit, touch-sensitive controls (www.genevalab.com).—**DAN FRAKES**



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- ☒ Write text
- ☐ Design nice layout

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- ☒ Write text
- ☐ Design nice layout

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OUTSOURCE YOUR SCANNING PROJECTS

Use a third-party scanning service to get old photos from the shoebox to the computer

By Derrick Story

How many of your photographs are you not enjoying because they are lost in dust-covered shoeboxes under the bed? They might be stored away, but that doesn't mean they're not deteriorating—colors can fade and shift over time.

Scanning can help rescue and revive those treasures from the days of analog, but digitizing those old photographs yourself can be a formidable task. Scanning and retouching each photo, slide, or negative would take an untold amount of your time and energy. Thankfully, there are professional scanning services that will do all the tedious work for you.

I placed identical orders with three scanning companies: ScanDigital.com, DigMyPics.com, and ScanCafe.com. All three successfully completed the orders I placed, delivering scans and returning the original materials to me in my original packaging and in good condition. However, these services did have varying strengths and weaknesses.

Organize and Package Photos

The first step in outsourcing your scanning is to gather all the pictures you want to preserve. You don't need to limit your collection to standard-size prints, slides, and negatives. Most scanning services will also accept less-common media, including APS film, medium- and large-format prints and slides, transparencies, scrapbook pages, and disc negatives.

If your prints are in albums or your slides in carousels and you don't want to take them out, that's OK. For a slight surcharge, the scanning company can

remove, scan, and return your prints and slides to their containers.

If you're nervous about sending out your photos, start with a test batch. The financial investment is relatively low, and you can minimize your risk by sending duplicate images.

Place the Order

Placing your order online with a scanning service is a fairly straightforward process. You create an account and then let the service know a little bit about the job. You can have your scanned photos burned to a CD or DVD, stored online, or saved on an external hard drive. I like to get my images on DVD and have the option to download them online too. The DVD serves as a nice archive, and it will play on all of my Macs. The online files are convenient for quick downloading.

Of the services I tested, ScanDigital and ScanCafe both had an intuitive

ordering process that didn't require much up-front knowledge about scanning. The online order form was slightly more complex with DigMyPics. This service requires that you make more decisions about the digitizing process, which isn't necessarily a bad thing. DigMyPics seems more geared toward photographers who have specific preferences about scanning resolution.

Track the Process

A little assurance goes a long way when shipping off your one-of-a-kind images to an online service. Both ScanDigital and DigMyPics send e-mail notices during every step in the process. ScanCafe also did a good job of communicating, but it took a bit longer to acknowledge receiving my shipment.

Many companies also allow you to log in and see exactly where your images are in the process. DigMyPics shows you how many images have been scanned and any notes made by technicians.



PHOTOGRAPH BY PETER BELANGER

Each scanning company was up front about how long the process would take. Seven days after shipping the photographs, ScanDigital sent an e-mail notice saying that the images were ready for viewing and downloading online; the DVD arrived the next day. DigMyPics had images ready for review in eight days; once the scans were approved, the DVD took just a few days to arrive.

Things moved a bit slower for ScanCafe, however; four weeks passed before the images were ready for me to view online. In part, this could be because ScanCafe ships the photos off to its India plant for actual processing. So if you're in a hurry, ScanCafe isn't your best choice. ScanDigital and DigMyPics have facilities here in the United States.

Follow Up Online

Ongoing Web support is quite strong with ScanDigital. Once you log in, you can see the details for all of your orders and view all of the images the service has scanned. You can view your photos and download the high-resolution scans. And ScanDigital stores your images online indefinitely for no additional charge.

DigMyPics retained low-resolution versions of my scanned order on its Website, but it did not store the high-resolution pictures for free as ScanDigital does. You are given the opportunity when your order is completed to transfer the high-resolution shots to a Google Picasa online album.

ScanCafe provides only online low-resolution viewing of your scans. ScanDigital wins in terms of user experience after the job is completed.

Check Scan Quality

The images ScanCafe returned were the best overall of the three services. They had good color, excellent exposure, the right amount of sharpening, intelligent correction, and no blemishes. The difference in quality between ScanCafe and runner-up ScanDigital was negligible—they ran neck and neck with most of the images. DigMyPics was in the running most of the time except with 35mm slides, where it was usually a distant third.

Pay the Bill

Standard pricing for online scanning services is usually based on a per-image cost. It varies depending on the type of media, the service you choose, whether you opt for a package, and any extras.

ScanCafe requires only that you estimate the number of images you're sending in, and then you pay for half that number of scans up front. When your images are put online, you can decide which images to approve and which to reject (you can nix up to 50 percent). You pay only for the scans you keep. The final cost was \$19.23.

DigMyPics also allows you to review and reject scans online before making a final purchase decision. On small orders the amount you save by weeding out rejects is minimal, but it will increase with larger orders. I opted out of two 35mm scans, and the final bill was \$29.10.

For ScanDigital I paid \$21.70 for the Standard Pricing option, which bases the cost on the count of the materials you ship. You pay to have everything in your shipment scanned. So once your gallery is posted online, the work is done.

Pick the Right Service

For ease of use and fast turnaround time, it's hard to beat ScanDigital.com, especially if you're archiving 35mm slides. The service communicates well, provides free online storage of your images, and generally produces good output results. DigMyPics is also a strong contender, especially if you have lots of prints to scan, and you want to review the results online before making a final decision. But if you want the best scans and are willing to wait for them, then ScanCafe is the one I recommend.

Be sure to also look around locally when contemplating options. If you're able to work face-to-face with a local company, that could help ease any anxiety you might have about sending off one-of-a-kind photographs.

Senior Contributor and professional photographer **Derrick Story** teaches iPhoto on Lynda.com and runs a virtual camera club at The Digital Story (thedigitalstory.com).



Restore Old Photos with iPhoto

By Derrick Story

Often when scanning old snapshots, you have to deal with faded colors, scratches, and other imperfections. iPhoto has some easy-to-understand adjustment features that help you bring out the best in each of your treasured photographs.

Remove Small Imperfections Start with the Retouch brush. Click on it, use the left and right bracket keys to set the diameter of your brush tip, and then use it to remove dust marks and other blemishes.

Fine-Tune with the Adjust Palette To further tweak tone and color, open the Adjust palette. Take a look at the Levels histogram at the top of the palette. Often with scans, the highlights are a bit muddy. Move the triangle pointer on the right side in toward the edge of the histogram to brighten things up.

Next, attack the color balance. Click the eyedropper in the Temperature pane, and then click a neutral white or gray area in the photograph. Fine-tune with the Temperature and Tint sliders. Most fixes will require only a little tweaking on the blue-to-yellow slider.

Finally, add a little definition and overall sharpening. Definition and sharpening between 20 to 40 on the slider scale is often helpful, but heavy-handed sharpening can degrade the appearance of your image.

Don't Go Overboard Older photos have some character that you may want to preserve while retouching. Don't feel the need to make the image absolutely perfect by modern standards.

TAKE BETTER PARTY PICS

By Derrick Story

There's nothing like a party for great photo opportunities. As an event photographer, I've covered numerous parties over the years, from wedding receptions to family birthdays. Here are a few tricks I've picked up.

Be Prepared for Low Light

Parties present some specific challenges—most notably, lighting.

For Compact Cameras If you're using a compact camera, spend a few minutes configuring it before you actually begin taking pictures. A great place to start is in the Scene Mode menu.

If the event is in a darkened room, look for one of these options: Party, Night + Portrait, or Night Scene. These modes typically offer a slower shutter speed combined with flash to illuminate your subjects. This is an improvement on the regular flash mode, which can overexpose the subject while turning the rest of the background black.

To further increase your odds of success, increase the ISO setting to 400. This extends the range of your flash, makes the camera more sensitive to ambient light, and helps control



Smarter Lighting Use the flash outside, capture low-light moments, and snap plenty of candids.

goes off; this gives your image a much more natural appearance. This technique is most effective if the ceiling is white and not too high. I've also had good luck with the \$60 Gary Fong Lightsphere (macworld.com/5818), which mounts on the flash and diffuses light without having to bounce it off the ceiling.

Master the Outdoors

If the party is held outdoors, you'll face a different challenge. While there's usually plenty of light, it's often harsh and coming from an unflattering direction.

a special moment in the lens, it can be a cherished memory for years.

I usually put the flash away and rely on existing light for candid shots. This lets me work quickly and from a greater distance, using a zoom lens. Alternatively, try to get close to your subjects for tightly framed candid shots that have a more intimate feel. Change your angle while shooting, and position yourself to make the composition as uncluttered as possible. Isolating the defining moment makes it more powerful.

Most importantly, *keep shooting*. When I notice an interesting interaction, I switch to burst mode so I can fire off a sequence of frames. Often the difference between an amazing shot and an average one is only a second or two.

A fill flash can help offset harsh natural light while adding sparkle to the eyes.

subject movement with a faster shutter speed. If your camera has face detection or image stabilization features, turn them on.

For SLRs Like point-and-shoots, many current SLRs also offer a Night + Portrait scene mode that will automatically adjust your camera's settings. Alternatively, you can turn on the flash, go to Manual exposure, and then set the aperture to f/5.6 and the shutter speed to $\frac{1}{30}$ th of a second (or $\frac{1}{15}$ th of a second if the ambient light is very low).

If you have a shoe-mounted flash, point the flash head toward the ceiling, which bounces the light when the flash

Once again, your flash may be your best ally. Turning it on and working in fill-flash mode can help offset harsh, natural light while adding sparkle to the eyes. Work within the effective distance of your flash—usually eight to 12 feet.

If you're relying on indirect light outdoors, adjust your white-balance setting to Shade or Cloudy. That will warm up the skin tones in the bluish light of the shade.

Get Candid

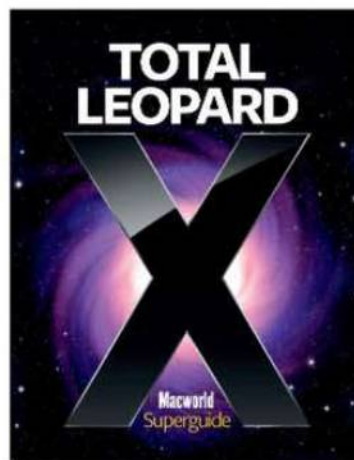
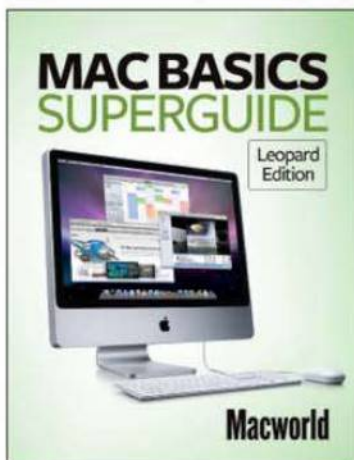
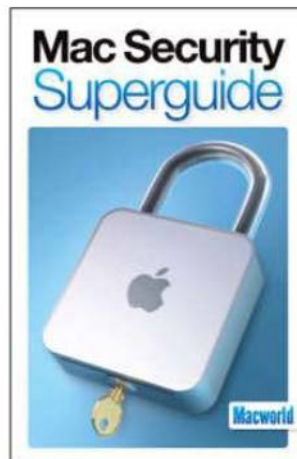
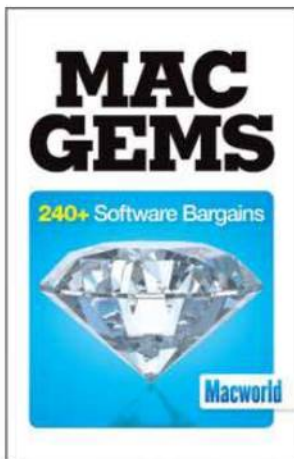
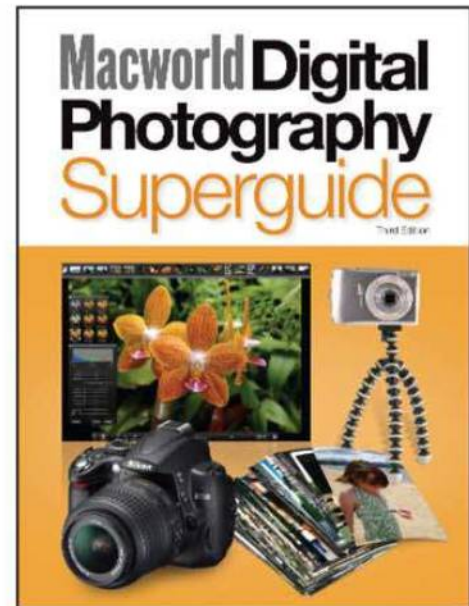
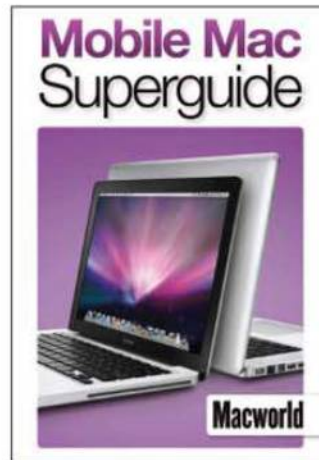
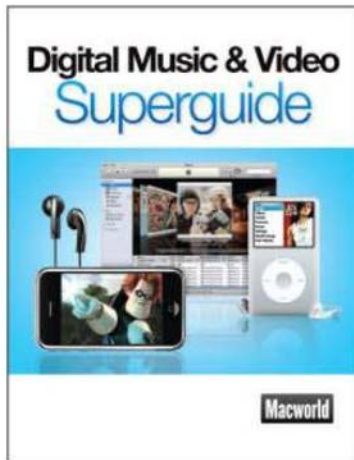
Staged events, like group portraits, may be the staple of event photography, but candids provide the spice. If you capture

Go Behind the Scenes

As a guest, you have more freedom at an event than a professional photographer does. Get away from the main action and check out the kitchen or look outside. These are great spots to capture casual group shots away from the party's chaos.

This scenario also gives you a chance to experiment with different techniques. For dance shots, use a *second curtain flash*—a setting in your flash menu that tells the camera to fire the flash at the end of the exposure instead of at the beginning. This puts subject motion behind the person, creating a great ethereal effect.

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SNAPSHOT The Power of the iPhone

Chase Jarvis (www.chasejarvis.com) has a lot of expensive camera equipment, his own photo studio, and years of experience as a professional advertising photographer. His current camera of choice? An iPhone.

Before this shot was taken, Chase and his wife Kate were enjoying a glass of wine on the deck of a beachside cabin, watching the sunset. He saw her reflection in the window and instinctively reached for his iPhone.

Images like this inspired Chase to be one of the most vocal proponents of camera phone photography. He has developed a brand that includes an active online community, a book of his iPhone photos, and a photography app (thebestcamera.com), all based on the idea that the best camera is the one that's with you.

The popularity of iPhone photography may have started out of convenience, but it's been amplified by the diverse collection of editing, filter, and special-effect photography apps available (macworld.com/5817) in the App Store. For this image, Chase added three filters that are in his Best Camera app: darken, candy, and vignette.

To an experienced photographer like Chase, another allure of iPhone photography is that it's refreshingly pure. "It's not about pixels and high dynamic range," he says. "The iPhone takes me away from all the typical photography trappings. That really does inform the rest of my work."



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SMART WAYS TO PHOTOGRAPH WILDLIFE

By Christopher Breen

Do you enjoy the wildlife around your home, but find it difficult to capture? Here are a few tricks I've learned when photographing the critters roaming in my neck of the woods:

Shoot Remotely Animals pay very little mind to cameras mounted on a sturdy tripod as long as there's no human crouched down behind it. If you have a camera that's compatible with a remote control, consider picking one up. With a remote you can be inside, firing away as the animals go about their business. (If shooting this way, switch off the camera's beeps, clicks, and flash.)

Consider Light If the area you're shooting is soon to be populated with skunks, raccoons, bears, or badgers, you don't really have the freedom to waltz outside once the action begins to adjust the camera's exposure. Take a few test

shots in similar lighting conditions before trying the real thing.

Know Your Subject You'll have far more success if you understand the habits of the creatures you're trying to photograph. Hummingbirds, for example, are very territorial and will chase their fellows away from a favorite feeder. However, at around sunset, they're far more willing to share the wealth with other birds.

Chickadees are nervy and will often be the first to return to a feeder after you've scared birds off when setting up your camera. Skunks and raccoons operate almost exclusively at night, but in the summer you have a better chance of getting a skunk before the sun goes down.

Try Video If you're worried about missing the perfect moment, consider using a pocket camcorder. Set it down,



point it at a food source, switch on an outside light if needed, and press the Record button. Then import the footage into your Mac, open it in QuickTime, and scan through it to see if you've grabbed something worth keeping.


It's 2010. Can your personal finance software export to TurboTax? Schedule payments? Track buys and sells in your portfolio? Let you enter, edit or split transactions manually? Sync to its own iPhone app? Handle multiple currencies? Print custom checks? Import accounts, transactions and investments from Quicken?

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amazon.com
and you're done

Apple Stores

Reviews

HARDWARE, SOFTWARE, AND ACCESSORIES
FOR MAKING AND MANAGING PHOTOGRAPHS



HARDWARE

Canon PowerShot SX20 IS △

The PowerShot SX20 IS is a megazoom digital camera that marries the simplicity of a point-and-shoot with the power and flexibility of a digital SLR. It has a massive 20X optical zoom, a 12.1-megapixel sensor, and HD-quality video recording. The SX20 IS accommodates close-up enthusiasts as well, with a super macro setting, which can focus on a subject that's touching the lens. It also features superior battery life, best-in-class image quality, and a useful blend of shooting modes. Unfortunately, action photography is a weakness, due to the camera's slow shot-to-shot times (macworld.com/5814).

★★★★½; \$400; Canon, usa.canon.com



Nikon D3000 △

The latest entry-level DSLR from Nikon, the D3000, provides a lot of value for the dollar. Nikon has improved on its previous entry-level models by refining the design and adding a slew of features, including an 11-point autofocus system, 3D tracking, and a built-in help feature for photography novices. AF-S and AF-I lens models are fully supported, and several older Nikon lenses can be used (but not all can be used with autofocus). The

D3000 even throws in a bit of fun with in-camera filters and interesting effects such as soft focus and color tints, as well as a stop-motion video creator (macworld.com/5815).

★★★★; \$550 with 18–55mm Zoom-Nikkor VR Image Stabilization Lens; Nikon, nikonusa.com

eStarling TouchConnect WPF-588 ▷

The 10.2-inch TouchConnect WPF-588 digital frame has accurate, natural-looking colors, and great shadow detail. It supports JPEG and BMP images, and can play video. The TouchConnect can also access the Internet, making it more like an Internet kiosk for your living room than a frame. You can access your



photos on Facebook, Flickr, and Picasa; view Google Calendar and Gmail (read-only); and post updates to your Twitter feed. However, the interface needs some polish, the image support is limited, and the camera only has an SD card slot (macworld.com/5816).

★★★; \$200; eStarling, estarling.com

Top Products YOUR GUIDE TO THE BEST HARDWARE WE'VE TESTED



DIGITAL CAMERAS SLR

PRODUCT	RATING	PRICE ^a	TYPE	FIND CODE ^b
D90 (pictured) www.nikon.com	★★★★	\$1011	12.3-megapixel	4966
EOS Rebel XSi www.canon.com	★★★★½	\$539	12-megapixel	3898
E-30 www.olympusamerica.com	★★★★½	\$899	12.3-megapixel	4453



DIGITAL CAMERAS Point-and-Shoot

PRODUCT	RATING	PRICE ^a	TYPE	FIND CODE ^b
FinePix F70EXR (pictured) www.fujifilm.com	★★★★	\$205	10-megapixel	5810
Powershot G11 www.canon.com	★★★★	\$467	10-megapixel	5811



PRINTERS Inkjet

PRODUCT	RATING	PRICE ^a	TYPE	FIND CODE ^b
PictureMate Dash PM 260 (pictured) www.epson.com	★★★★	\$158	snapshot, photo	5609
Stylus Photo R1900 www.epson.com	★★★★½	\$410	professional photo quality	3649

^a All prices are the best current prices taken from a PriceGrabber survey of retailers at press time. ^b In a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview.

She accidentally deleted her photos.



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Macworld

Hot Stuff

WHAT WE'RE RAVING ABOUT THIS MONTH



Picnik Premium

Web-based photo-editing tool Picnik already packs a ton of features into its free version. But for photographers who want to do more-advanced edits online, there's Picnik Premium. The upgraded service costs \$25 a year and gives subscribers an ad-free, feature-rich version of their usual Picnik. In addition to the classic Picnik tools, the premium version has more editing tools and special effects, collage options, and full-screen editing; it supports an infinite number of undos; and it has the ability to work with layers. If an annual subscription is too much of a commitment, you can opt for a monthly fee of \$5, or a six-month option of \$20. Picnik Premium users can upload as many as 100 photos to their online library—a big bump up from the five images allowed for free users. Picnik Premium is a great pick for any on-the-go photographer who might need to make edits on the road (picnik.com).—HEATHER KELLY

SKINIT

Liven up your gadgets with a custom skin from Skinit, which allows you to use your own photos to decorate almost any type of electronic gear, including laptops, iPods, iPhones, cell phones, PDAs, digital cameras, and even modems. Choose from the extensive database of custom templates for devices from a variety of manufacturers, upload your photo, and make any necessary adjustments with the online editing tools. Skinit will print and mail the final product. Prices vary by project (skinit.com).—HEATHER KELLY



Gawker

Time-lapse movies can give us a fresh perspective on the world by speeding up slow-moving action and compressing hours, days, and even months into seconds and minutes. With Gawker, you don't need elaborate photo equipment to create a time-lapse movie. This free, open-source application uses your built-in iSight camera or third-party Webcam to take pictures at an interval of your choosing, assembling them into a .mov file. Gawker can record from multiple streams, and you can share your feed with other Gawker users (gawker.sourceforge.net).—HEATHER KELLY



PhotoPin

PhotoPin tracks GPS data on your iPhone as you walk around taking photos with your camera. Open the \$3 app on your phone, leave it running in your pocket, and the app will quietly track your whereabouts over time. When you're back home, launch the free companion application and your Mac will sync GPS coordinates with the iPhone over Wi-Fi. With the photos you took, you can plot out your trail in iPhoto '09, Flickr, Facebook, or any GPS-aware photo-management software (photopinapp.com).—NICHOLAS BONSAK



You-Vision Video Glasses

The \$149 You-Vision Video Glasses record 640 by 480 video with audio from a lens hidden in the bridge, which is controlled by tiny buttons on the unusually thick earpiece. A rechargeable lithium battery powers the glasses for three and a half hours. After you're done creating your first-person masterpiece, download it to your Mac with a USB cable. The specs come with clear or UV-protected tinted lenses (photojojo.com/store).—KELLY TURNER

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CAMCORDER TIPS FOR SPECIAL OCCASIONS

Capture the joy of any gathering

By Christopher Breen

Special occasions are not only a time for getting together with friends or family but also a time for giving your camcorder a workout. To help ensure that the videos you take are as enjoyable as the events they capture, follow these tips.

Scout the Location Try to spend some time in the location where you'll shoot before the event takes place. Keep an eye out for good and bad light sources and take some test shots. This allows you to choose an appropriate white-balance setting and note locations where you do or don't want to shoot—for instance, facing a bright window that will wash out the subject in front of it.

Don't Rely on the Backlight Control Most of today's full-size camcorders include a backlight control. Switch it on when your subject stands before a bright light—the sun, a window, or a spotlight—and the background dims and the subject brightens. But these controls can't work miracles, and while your subject will be brighter, the entire scene may be washed out. Better that you take the advice mentioned previously and find a location with good light when first visiting the shooting location.

Stand Back People under the scrutiny of a camcorder often switch into "pose mode" when they feel the camera's eye upon them—mugging, stuttering, or simply clamming up. You can put people at their ease (and capture more natural action) by stepping back and using the camera's zoom to bring the camera closer to the action. However, audio can suffer when you do this. To capture clear sound and video from a camcorder whose built-in microphone isn't up to the task,



consider getting a shotgun microphone to mount on the top of your camera.

Learn the Camera's Manual Controls Most people allow their camcorders to automatically adjust focus and exposure. But there will be times when you want to lock focus and exposure in order to avoid radical changes. Knowing how to quickly move from auto to manual control can help produce better-looking videos.

Start Rolling Early When shooting an event, be sure to capture a few seconds before the real action starts and roll for a few seconds after the moment has concluded. This will make your videos less frenetic and provide you with calm material that you can use during a transition that takes time—a fade, for example. You'll be glad it's there when you edit your work.

Charge the Battery and Keep Extra Media Handy If your camcorder has been sitting on a shelf for a while, its battery will probably need charging. If the battery is old, it might need replacing. Several days before the event, charge

the battery and then use the camera to be sure that the battery can hold a decent charge. If it can't, replace the battery. While you're at it, grab a spare battery and charge it too. If your camcorder uses removable media—tape or a media card—keep extra media on hand, too.

Share the Wealth Kids bring a sense of childlike wonder to events. Let them bring that wonder to your video by giving them control of the camera. If you're concerned that your expensive HD camcorder will take a damaging spill, pick up a pocket camcorder before the event and pass it around.

Easy on the Narration Your editing application provides titles and narration tracks for telling the viewer where you are and what you're capturing. It's better to add that information as you edit rather than talking endlessly as you shoot.

Press Record and Walk Away Some camera operators become so engrossed in capturing events that they wind up witnessing rather than experiencing the

ILLUSTRATION BY JACK GALLAGHER

fun. Today's camcorders can capture an hour or more of video. Feel free to attach your camcorder to a tripod, point it at the action, press the Record button, and dive into the scene. Pocket camcorders such as Cisco's Flip MinoHD and Kodak's Zi8 are tiny and easy to plant in an inconspicuous place. Later, when editing, you can pull out just the good bits.

Don't Sweat It You want to capture special events, not control them. Capturing an imperfect, spontaneous event is far better than documenting a stiff, joyless performance, full of retakes, put on for the sake of the camera. Years later, when you revisit these moments through your video, the resulting stories will reflect the joy of the occasion.

FIND NEW iWEB THEMES

iWeb '09 has an assortment of built-in themes (28 to be exact), but eventually you may want more choices for your Websites. Themes are stylized page templates with coordinated designs that let everyday people create professional-looking Websites in a jiffy. Trouble is, while iWeb's tools let you tweak a theme's appearance, the process can become time-consuming and labor-intensive, and many themes are tricky to edit. Fortunately, designers have come up with alternative themes. Once you've purchased (some are even free) and installed them, they appear in iWeb's Theme menu alongside Apple's built-in layouts. The new themes offer new designs, drop zones, and additional template pages. Here's a brief list of sources to help you easily find new themes for iWeb.

iPresentee (www.ipresentee.com) offers more than 50 themes designed for casual and business use. Some sport garish colors or lackluster designs, but with so many to choose from, there's something for everyone. Themes include extra template pages like My Hobbies and News, plus a handful sport Flash-animated title bars. Flash site-welcome movies and animated-GIF clip art are available separately. One of iPresentee's better-looking themes, Treasure, is available for free. Prices vary by category, from individual themes (\$10) to preset bundles (\$25 to \$70).

11Mystics.com (www.11mystics.com) offers only 11 themes, but most sport harmonious colors and attractive, balanced layouts. Many themes come with extra clip art for customizing your pages, and a few are available in multiple color schemes. Prices range from \$11 to \$20. Variations on some themes are also sold in bundles for \$50.

Miamiou (www.miamiou.com) has 21 themes that tend to look rather bland and understated, though their subtlety may appeal to designers with a taste for moody-looking grayscale. But a few do feature vivid colors. You can be sure that these themes will not clash with your content and are the opposite of cutesy. The Bergman theme is available for free, but consistently low-key designs and the inability to buy themes individually weaken this site. Preset bundles of two and three are about \$15; a preset pack of 20 themes is about \$52. (Prices are euro equivalents and will vary.)

Jumsoft (www.jumsoft.com) offers 21 themes, and many are quite appealing.

Some are boxy and simplistic, but a hip style sets them a cut above the rest. Individual themes are \$13, and a bundle with all themes is \$70.

The iWebTemplate site (www.iwebtemplate.com) offers templates from all the above vendors.—ADAM BERENSTAIN



Free Theme iPresentee's Treasure is a handsome and free iWeb theme.



Photoshop Tip: Vignettes

By Chris McVeigh

Vignetting is an effect of camera lenses that leads to the darkening of a photo's edges. Modern lenses are engineered to minimize this effect, but ironically, it's now appreciated as an artistic technique. This Gradient Fill Layer technique helps create a faux-vignette in Adobe Photoshop CS3 and CS4.

1. Open a photo and click the Default Foreground And Background Colors icon in the Tools panel.

2. Choose Layer ► New Fill Layer ► Gradient. A small dialog box will pop up asking you to name the new layer. Name it 'Vignette' and click OK.

3. A new Gradient Fill dialog box will appear, giving you options. Click the gradient to launch the Gradient Editor.

4. Surrounding the gradient, you will see four arrows with color boxes. The one in the lower right is black. Double-click it to bring up the color picker, and select white. Click OK to return to the Gradient Editor, and click OK to return to the gradient fill options.

5. Choose Style ► Radial, enter a scale of 150 percent, and select the Reverse box to invert the gradient. Click OK.

6. The vignette is now in place, and you can adjust the blending mode and opacity. Find Vignette in the Layers palette; it should already be selected. Just under the Layers tab, you'll see the blending mode pop-up menu. Choose Overlay and, in the field to the right, adjust the layer opacity to your taste.

7. Save your photo as a layered PSD.

PRINT TYPE SAMPLES IN FONT BOOK

The way it looks on the page is what counts

By Jay J. Nelson

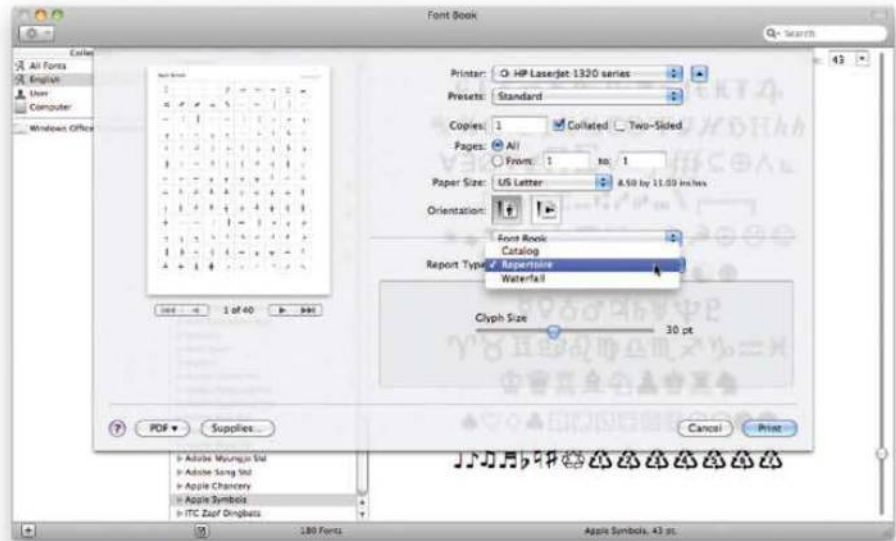
When choosing a typeface for a project, you should consider using a printed type specimen to help you out. Fonts just look different when you see them in print, compared with viewing them on screen.

Clever developers have come up with several useful utilities for printing font specimen pages—not only for active fonts, but also for folders full of fonts you haven't yet installed. Some of these utilities are free, but the best ones will set you back a few bucks. The major one for Mac users is the Font Book utility that comes with Mac OS X.

Font Book Type Specimens Font Book lets you print useful type specimen pages in three different layouts, but only for the fonts you've installed via Font Book. If you use a third-party font-management utility such as Suitcase Fusion 2 (macworld.com/5812), FontAgent Pro (macworld.com/5813), or FontExplorer X Pro (www.fontexplorerx.com), the fonts you've activated in those utilities won't show up in Font Book. To work around this Font Book limitation, temporarily activate the fonts you need to print by choosing File ► Add Fonts, and then deactivate them after you've created your specimen pages. Deactivating them after you print is especially important if you use a third-party font manager.

Print Your Specimens In Font Book, follow these steps to print your type specimen pages:

1. Highlight the fonts you want to include from the list of fonts in Font Book. To select all the fonts, press ⌘-A or Edit ► Select All. To select all the fonts in a Collection, highlight the name of the Collection and then press ⌘-A. To select individual fonts to print, hold down the ⌘ key while clicking on each choice. To select a group of fonts in a row, select the first one and then hold down the Shift key while clicking on the final font you want.
2. Choose File ► Print and, if necessary, click the triangle next to the



Font Book Printing Options You can select the report type you want for your type specimens.

name of your printer to see Font Book's printing options.

3. With Font Book selected in the Print Options pop-up menu, choose one of the three types of reports from the Report Type pop-up menu.

4. Set the options you want for the report type you've selected: Show Family and Sample Size for the Catalog report type; Glyph Size for the Repertoire report type; and Show Font Details such as Kind, Manufacturer, Version, and Designer, for the Waterfall report type.

5. Just under the page preview, note the number of pages you're about to print. You may be printing more than you expect, because some OpenType fonts have a tremendous number of glyphs. If that happens, scroll through the page previews, choose the pages you really need, then type specific page numbers into the Pages fields.

6. Now click the Print button. You can also create a PDF of the pages, for safekeeping and future reference, by clicking the PDF button in the lower left corner of the Print dialog box and choosing Save As PDF from the menu.

Third-Party Font Specimen Utilities

Font Book is fine for printing the three types of layouts it supports. But if you need more variety or want to print uninstalled fonts without temporarily installing them, you'll need to look into third-party applications. The simplest and most useful ones I've found are Ksoft's FontCat (\$20; www.ksoft.net), which has several useful layouts, and piDog Software's FontThing (\$10; www.pidog.com), which prints rudimentary font samples.

Third-party font-management utilities such as Suitcase Fusion 2 and FontAgent Pro can also print font samples, but they're limited to printing one line of text per font. Linotype's FontExplorer X Pro 2.5 raises the bar for printing font specimens by offering five professional layouts, with optional custom headers and footers; alternatively, you can create your own layout. Veenix Technologies' Veenix Typebook Creator 2.4 (www.veenix.com) is hands-down the best option I've seen for printing type books.

Type specimen books have a long, revered history among font fans, and you can easily continue that grand tradition.

Morgan Freeman is an EIF Ambassador. Photographed by Jesse Dylan

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SOFTWARE

BannerZest Pro 2.1

Flash is an intimidating concept for novice Web designers and bloggers, many of whom tacitly accept that Flash-based content is beyond their reach. Aquafadas challenges this notion with BannerZest Pro 2.1, an application that lets you easily build Flash-based interactive slideshows. The program is easy to use, and the resulting slideshows can be stunning. You can add BannerZest slideshow code to many popular blog editors and Web design packages. Its interface, customizable themes, and streamlined publishing make it worth a look if you'd like to add a little panache to your online presence (macworld.com/5787).

★★★★; \$129; Aquafadas, www.aquafadas.com



Ulysses 2.0.4

Like the James Joyce novel for which it's named, Ulysses 2.0.4, from The Soulmen, is dense and complex. But this top-notch writing program is rarely intimidating thanks to its superb design. A clean, one-window interface keeps all the information about your writing project at your fingertips. Ulysses' powerful search-and-replace feature goes a step beyond that of most rival programs. The program's Export feature lets you save your writing in a number of formats, applying the formatting you specify to the semantic tags within the text. At approxi-

mately \$64, Ulysses 2 is on the pricier end of the spectrum for Mac writing programs. But its excellent design, speedy and bug-free operation, and robust features are well worth the cost (macworld.com/5785).

★★★★½; \$65; The Soulmen, www.the-soulmen.com



Record 1.0

A well-configured recording studio can be a terrific place to work. Recording, patching effects, and mixing are easy, because the right tools are close by. Propellerhead's Record combines these elements with the flexibility and open-ended nature of working on a computer, and the whole package runs

comfortably on any recent (Intel) Mac. The built-in effects and mixer sound fantastic, yet rarely use a lot of CPU resources. The software is quick, stable, and lightweight. Recording and comping are easy. Patching is dead simple for people who want instant gratification, yet deep and adaptable for advanced users (macworld.com/5786).

★★★★; \$299; Propellerhead Software, www.propellerheads.se

TypeStyler X (10.6)

TypeStyler X is a font utility that facilitates an easy way to twist and distort type while maintaining the ability to edit it. This new version features a dramatically expanded feature set that makes it uniquely valuable for designing packages, creating 3D spinning graphics, and laying out single-page documents. The program's ease of use and advanced creative features are great for all designers, especially those who are still learning the craft. Its packaging-mockup capability should place TypeStyler into the toolkit of most graphic designers (macworld.com/5788).

★★★★½; \$200; Strider Software, www.typestyler.com

Top Products

YOUR GUIDE TO THE BEST HARDWARE WE'VE TESTED

DVD BURNERS

Desktop and Portable

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
MediaStation 8X External Blu-ray Writer (pictured) www.buffalotech.com	★★★★	\$349	Blu-ray	5344
d2 DVD±RW w/LightScribe www.lacie.com	★★★★	\$90	desktop	3900



CAMCORDERS

High Definition

PRODUCT	RATING	PRICE ^A	TYPE	FIND CODE ^B
Flip MinoHD (120 Minutes) (pictured) www.theflip.com	★★★★½	\$170	mini camcorder	5512
Vixia HG21 www.canon.com	★★★★	\$699	120GB HD	5182

^A All prices are the best current prices taken from a PriceGrabber survey of retailers at press time. ^B In a browser's address field, typing a find code after macworld.com/ takes you to a product's review or overview.

Matthew McConaughey is an EIF Ambassador. Photographed by Jesse Dylan

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MAC OS X HINTS

The insider tips you won't get from Apple

By Rob Griffiths

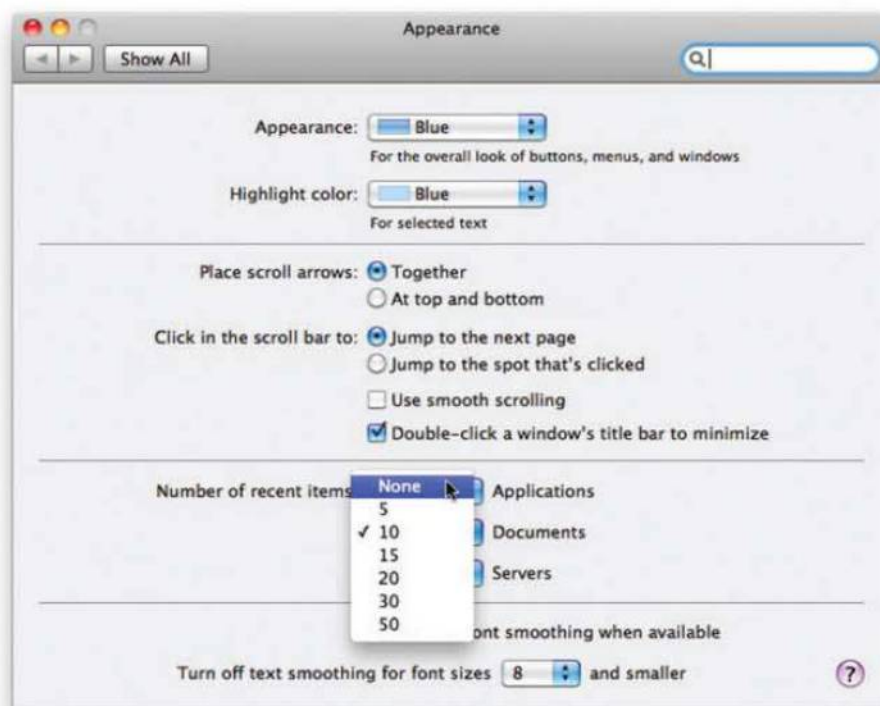
Edit Recent Items Menu

The Apple menu's Recent Items entry lists recently used programs, documents, and servers, making it easy to reopen or reconnect to them. You can delete all of these items by clicking Clear Menu (at the bottom of the list). And you can remove entries one at a time by editing the `com.apple.recentitems.plist` file (see macworld.com/5744). But there's another way to clear some (though not all) of the items on the list.

The Recent Items list is sorted into three categories: Applications, Documents, and Servers. To clear all the entries in any one of those groups, open the Appearance pane in System Preferences. Set the Number Of Recent Items pop-up menu to None for whichever category you want to clear, then immediately set it back to your preferred count. When you open Recent Items again, the category you zeroed out will be blank, while the other two will still show recent activity.

Keep Cursor with Current Screen

In many OS X applications, you can move around within a document one



Recent Items You can clear a single Recent Items category in the Appearance preference pane.

screenful at a time by pressing Page Up or Page Down. Unfortunately, the cursor doesn't come along; it stays wherever it was when you started paging up or down. For example, if you position the cursor in the first line of a TextEdit file, press Page Down, and then start typing, the window will jump back to the first line, and your input will appear there.

To make the cursor follow along when you press Page Up or Page Down, press and hold Option as you press the other key. The cursor will move to the middle of the current screen; if you start typing, the output will appear on that line. This doesn't work in every app, but it's worth experimenting to find out where it does.

See Message Paths in Mail

Do a search in Mail and you'll get a list of messages that meet your search criteria. If you want to find out where one of those messages is stored, you can select it and then click the Show In Mailbox link in the upper left corner. This will take you to its corresponding mailbox folder. But it will also clear your search results.

To view the message in its original folder without losing your search results, open the message and ⌘-click (or Control-click or right-click) the envelope icon at the top of the message window. That will produce a menu showing the path to the message's folder. Select a folder, and Mail will open it in a new window; your search results will still be in the original window.

Have a Hint to Share?

Go to MacOSXHints.com to submit it. This column was based on tips from Philip Rink Jr., Jonathan Rentzsch, Ken Aspeslagh, Timothy Luoma, and anonymous contributors. Each month, the author of our favorite tip receives the *Help Desk* mug.



Recover Lost Mail Messages

I recently spent time cleaning out my Mail mailboxes, archiving several thousand old messages (Mailbox ► Archive Mailbox). Throughout the process, I left one mailbox untouched: Software Keys, where I store messages from software vendors containing serial numbers or activation codes. The only thing I did to that mailbox was move it out of a subfolder.

When I was done archiving, I opened the Software Keys folder. For a second, all my saved messages appeared to be there, but then—poof—they vanished.

Rebuilding the mailbox (Mailbox ► Rebuild) didn't bring them back. Restoring the mailbox from Time Machine seemed at first to help; I could see the messages. But when I moved them back into my Software Keys folder, only one of them showed up—and I

couldn't view its contents. I thought the messages were just gone for good.

Then I remembered a tip for reviving Mail when it gets sluggish: Moving the Envelope Index file from Library ► Mail to the trash can bring the program back up to speed. Perhaps it would restore messages that seemed lost, too.

So I deleted Envelope Index and restarted Mail. The program said it needed to import my messages; I clicked Continue and waited. After a few minutes, Mail reported that it had imported 3923 messages. When I opened the Software Keys folder, I found all my missing messages; I opened each one, and they all worked. I then initiated a new Time Machine backup, so that the corrected data would be backed up. (Before you trash your own Envelope Index, make a good, up-to-date backup in case something goes wrong.)

WHAT'S ONLINE

- If iWork apps add a shadow effect to text that you don't want, make it go away (macworld.com/5745).
- Don't want Snow Leopard to run a spelling check on your Stickies? Here's how to stop it (macworld.com/5746).
- QuickTime Player 10 has trouble playing movies smaller than its default 478 by 359 window. But there is a workaround (macworld.com/5747).



Navigate Column View in the Finder

In OS X 10.5, you could navigate up and down a folder hierarchy in the Finder's Column view using the arrow keys: left to move one level up, right to move one level down. This worked fine, with one drawback: If you used the arrow keys to move up in the folder hierarchy, the contents of the lower folders disappeared from the Finder window. And to return to the original folder, you had to retype the combination of arrow keys and/or letters that got you there in the first place.

In OS X 10.6, you can still use the arrow keys to navigate up and down a folder hierarchy. But you can also navigate Column view with two new key choices: Tab and Shift-Tab. These keys appear to work just like the left and right arrow keys do, but with one important difference: When you use Shift-Tab to back out of a folder, that folder's contents stay visible in the Finder; parent folders are marked with a gray background. (In List and Icon views, Tab and Shift-Tab scroll through files alphabetically.)

You can also combine the old and new keys to navigate quickly through your folders. After using Shift-Tab to navigate back up a folder hierarchy, you can drill back down to your starting point by repeatedly pressing Tab. But you can also press Right Arrow once; you'll jump all the way back down to the original folder. (You'll also find that the selection has moved one file down; you can press Up Arrow to get back to the originally selected file.)



POWER TIP OF THE MONTH

Manage Download Warnings

As you've probably noticed, OS X (10.5 and later) warns you the first time you try to open a downloaded file; a dialog box appears, asking you whether you're sure you want to do so. In

theory, the warning

is a good idea. In practice, it can be a pain. If you'd like to see the warning less often (or not at all), you have two options.

First, you can prevent the warning dialog box from appearing when you try to open files in the Downloads folder. Open Terminal (/Applications/Utilities). Then, in OS X 10.5, type the following:

```
find ~/Downloads -type f -exec xattr -d com.apple.quarantine {} \;
```

In 10.6, type:

```
xattr -d -r com.apple.quarantine ~/Downloads
```

You can specify a different directory by changing ~/Downloads to the path of whatever folder you want to update. (Use backslashes before any spaces in that path.) These commands can take a while to run if the folder is particularly full.

Second, you can disable the warning dialog boxes completely. Open Terminal and type:

```
defaults write com.apple.LaunchServices LSQuarantine -bool NO
```

When the command prompt returns, restart your Mac. From now on, you won't be warned when opening downloaded files. If you decide that you'd like the warning back, simply repeat the above command, but change **NO** to **YES** and reboot your Mac.



Download Warning Tired of seeing this warning when you open a downloaded file? There are two ways to make it go away.

MAC 911

Solutions to your most vexing Mac problems

By Christopher Breen

Capturing iTunes Videos

Q: Is there a way to burn videos you purchase from the iTunes Store to a DVD? I'm a teacher and buying a single episode to watch in class on iTunes is much cheaper than purchasing entire seasons on DVD.

Jennifer Chestnut

A: Regrettably, no. You can burn iTunes' video content to DVDs, but only as data, not in a playable form. One option is to play the episode on your Mac and then use an application such as Snow Leopard's QuickTime, Shinywhitebox's \$30 iShowU HD (store.shinywhitebox.com), or Ambrosia Software's \$69 Snapz Pro X (www.ambrosiasw.com) to capture it as a QuickTime movie that you can then burn to a DVD (see "Capturing the Mac's Video"). Do so, however, and you'll break any number of license agreements.

A more ethical way around the issue is to play the content on a computer in the classroom—ideally, one that's connected to a large monitor or projector—or download it to an iPod and then connect that iPod to a monitor or projector. Again, you may be breaking an agreement by playing this content publicly, but schools are often allowed access to this kind of content without incurring the wrath of the law.

Inconsistent Shortcut Keys

Q: I often work with long Microsoft Word files. Getting to the end of one quickly is a big help. But I'm unable to



Capturing the Mac's Video You can use a tool such as Ambrosia Software's Snapz Pro X to capture iTunes movies. Note: Doing so may break license agreements.

move the cursor to the end of a Word document on my MacBook because the MacBook keyboard has no dedicated End key. And Customize Keyboard has no "go to end of document" command to select.

John Fieser

A: Word contains keyboard commands for these actions, but they're hard to find. Choose Tools ► Customize Keyboard, select All Commands in the Categories pane, and then look in the Commands pane. You'll find both EndOfDocument and StartOfDocument. Just assign keyboard commands to each.

Although your laptop's keyboard lacks dedicated Home and End keys, there are equivalents that may work. In Word try pressing Fn-⌘-Right Arrow and you should be taken to the end of the document. Similarly, press Fn-⌘-Left Arrow, and you're transported to the top of the file.

Regrettably, Home and End keys (and their equivalent shortcuts)—much to the frustration of Windows switchers—are not implemented consistently across applications. In some applications, you'll find that Fn-Right Arrow moves you to the end of a document. In other apps, no amount of Fn pressing moves you quickly through a document (though pressing Fn-Down Arrow or Fn-Up Arrow does allow you to scroll through windows one page or window, respectively, at a time).

AOL Not Dead Yet

Q: I started using AOL Desktop, version 1.2.1 (351) recently and have found that I can't download some attached files. I have to return to an older version of AOL (version 10.3.7 Rev.4136.309 US) and open the files there to see what they contain. Any guess as to what the problem is, and possibly even how to fix it?

Jay Donenfeld



Have a Problem?

Go to the Mac 911 forum (macworld.com/2467) for help with your misbehaving Mac or applications.

A: Jay, I think it's time for an intervention. AOL got lost somewhere on its way to the 21st century. Its software is unreliable, particularly when it comes to transferring files between computer platforms. The best solution is to go to Google, sign up for a free Gmail account, and start using it. AOL is a dead end.

If you can't bear to break the bond between you and AOL because everyone has your AOL address and you loathe changing it, you can ask those who send you such attachments to first compress them as .zip archives, which are compatible with both Macs and Windows PCs. When files are compressed into such archives, they won't be corrupted by AOL.

Big FAT Error

Q: When I try to copy files from one hard drive to another, I get an error that reads: "The Finder can't complete the operation because some data can't be read or written. (Error code -36)." Any ideas why I see this error?

Mike Burgess

A: I'm going to offer a guess that a FAT-formatted volume plays a part in this small drama. Snow Leopard doesn't always see eye-to-eye with such volumes when copying files. If this volume doesn't really need to be formatted that way, I'd suggest backing up its contents, using Disk Utility to format it as a Mac OS Extended volume, and then restoring the files to it.

If that's not an option, you might try Control-clicking (or right-clicking) the item you want to copy and, from the contextual menu, choosing Copy "name of item." Then move to the volume you want to copy to, Control-click again, and choose Paste Item. This method often works when drag-and-drop doesn't.

Creating DVD Images

Q: Is there a software program that can take the information on a DVD and put it in a file on your computer that you can then play as if you were playing it directly from the DVD itself?

Via the Internet

Bugs & Fixes BY TED LANDAU



Configuring EyeTV Live

3G Elgato recently released EyeTV Live 3G (macworld.com/5789), a free Web app that works with the iPhone to stream video content from the EyeTV application on your Mac. With this software combination, you can watch recordings (or even live TV) from EyeTV without having to first convert them to an iPhone-compatible format and upload them to your iPhone. The major problem you are likely to have with EyeTV Live 3G is getting it set up. Here's a checklist of what you need to do:

- > You must be running EyeTV on your Mac. Update to the latest version: 3.3 (or later).
- > Your Mac must be connected to a router that supports NAT-PMP or UPnP. Fortunately, all recent versions of the AirPort Extreme base station and the AirPort Express meet this requirement.
- > The Mac's firewall must either be turned off or set to include EyeTV as an allowed application.
- > In the Sharing section of EyeTV's Preferences, you must enable the Share My EyeTV Archive setting.
- > In the iPhone section of EyeTV's Preferences, select the checkboxes for both the Enable Access From EyeTV For

iPhone and Use My EyeTV options. For the latter option, you will also need an EyeTV account. To create an account, click the Change button in the iPhone Preferences window and then click Create Account. (Note: You may have already created an account via EyeTV Setup Assistant.) When done, a confirmation that the account is working properly should appear in the iPhone section of EyeTV's Preferences.

You should now be able to log in to the EyeTV Website from the app, and give your account name and password when prompted. If you're asked to log in a second time, via a separate Secure Website Log In screen, your name and password won't work here. A quick workaround is to return to EyeTV's iPhone preference on your Mac, select More Options, and click to deselect Require A Passcode. Now log in again.

To make accessing EyeTV Live 3G more convenient, I recommend making it a Web clip—by tapping the plus sign (+) button in Safari when the page is active, and selecting Add To Home Screen.

Senior Contributor **Ted Landau** is the founder of MacFixIt (www.macfixit.com). Share your problems at bugs@macworld.com or on Macworld.com's Mac 911 forum.

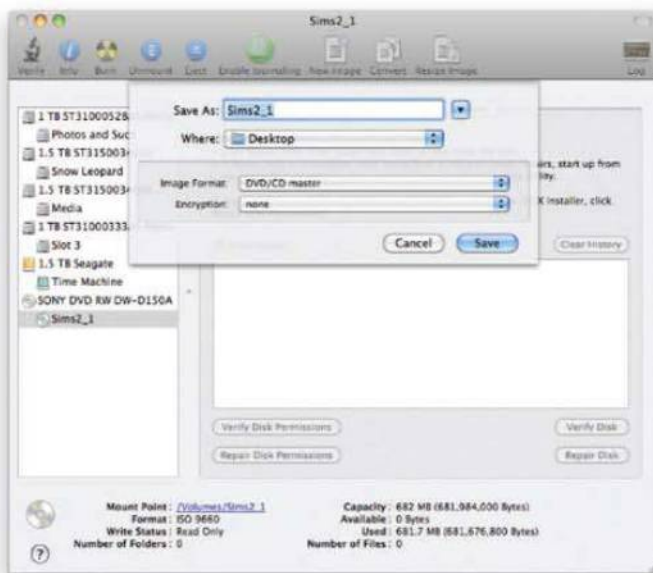
A: How you go about it depends on the kind of DVD you're talking about. If you mean a data DVD, you can use Disk Utility, which you can find inside the /Applications/Utilities folder. Just launch Disk Utility, insert the disc you want to copy, select it in Disk Utility's list of volumes, and choose File ▶ New ▶ Disk Image From "name of disc" (which is the name of the disc you've selected).

In the Save dialog box that appears, choose DVD/CD Master from the Image Format pop-up menu and None from the Encryption pop-up menu (see "Master Your DVDs"). Click Save, and an image of the disc will be created and saved to your desktop. You can now eject the real disc and double-click the image, and

your Mac should treat the image as if it were the real disc.

Should is the operative word here. A handful of game discs won't respond to this treatment. The idea being that in order to play the game you have to insert the disc before the game runs. Without the game disc, you're out of luck, bub—you're a victim of the game's "no substitute for the real deal" copy-protection scheme.

If you want to copy video DVDs, you can turn to tools such as the free Hand-Brake (www.handbrake.fr; macworld.com/3651) and the Little App Factory's \$20 RipIt (www.littleappfactory.com; macworld.com/5597) for making copies of commercial DVDs. These tools remove the copy protection and allow you to make archive copies of DVDs you own



Master Your DVDs You can make a disk image that duplicates a data DVD by using Disk Utility.

(and, in truth, they also let you make archive copies of DVDs you don't own, though doing so is an affront to all that is moral and, possibly, legal).

create a disk image, as explained earlier. When you do that and then double-click the image, you'll see a window that contains a Video_TS folder and, pos-

sibly, an Audio_TS folder. Just launch DVD Player, choose File ► Open DVD Media, navigate to the Video_TS folder, and the interface for the video will appear. Click Play in that interface and the video will play.

These tools will also make copies of the unprotected video DVDs you've created, but you can also use other tools to do that job. Squared 5's free MPEG Streamclip (www.squared5.com) can import the VOB files from your DVDs and convert them to other formats. Roxio's \$100 Toast Titanium 10 and \$50 Popcorn 4 (www.roxio.com) can, too.

Or, you can use Disk Utility to

Catching Conflicts

Q: Is there a tool in Snow Leopard that's similar to Casady & Greene's Conflict Catcher? I'm running OS X 10.6.2 and I'm having a problem with my Mac hanging in Mail and Safari; I'd like to know the source of the problem. I recall that Conflict Catcher can help pinpoint issues like this.

Paul Galanti

A: I'm afraid no such tool exists for OS X. Conflict Catcher isolates the source of software conflicts by loading increasingly larger sets of startup items (extensions and control panels) and asking you to let it know when you encounter a problem. OS X

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doesn't have these extensions and control panels, and therefore there's nothing for a program like Conflict Catcher to work with.

However, you can try a few things. If you're of a technical bent, launch Console (found in the /Applications/Utilities folder) and in the left side of the window look for entries that include the words *Mail* and *Safari*. Select one of these entries—Safari, crash.log, for example—and look at the end of the entry in the main window to see if there's a hint as to what did the dirty deed. Also look at the Console Messages and system.log logs. These date- and time-stamped messages may help clue you into what brought your Mac to grief.

If what you find in Console is so much gobbledygook to you, restart the Mac, holding down the Shift key when you first hear the Mac's startup sound. This throws your Mac into Safe Boot mode. If Mail and Safari behave themselves, open the Library folder at the root level of the hard drive and then open the StartupItems

MAC 101

Au Revoir Bonjour

Q: I have set up iChat so that it automatically opens whenever I log in to my account, but I don't want the Bonjour buddy list (I just use iChat on my local network) to open up automatically. Is there an option I can select or a script I can create that will prevent the window from opening whenever I log in?



Mark Walerysiak

A: Launch iChat, choose Preferences from the iChat menu, select the Accounts tab, choose Bonjour, and disable the Enable Bonjour Instant Messaging option.

folder. There you'll find subfolders housing items that do one thing or another when your Mac starts up.

Move these subfolders to a folder on your desktop—you may be asked to supply an administrator password first—and restart your Mac. Does it still behave itself? Move half the folders

back into the StartupItems folder and restart your Mac. Check its behavior—if it's working as it should, move the other half of the items into the StartupItems folder. If not, pull half of the second group of folders out of the StartupItems folder. Through that process of elimination, you may find the problem.

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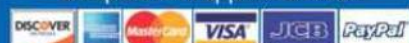
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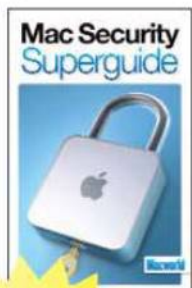


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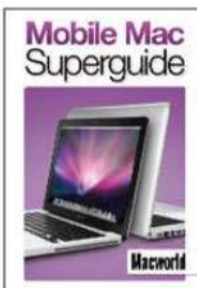
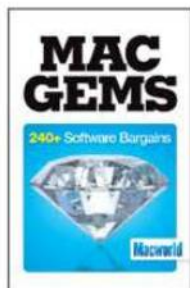


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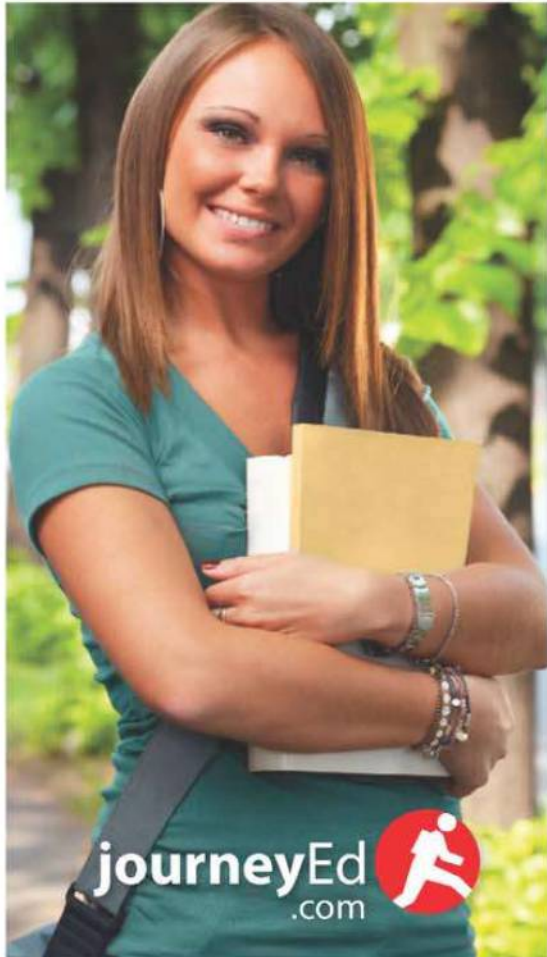
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Apple's Constant Iterations

Like other products, the iPad will start small but grow large

This is how the designers and engineers at Apple roll: They *roll*.

They take something small, simple, and painstakingly well considered. They ruthlessly cut features to derive the absolute minimum core product they can start with. They polish those features to a shiny intensity. At an anticipated media event, Apple reveals this core product as its Next Big Thing, and explains—no, wait, it simply *shows*—how painstakingly thoughtful and well designed this core product is. The company releases the product for sale.

Then everyone goes back to Cupertino and rolls. As in, they start with a few tightly packed snowballs and then roll them in more snow to pick up mass until they've got a snowman. That's how Apple builds its platforms. It's a slow and steady process of continuous iterative improvement—so slow, in fact, that the process is easy to overlook if you're observing it in real time. Only in hindsight is it obvious just how remarkable Apple's platform development process is.

Rolling Forward

One example is Apple's oldest core product: Mac OS X. It took four difficult years from Apple's acquisition of NeXT in 1997 until Mac OS X 10.0 was released in March 2001. But from that point forward, Mac OS X's major releases have appeared regularly, each better than the previous version, but none spectacularly so. Snow Leopard is vastly superior to 10.0 in every conceivable way. But at no point between the two was there a release that was markedly superior to the one that preceded it.

Next, consider the iPod. It debuted in the fall of 2001 as a Mac-only, FireWire-only \$399 digital audio player. The iTunes Store didn't exist until April 2003. The Windows version of iTunes didn't appear until October 2003—two years after the iPod debuted! Think

about that. If Apple released an iPod today that sold only as many units as the iPod sold in 2002, that product would be considered an enormous flop.

Today you can get an iPod nano for \$179 that's a fraction of the original iPod's size and weight, with double the storage, a color display, video playback, and a built-in video camera. Apple took the iPod from there to here one step at a time. Every year Apple has announced updated iPods in the fall, and every year the media has weighed in with a collective yawn.

The Big One

The iPhone is following the same pattern. In 2007 it debuted with no third-party apps, no 3G networking, and a maximum storage capacity of 8GB. One year later, Apple had doubled storage, added 3G and GPS, and opened the App Store. The year after that, it

Apple's platforms are built by a slow and steady process of continuous improvement that's easy to overlook.



swapped in a faster processor, added a compass and an improved camera, and doubled storage again. The pattern repeats. We may never see an iPhone that utterly blows away the prior year's, but we'll soon have one that utterly blows away the original iPhone.

That brings us to the iPad. Initial reaction to it has been polarized, as is so often the case with Apple products. Some say it's a big iPod touch. Others say it's the beginning of a revolution in personal computing. As a pundit, I'm supposed to explain how the truth lies somewhere between these two extremes. But I can't. The iPad really is The Big One: Apple's reconception of personal computing.

Craftsmen, Not Magicians

Apple has released many new products over the last decade. Only a handful have been the start of a new platform. The rest were iterations. The designers and engineers at Apple aren't magicians; they're artisans. They achieve spectacular results one year at a time. Rather than expanding the scope of a new product, hoping to impress, they pare it back, leaving a solid foundation upon which to build. In 2001, you couldn't look at Mac OS X or the original iPod and foresee what they'd become in 2010. But you can look at Snow Leopard and the iPod nanos of today and see what they once were. Apple got the fundamentals right.

So of course this iPad—the one which, a few years from now, we'll refer to off-handedly as the “original iPad”—does less than we'd hoped. That's how the people at Apple work. While we're out here poking and prodding at the iPad, they're back at work in Cupertino. They've got a little gem of a starting point in hand. And they're beginning to roll.

John Gruber is the author of *Daring Fireball* (daringfireball.net).

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