Mac OS X Lion

The power of Mac OSX
The magic of iPad

Just when you finally decided to get an iPad, summer roars in like a Lion ...

The Mac App Store. Just like the App Store on iPad, browse and purchase apps at the Mac App Store.

A home for your apps. Launchpad gives you instant access to your apps— iPad style.

Full screen apps. On iPad, every app is displayed full screen, and there's one easy way back to all your other apps. Mac OS X Lion does the same.

Mission Control. Provides a comprehensive look at what's running on your Mac— including Dashboard and full-screen apps—in one place.

Gestures & animations. Multi-Touch gestures make everything you do on iPad easy and intuitive.

Auto Save. Work is automatically saved— so you don't have to.

Versions. Records the evolution of a document as you create it. Mac OS X Lion automatically creates a version of the document each time you open it and every hour while you're working on it.

Resume. Resume lets you restart your Mac — after a software update, for example — and return to what you were doing with all your apps back in the exact places you left them.

Mail 5. Just like Mail on iPad, Mail 5 in Lion features a new layout that takes advantage of the Mac's widescreen display.

Conversations. Automatically groups email messages from the same conversation— even if the subject changes along the way.

AirDrop. In Mac OS X Lion, wirelessly send files to people around you that are using AirDrop.

FileVault. XTS-AES 128 data encryption at the disk level encrypts everything in the background while you work. Also encrypts your external drives.

P.Townsend,Ed. http://www.apple.com/macosx/lion/

Read more: http://modmyi.com/forums/mac-news/752101-power-magic-whats-lion-dev-preview.html

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*** **Our next SBAMUG meeting is April 27th – 'Dragon' and Speech Recognition Software**

Get the advance scoop – see Page 4

IN THIS ISSUE

Welcome to
South Bay Apple Mac User Group (SBAMUG)

You and your friends and colleagues are invited to attend our monthly meetings. The $35 annual membership dues entitle you to this monthly newsletter by mail or online plus many more benefits (page 8).

To become a member or get more info about SBAMUG, please check our website at: http://www.sbamug.com.

We meet at Lomita VFW Hall, 1865 Lomita Blvd, Lomita.

Meetings: 1865 Lomita Blvd, Lomita
Mail: P. O. Box 432, Redondo Beach, CA 90277-0432
Phone: (310) 644-3315
Email: info@sbamug.com

SBAMUG Monthly Calendar - Lomita VFW Hall - 1865 Lomita Blvd.
April 27, 2011 - Dragon/Speech Recognition Software
May 25, 2011 – iPad/iPad2

Meeting Format:

6:30—7:30 p.m. Questions & answers for beginners/switchers. Open discussion & sharing.

7:45—9:00 p.m. Announcements & Main Program.

Refreshments provided; donations appreciated!

Submit suggestions for topics or speakers, or articles/ideas & original artwork for this newsletter by the last Wednesday of each month. Articles may be edited to fit space. Submit to: ptownsend@sbamug.com

Other Meetings:

• 1st Sat. Core Group 10 a.m. – Location variable. Ask at the meetings or email: info@sbamug.com

• Special interest groups (SIGs): Ask at the meetings or email: info@sbamug.com

• Last Sat.- Northrop Grumman-Ham Radio & Computer Swap Meet, 7 a.m. - 11:30 a.m. meet at SE corner of Marine and Aviation Blvd, Redondo Beach

• Search other meetings you may wish to attend at http://www.apple.com/usergroups/

Officers & Volunteers

President: LJ Palmer   VP: Bob Goodman
Secretary: Wayne Inman   Treasurer: CW Mitchell
Directors at Large: Dave Nathanson, George Kiefer, Arnold Silver, Margeret Wehbi, Pam Townsend
PD Disk Editor: Jim Pernal   Programming: TBA
Membership: CW Mitchell   Greeter: Chuck Mulvey
Server Director: Dave Nathanson
USPS Liaison: Don Myers
Newsletter: Pam Townsend, Pete Myers, Bill Berks
Refreshments: Louise Polsky

Membership Report – 142 Members
Please wear your membership card as your name tag at our monthly meetings.

Welcome New Members: Gundula Schneider, Shirley Farley, Andrew

Thank You Member Renewals: Ilan Boodnick, Frank Scholz, Julie Jensen, Jim McGreevy, E.N. Hondrick, George Kiefer, Pete Myers, Paul Walesky

Contact Membership Chair CW Mitchell for any corrections: cwmitchell@sbamug.com. Renew at the meetings or by mail.

PD-CD JIM PERNAL
APRIL 2011 PUBLIC DOMAIN CD

Eight items this month. I am seeing a few items that are only available on the new Apple Mac App store. I can't download and then re-distribute the free applications. Oh and I can't redistribute the paid ones either, and the paid ones cost me money! There still are lots of new programs each day that I can download and distribute, so I'm not too worried, nor should you.

ClamXav_2.1.1.dmg This is the anti-virus program we've talked about on several occasions, including the last meeting. There is no background checking for viruses. You will have to run this as needed. Based on the open ClamAV software/engine. OSX 10.4. or better. PPC/Intel Freeware

1Password-3.5.9.zip Latest update to this program that stores all your passwords. Works with most browsers Safari/Chrome/Firefox, etc. Has anti-phishing and a "strong" password generator. PPC/Intel OSX 10.5/10.6 Shareware $39.95

BingoCaller.zip It has a warning "for entertainment purposes only." You can print out bingo sheets, and have the Mac OSX speech voices announce the numbers! Freeware PPC/Intel OSX 10.2 or better.

Boinx_Mousepose_3.2-771.dmg A Utility program that dims the screen and puts a bright spotlight around the mouse pointer for you to use during presentations. OSX 10.4-10.6 Shareware $16.95

Cyberduck-4.0.2.zip Latest update to this program that lets you use FTP/SFTP to transfer files to and from your website. Intel only OSX 10.5 or better Freeware

MoneyWell_1.6.zip This is a personal financial program based on the "envelope" cash flow method. OSX 10.5-10.6 PPC/Intel Shareware $ 49.95

vlc-1.1.8.dmg This is a security update and other bug fixes to this multimedia player. Freeware

vuex6490.dmg This is a great third party utility software for scanners. This program is a must for those of you who have been abandoned by your scanner manufacturer as far as updates. PPC/Intel OSX 10.3.9 or better. Shareware $ 39.95.

CD for this month will be at the April 2011 meeting, labeled as the March-April CD.

Google Docs

Google Docs is a free, Web-based word processor, spreadsheet, presentation, form, and data storage service offered by Google.

It allows users to create and edit documents online while collaborating in real-time with other users.

Documents, spreadsheets, forms and presentations can be created within the application itself, imported through the web interface, or sent via email. They can be saved to the user's computer in a variety of formats. Opened documents are automatically saved to prevent data loss, and a revision history is automatically kept.

Documents can be tagged and archived for organizational purposes. The service is officially supported on recent versions of the Firefox, Internet Explorer, Safari and Chrome browsers running on Microsoft Windows, Apple OS X, and Linux operating systems. There is a limit on how much a user can store on their account

Google Docs is one of many cloud computing document-sharing services. It is free.

Mobile Google Docs allows mobile phone users to browse their Google Docs documents in a mobile browser. Users can view and edit documents and spreadsheets. Neither presentations nor PDF files can be viewed, although websites other than Google can be used for this purpose. Versions of Google Docs for the iPhone and Android include functionality for editing spreadsheets and viewing presentations, along with an interface designed specifically for the device. However, open format database files cannot be viewed or edited. In the latest version of Google Docs, mobile users can create and edit Google Docs formatted documents and spreadsheets.

http://en.wikipedia.org/wiki/Google_Docs
P. Townsend, Ed.

More Info:

Take an online tour:
http://www.google.com/google-d-s/tour1.html

See "Google Docs Secrets: 20 power tips", by Keir Thomas, PC World – get more done with its lesser known features.
http://www.macworld.com/article/157802/2011/02/googledocs.html#lsrc.mod_rel

Buy a New Mac?
by Pete Myers, Editor

If you bought your Mac more than 5 years ago and it is having problems (runs slow, won't do video, can't run new software), expert advice is often "Buy a new Mac". This is not necessarily a bad idea, but you should know what you are getting into.

The Price
A new Mac Mini starts at $699. It comes without a mouse, keyboard or display, so additional expense will be required if you are lacking any of these items. Mac laptops start at $999 and desktops at $1199. Discounts of about 5% are available at some retailers. Another option is a refurbished machine, available via the store.apple.com website. You will probably need a new external drive ($80 and up) and possibly a new printer. The AppleCare protection plan is extra.

The Process
"Moving From a G5 to Intel" by Bob Brooks is an is an excellent guide to setting up a new machine. (http://bob.sbamug.com/g5tointel.html)

1. Plug in your new Mac, turn it on, and connect it to your old Mac. I used a cable with Firewire 400 on one end (old Mac) and Firewire 800 on the other (new Mac). The cable came with my LaCie external drive. Run Migration Assistant to transfer files from old Mac to new Mac. For me, this took about 2 hours.

2. Connect to the internet. When I tried this, the connection was not made. I called Apple tech support and the tech told me to reset my modem. Turning my Cox modem on/off did not do the trick, since it turns out that the modem has a battery. It does have a reset button, but it is nearly invisible. After 2 hours on the phone, we got this sorted out.

3. If you are selling or giving away your old Mac, you will want to erase the files on your hard drive. Disk Utility will do this. I chose the 7 pass option, and it took a really long time - something like 16 hours.

4. Some of your applications will not work on your new machine. You can run SnowChecker to tell you which apps are compatible with Snow Leopard. It worked for Bob; I found it to be worthless. You can download updated versions of some apps so that they will work with your new operating system. Others will not have compatible versions, so you will have to find alternatives or just get along without them. I lost my password manager and a watercolor painting program that I really liked.

5. And, finally, make a backup.

April 27: Get a "Clue"

It's Bob with a Dragon in the Vet's Hall. Club member Bob Goodman will talk about speech recognition software at the April 27th meeting.

Bob will preview "Dragon" software, which gives you 'complete voice control of your digital world'.

Speech recognition software can convert spoken words to text. The term "voice recognition" often refers to recognition systems that must be trained to a particular speaker—typical of most desktop recognition software. Recognizing the speaker simplifies the task of translating speech.

Why be slowed down by 'hunt and peck' typing or carpal tunnel syndrome when there may be alternative suited to you?

Speech recognition technology can recognize speech without being targeted at single speaker—such as a call system that can recognize arbitrary voices. *(Now, just train it to recognize a phone slamming down when an unsolicited call is received from a call center--that would be real progress!)*

These applications include voice user interfaces such as voice dialing ("Call home"), call routing ("I would like to make a collect call"), search (find a podcast where specific words were spoken), simple data entry (entering a credit card), appliance control automation, speech-to-text processing (word processors, email), preparing documents, and aircraft (often termed Direct Voice Input).

P. Townsend, Ed.
http://en.wikipedia.org/wiki/Speech_recognition

Mobee Magic Charger Makes Batteries Disappear
by Michael E. Cohen, Tidbits

_____

What It Is -- The Mobee Magic Charger is meant to replace the batteries in an Apple Magic Mouse and to do away with the need for replacing them periodically with a freshly charged set. Instead, when set up properly, the Magic Charger keeps the Magic Mouse charged as long as you periodically rest the mouse atop the charging base station. It does this through the magic of inductive charging, a technique that goes back to the early experiments of Michael Faraday with electromagnetic coils.

The first component, the battery pack, replaces both the batteries in the Magic Mouse and the cover plate that holds them in place (note: you might want to keep the original cover plate somewhere safe in the event you need to revert to the use of ordinary batteries on a trip, for instance). The second component, the charging base station, is an aluminum and white pad, scarcely larger in footprint than the Magic Mouse itself and designed to harmonize with the Magic Mouse's appearance. The base station, in turn, is connected either to a powered USB port on your Mac or to an external powered USB hub with the third component in the box: a white USB cable with a mini-USB plug on one end that attaches to the base station, and with a regular USB plug on the other end.

When the base station is connected to an appropriately powered USB port, the single status light on the front of the base station glows steadily red. When a Magic Mouse with its battery pack rests on top of the base station, the same light blinks green. When the battery pack in the Magic Mouse is completely charged, the light glows steadily green. And if something goes wrong, the light blinks red—at least, that's what the instructions imply; I haven't seen any blinking red lights in the several weeks since I started using the Mobee Magic Charger.

Testing It Out -- The evening I received the Magic Charger, I unboxed it, plugged in the base station, and rested the naked battery pack on it so that it could charge overnight. The status light blinked green throughout the evening, but the next morning I was greeted by a steady green glow. (I later found out that although the batteries inside the battery pack are nickel-metal hydride (NiMH) batteries, they are not of the low self-discharge (LSD) variety, so it isn't surprising that the battery pack arrived more or less discharged.)

The next morning I removed the batteries from my Magic Mouse and replaced them with the Magic Charger battery pack. It was a perfect fit, and the pack snapped into place with no difficulty. Nor did the Magic Mouse feel different with the battery pack than it did before: if there is a weight difference between the pack and normal batteries, it isn't a noticeable one.

With the charged pack in place, I put the base station aside to see how long I could run the Magic Mouse on a single charge. The specifications for the Magic Charger say that the pack can deliver six days of "autonomy"; that means, I was told by a company representative, that it can run a Magic Mouse for six days under normal use before the battery pack runs dry. That's quite a bit less, by the way, than normal alkaline batteries last (about 6 to 10 weeks in my experience) and also less than Apple's own rechargeable batteries (about 3.5 weeks).

This test revealed that the six day estimate is slightly conservative: I was able to run the Magic Mouse for about seven full days of reasonably heavy use before I saw the ominous low power warning appear on my iMac's screen. The discharge curve of the battery pack, by the way, is typical of NiMH battery behavior: a somewhat steep initial discharge followed by a slow decline that is climaxed by a final, precipitous drop. On the morning of the seventh day of my test the battery pack still had 43 percent of a full charge, but by that evening it had dropped into the danger zone with only 18 percent left.

My next test was to use the Magic Charger more normally for a week. That is, at the end of each day I simply put the Magic Mouse on top of the charging station and put my iMac to sleep. Over that week, the iMac never reported the Magic Mouse with a charge lower than 62 percent.

Power Consumption and Life Cycle -- Although the Magic Charger requires a powered USB port that delivers 500mA, it actually con- sumes only slightly more than half of that when charging: about 270mA. When on standby, which it is most of the time, the power drain is only about 15mA. A full battery charge cycle, from completely drained to full (which, again typical of NiMH batteries, shows up on the iMac as only about 80 percent of a full charge), takes about six hours.

The battery pack itself is rated for a lifetime of 500 cycles: that is, from completely charged to completely discharged. Recharging an already partially charged battery pack constitutes only part of a charging cycle. Based upon the six-to-seven-day capacity of the battery pack that I found in my tests, I figure that 500 cycles is roughly equivalent to just under nine years of useful life—adequate by most reasonable standards, seeing as how I haven't had a mouse itself last that long in recent years. Bottom Line -- If you have a Magic Mouse, a spare powered USB port, and the minimal desk space required for the base station, the $49.90 Magic Charger seems like a good investment.

Here's my back-of-the-envelope calculation:
Assuming that one would go through normal alkaline batteries in a Magic Mouse at a rate of roughly 10 per year, and with an average cost of $0.75 per battery, you'd end up spending about $66 for replaceable bat- teries during a Magic Charger's estimated lifetime. Naturally, your mileage may vary, but the cost of the charger is certainly comparable to the cost of batteries à la carte, and the convenience of never having to swap batteries again is definitely attractive.

http://www.tidbits.com/article/11960

An Alternative: The Apple Battery Charger and the Secret of NiMH
by Michael E. Cohen, Tidbits

The Apple Battery Charger, unpacked and removed from its thin cardboard box, is white and minimalistic, as so many Apple products are. And it's a little pricey ($29), as so many Apple products are. But it's also so nicely designed that it feels worth it.

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But is it worth it? That depends on your expectations.

It's certainly easy to use: just stick in one or two of the six supplied AA NiMH batteries and plug the charger in. A pinhole-size light at the plug end of the charger glows amber when it's charging, green when it's done charging, and turns off after six hours.

And it's convenient: When it's not charging batteries, the charger draws only a measly 30 mW, which means you won't drive up your electric bill even if you leave it plugged in all the time. A set of batteries recharges fully after five hours.

First, let's look at what happened when I stuck my first set of newly charged Apple NiMHs into my Magic Mouse: my iMac reported that my mouse batteries were at 91 percent of capacity. To double-check, I swapped in a different set of fully charged NiMHs, and the iMac registered an even lower 86-percent power level. Not a promising sign

What about disposable batteries? I got the mouse in mid-November 2009, and have used a total of ten batteries, which means that my Magic Mouse had been getting better than two months of service from each set of the alkalines I've been using.

n, after only two days of (admittedly around, the Apple NiMHs that percent had dropped down to 62 ll charge. Seeing this, I didn't think I get two months out of a set of s. More like a week or two per set if letion rate I'd seen so far remained

ut that the depletion rate isn't constant. NiMHs don't run down the same way that disposable batteries run down: once my current set of Apple batteries hit about 60-percent capacity, the rate of decline slowed drastically. Although it took only two days for my batteries to go from 86 percent to 62 percent, it took four more days to go from 62 percent to 56 percent, and a full week after that to go from 56 percent to 54 percent.
(Continued on page 7)

Wrap-Up (Tips from March 30 Meeting)

Club member Arnold Silver presented some great Mac function tips. Here are 3 of them.

Some Useful MacOSX Shortcuts

Quick-look with "Space-Bar" allows you to preview the contents of most documents without opening them:

♦ Select the document
♦ Press 'Space-Bar' to view
♦ Press 'Space-Bar' to close

View and Select all *OPEN* applications with "Command-Tab" (the key with the Apple or Command):

♦ Press "Command" and "Tab" keys simultaneously
♦ Icons for all OPEN applications appear
♦ Select desired application with "Tab" key while keeping "Command" key depressed
♦ Release "Command" key to activate selected application

'Print PDF Service' for the iPhone and iPad

This enables you to read PDF files on iPhone/iPad with Apple's "iBook" App (Free)

♦ First, Import PDF files to iTunes
  ▪ Locate the "iTunes .app" file in the applications fiolder
  ▪ Create an Alias: "Finder/File/Make Alias" which will be labeled "iTunes.app alias"
  ▪ Drag this new file to "your user folder/Library/PDF Services"
  ▪ I renamed this new file in "PDF Services" as "Save PDF to iTunes"
  ▪ Open document you want to read on iPhone/iPad"
  ▪ Select "Print" and then "PDF/Save PDF to iTunes" Appears in iTunes "Library/Books"
  ▪ In Safari, turn on "View/Enter Reader" first to get more readable file
♦ Once in iTunes, it can be synced with your iPhone/iPad in iBook app

(Remember- you can convert documents and text to PDF: Open the document, select File menu, then Print. Select PDF, then 'save as PDF')

See the rest of the tips online at:
http://wiki.sbamug.com/corewiki/images/f/f9/SBAMUG_Presentation_3-30-2011.pdf

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The reason for the initial weak showing of the NiMHs, of course, is quite simple. The typical fully charged alkaline AA battery delivers 1.5 volts and has a 2500 mAh capacity. By comparison, the low self-discharge (LSD) NiMHs that Apple supplies with the charger deliver 1.2 volts when fully charged and each have a 1900 mAh capacity. With that difference, I am surprised to see that a fully charged set even registers 86 percent of capacity on my iMac. (Note that the Apple charger can also work with other LSD NiMH AA batteries, some brands of which may have different capacities than the batteries supplied by Apple.)

The depletion curve of the NiMHs is also as precipitous at the end of a duty cycle as it is at the beginning: after about three weeks of the slow decline following the initial quick fall-off, the batteries began a race to the bottom. Only a few hours after I saw the 20-percent capacity warning appear on my iMac, the batteries were no longer able to keep my mouse in contact with my iMac. All told, the NiMH batteries in my Magic Mouse had lasted about three and a half weeks on a charge.

Even though my Apple batteries don't last as long per charge as disposable batteries, I am far from disappointed. The LSD NiMHs that Apple supplies are designed to hold a charge when not in use, and lose only 20 percent of their charge after a year in storage. That means I can charge up a set of my Apple batteries in five hours, stick them in a drawer, and, whenever my Magic Mouse begins warning me, I can just swap the charged batteries in and recharge the depleted ones in an afternoon; after that, they can go in the drawer until needed. And though they turn out to run down significantly more quickly than disposable batteries, I'd still rather do a more frequent swap-and-charge exercise than buy a six-pack of disposable batteries every few months, and then have to look for a place to recycle the dead batteries (especially given my sorry record in this regard), or, worse, surreptitiously toss them in the trash in the dead of night.

But will you be disappointed? Beats me. If you need the high initial charge and the other performance characteristics of disposable batteries, you might be. Otherwise, Apple's Battery Charger with its supplied batteries seems like a reasonable investment.

http://www.tidbits.com/article/11666

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- Occasional swaps, free software, raffles

http://www.sbamug.com/join.html
Or, contact Membership Chair CW Mitchell at
cwmitchell@sbamug.com

SBAMUG Membership Application

South Bay Apple Macintosh User Group provides Mac owners and users with a local source of shared knowledge and experience through monthly meetings, training seminars and our monthly newsletter.

Individual & family membership: $35/year payable to SBAMUG

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