South Bay Apple MUG

Macintosh

July-August 2012

WWW.SBAMUG.COM

The Amazing High-Speed Rise of the App Economy

By Derek Thompson, Feb 8, 2012, The Atlantic

In 2006, the term "App" as we know it did not exist. Today, the App Economy accounts for $20 billion in annual revenue, and it's responsible for about 466,000 jobs in the US, according to a new study, "Where the Jobs Are: The App Economy," which was just released by Technet.

What's an app job, exactly? Atlantic contributor Michael Mandel explained:

> The total includes jobs at 'pure' app firms such as Zynga, a San Francisco-based maker of Facebook game apps that went public in December 2011. App Economy employment also includes app-related jobs at large companies such as Electronic Arts, Amazon, and AT&T, as well as app 'infrastructure' jobs at core firms such as Google, Apple, and Facebook. In additional, the App Economy total includes employment spillovers to the rest of the economy.

There are 155,000 pure tech app jobs in the country, Mandel calculated. But companies cannot live by computer engineers alone. As a firm expands, it adds sales and marketing and HR jobs that keep the company humming while the techies are coding. Adding these positions, he puts App Economy workers at 311,000. Multiplier effects bring the total above 400,000. The top city for app economy workers is New York, which accounts for 9% of the app jobs. Another 15% are in San Francisco (8.5%) and San Jose (6.3%).

Is 311,000 jobs a lot? Well, it's bigger than the online journalism industry, or the software publishing sector, Mandel says.

A third of a million jobs is nothing to scoff at, but it only represents 0.2% of all workers. It certainly leaves a lot of room for growth. Fully 44% of Americans own a smart phone according to polling by Nielsen in December 2011. Among those between 25 and 34, smartphone penetration is 63%, more than twice the share from 2009.

As smartphone penetration rises, app-economy revenue will grow, which will encourage more venture capitalists to back app economy entrepreneurs, which will in turn encourage more entrepreneurs to move into the app economy. All this is to be expected, and it's all good news.

But the real breakthroughs in app innovation will probably come from the unexpected. We're only beginning to scratch the implications of a GPS-powered super-computer in our pocket. One can imagine, for example, a breakthrough innovation in personal-health monitoring, where our smart phones act like a pocket-nurse, periodically checking our vitals, reminding us to exercise and to take our medicine, and alerting doctors when something is wrong.

It's this sort of Black Swan breakthrough, where investments in the App Economy feed into investments from the medical and biotech economy, that has the potential to take off in ways that will make today's apps look like they were developed in the stone age of smart phones.

http://www.theatlantic.com/business/archive/2012/02/the-rise-of-the-app-economy/252785/

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Our next SBAMUG meeting July25: Replacing MobileMe

IN THIS ISSUE

Welcome *to the* SBAMUG
South Bay Apple Mac User Group

Members, friends and colleagues are invited to attend our monthly meetings. The $35 annual membership dues entitle you to receive this monthly newsletter by mail or online, plus many more benefits (page 8). To become a member or get more info please check our website.
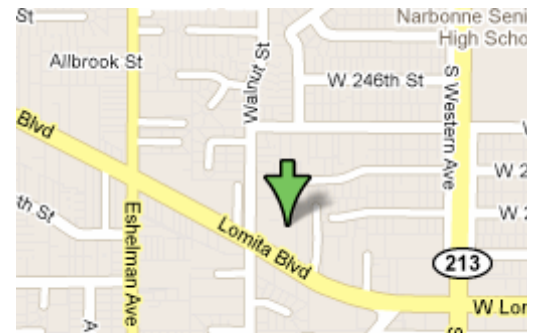
Meetings: Lomita Veteran's Hall,
1865 Lomita Blvd, Lomita
Mail: PO Box 432, Redondo Beach, CA
90277-0432
Phone: (310) 644-3315
Email: info@sbamug.com
Website: http://www.sbamug.com

Lomita Veteran's Hall,
1865 Lomita Blvd, Lomita

SBAMUG Monthly Calendar –
July 25 – Replacing MobileMe
August 29 - IOS Devices (iPad, iPhone, iTouch)
***Read this newsletter online (active hyperlinks!) at http://www.sbamug.com/newsletter.html ***

SBAMUG Meeting Format:

6:30—7:30 p.m. Questions & Answers and Sharing: *Everyone* is welcome, beginners encouraged
7:30—7:45 p.m. 'iSocial' – shoot the Mac breeze with others over a cookie
7:50—9:00 p.m. Announcements and iProgram

**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--11:30 a.m. meet at SE corner of Marine/Aviation Blvd, Redondo Beach

- Los Angeles Portable Users Group: Mac OS X, iPhone, iPod, MacBook, etc., http://www.lapug.org/

- Find more http://www.apple.com/usergroups/

Officers & Volunteers:

President: Arnold Silver   VP: Bob Goodman
Secretary: Wayne Inman   Treasurer: CW Mitchell
Directors at Large: Dave Nathanson, Margaret Wehbi, Pam Townsend, LJ Palmer
PD Disk Editor: Jim Pernal   Membership: CW Mitchell
Programming: Bob Goodman   Greeter: Vacant
Server Director: Dave Nathanson
Newsletter: Pam Townsend, Pete Myers, Bill Berks
USPS Liaison: Don Myers
Refreshments: The Crab Apples

Membership Report –136 members
Please wear your membership card as your name tag at our monthly meetings.

Welcome new members: Richard Rodgers.
Thank You Member Renewals: George Wilde, Wayne Inman, Barry Henson, Bob Freeman, Sheila Dowst, Gene Knell, Russ Neglia, Andrew Paroczai, Jack Pearson, Donna Worch, Rose Marie Tashima, Wayne Miyoshi, Gus Morfis, Randy Arenstein, Edward Gaitley**.**
Contact Membership Chair CW Mitchell for any corrections: cwmitchell@sbamug.com. Renew at the meetings or by mail.

Ten programs this month but one has an Intel and PowerPC versions. PowerPC (PPC) is the type of chip Apple used before they switched to the Intel chip. PPC means the program is complied to run on only PowerPC chips. This is actually more important recently, since Lion 10.7 users can't run it.

Intel only means that only Intel Macs can run it, old PPC Macs can't. If it's PPC/Intel, then the program will run on either machine. This is old information but it's good to discuss it periodically.

ABFRX9-1.dmg The full name of this program is "A better Finder rename". This is great for batch changing the names of programs or files. Intel OSX 10.6 or better. Shareware $19.95

bookpedia.dmg, cdpedia.dmg, dvdpedia.dmg, gamepedia.dmg These four programs are for cataloging books, music CD's, Movie DVD's, and computer/video games, respectively. You can look up information online to save typing in information by hand. New detail view and Mountain Lion compatibility are some of the new features in these versions. Shareware $18 each, Intel OSX 10.5 or better.

iCab_50_Intel.zip Alternative Web browser. It has a download manager, Ad banner filtering and a kiosk mode. New features in this version are a sidebar for tabs. Intel OSX 10.5 or better. $20.00

iPhotoLibraryManager-2.dmg Manage multiple iPhoto libraries. You can split or merge libraries. OSX 10.5.8 or better Intel Shareware $19.95

TemperatureMonitor296.zip Widget to monitor your Mac's internal temperatures. PPC/Intel OSX 10.4 or better. Free

vlc-2.0.2-intel64.dmg and vlc-2.0.2-powerpc.dmg Free multimedia player. Handles many different file formats. The first version is for Intel Macs with OSX 10.6 or better. The second version will work on PPC macs with OSX 10.5.

CD for this month will be at the August 2012 meeting, labeled as the July-August CD. I'll see you at the July meeting. Jim Pernal PD Editor

App of the Month

The top iPhone apps on App Store
By The Associated Press – Tue, Jul 10, 2012
App Store Official Charts for the week ending July 9, 2012:

Top Free iPhone Apps:
1. Angry Birds Seasons (Rovio Entertainment Ltd)
2. CSR Racing (NaturalMotion)
3. Chrome (Google, Inc.)
4. Talking Ted (NBC Universal, Inc.)
5. Flow Free (Big Duck Games LLC)
6. Instagram (Burbn, Inc.)
7. Clear Vision (17+) (FDG Entertainment)
8. Hit Tennis 3 (Focused Apps LLC)
9. Escape Bear (Humble Gaming Ltd.)
10. Flashlight ? (iHandy Inc.)

Top Paid iPhone Apps:
1. Where's My Perry? (Disney)
2. Temple Run: Brave (Disney)
3. Where's My Water? (Disney)
4. Angry Birds Space (Rovio Entertainment Ltd)
5. WhatsApp Messenger (WhatsApp Inc.)
6. MyCalendar Mobile (K-Factor Media, LLC.)
7. Camera+ (tap tap tap)
8. FIFA SOCCER 12 by EA SPORTS (Electronic Arts)
9. Instaframe Pro - Photo Frame & Photo Captions & Pic Titles & Picture Caption for Instagram (Imagination Unlimited)
10. Kingdom Rush (Armor Games Inc)

http://finance.yahoo.com/news/top-iphone-ipad-apps-app-172926481.html

It Costs Just $1.36 a Year to Charge an iPad
By Jonathon Fahey, AP Energy Writer, June 26, 2012

AP writer Jonathan Fahey reports the results of an Electric Power Research Institute study to determine how much energy an iPad consumes in a year. "The answer: not much," writes Fahey, noting that "the annual cost to charge an iPad is just $1.36." He adds: "…if people are using iPads instead of televisions to play video games, or ditching their desktop computers for iPads, the shift to tablets could mean lower overall power consumption." Read more:
http://www.google.com/hostednews/ap/article/ALeqM5jdT9lF H7CQUtoWHSHCQPCSIAB6AQ?docId=cae03caab1894546 9144cabb5f679b59

Gadgetwise

Getting Smart About Personal Technology
by Sam Grobart, The New York Times

Q. We've decided to forgo buying a television and opted instead to view all of our entertainment — and listen to music — on a Mac Mini with a large Apple monitor in our living room. We can get most of the shows we want. But the set-up, particularly navigation, is still awkward. Would an Apple TV or Roku make things better? Or are there other add-ons that you'd recommend for the convergence-minded consumers like us?

A. I do think that the Apple TV is a step in the right direction, in that at least there's a single interface to see all your content, but I'd do one thing if you want to go down that road: get Apple's free Remote app for the iPhone, iPad or iPod Touch.

The remote control that Apple includes with the Apple TV is O.K., but its minimalism robs it of some functionality. The Remote app for iOS, on the other hand, has something vitally useful — a keyboard. It's the same keyboard you would use to write an e-mail or send a text, and when searching for shows, it's worlds better than navigating an alphabetical grid with a four-way arrow button.

Q. Is there a simple way to record music (and videos) from YouTube?

A. The simplest way is to install a plug-in into your browser. If you use Firefox, check out the Easy YouTube Video Downloader. For Chrome users, try the YouTube Downloader. Both are free and add a download button to any video you're watching on YouTube. You can then pick the file format and resolution you want (some of the higher-res formats may require you to upgrade to a pro version on the Firefox version, but the freely available resolutions are fine).

Q. Using Mac Mail, is there a way write and then "schedule" an e-mail to be sent at a future time?

A. You'd think this would be a fairly simple question to answer. Strangely, it isn't. Mac Mail, like many popular e-mail programs, doesn't have a way to schedule sending e-mails in advance. If you want to do it within Mac Mail, you have to download scripts or use Apple's Automater software to build a task. I don't like doing any of those things.

So my solution is a little bit of a workaround, but I still think it's easier. First, set up a Gmail account that's linked to your Mac Mail account, if you don't have one already. Then download the free version of Boomerang, the Gmail add-on that allows you to schedule e-mails and also make them disappear from your inbox and reappear at a later date (which can help keep things organized). You can even get follow-up notices on a given message that will only alert you if, say, nobody responds to your initial e-mail.

The free version of Boomerang lets you schedule up to 10 messages a month. If you plan on doing more than that, you have to upgrade to the Pro level, which will cost you $5 a month.

Adobe Ideas
by Terri Anderson, CMUG Member

Adobe Ideas app for iPad, iPhone or iPod touch may be downloaded through the App Store for $9.99.

As a Prepress Technician, I've used Adobe Illustrator for years. I did a quick search using the word "adobe" in the App Store on my iPad a couple of days ago and was amazed how many hits I found. I already have PS Touch, which is useful for editing photos with many of its features drawn straight from Photoshop. I was curious about the other Apps Adobe has to offer and when I read Adobe Ideas creates vector graphics, I was thrilled! I quickly downloaded the app and started playing.

I'm the first to admit I'm not great at drawing, but that's what I appreciate about Illustrator - many shaky or incorrect lines can be corrected. I could see Adobe Ideas used to create artwork to be opened in Illustrator and finished up with text and final modifications.

When working in Adobe Ideas, there are no bezier curves, but there are there when the art is opened in Illustrator. There are only a few tools available in Ideas, but they make sense. At the top of the menu is a pencil. When selected, you have a choice of size, opacity and color. There is an eraser to clean up anything you want to delete, a hand tool to move the art around, un-do and re-do arrows and a layer menu. You can even open a photo to use as a template or place artwork on top. You can change the order of layers and change the opacity.

The artwork can be emailed as a pdf or added to your album. You even are given a 2 g space on Adobe Creative Cloud which syncs your artwork and makes it available from anywhere.

I would recommend Ideas for anyone wanting a digital sketch pad. Have fun!

The FACEBOOK Guide Book

Facebook is the world's leading social network, with over 300 million users and more than 900 employees. But how do you get the most out of it? To answer this question and more, Mashable has created The Facebook Guide Book, a complete collection of resources to help you master Facebook.

- Pete Cashmore, [Mashable](http://mashable.com/guidebook/facebook/)
http://mashable.com/guidebook/facebook/

Airtime Adds to a Growing Choice of Video Chat Services

Ozier Muhammad/The New York Times

Users try out the Airtime video chat service. The founders hope to overcome problems that have set back well-known competitors.

By JENNA WORTHAM, *The New York Times*
Published: June 5, 2012

When Americans first started exploring the online world en masse in the early 1990s, many of them headed for AOL's chat rooms to connect with other curious strangers.

But since then, the appeal of random online encounters has faded with the rise of sites like Facebook, where most people tend to interact with people they already know. Now a few services are trying to recreate the spontaneity of that earlier era, adding a modern twist: live video chats. The latest of these, Airtime, made its debut on Tuesday. It garnered some extra attention because its founders, Sean Parker and Shawn Fanning, who were behind the Napster music-sharing service, are well-known figures in the tech world.

At a celebrity-laden press event in downtown Manhattan, Mr. Parker lauded the advantages of video chat, saying it brought a human touch to Internet-based communication. He noted that it had gained momentum in recent years because of the proliferation of smartphones and computers with built-in cameras, paired with high-speed home and mobile broadband connections.

A study from the Pew Research Center's Internet and American Life Project found that nearly 40 percent of teenagers who used the Internet participated in video chats.

Mr. Parker took a swipe at the Microsoft-owned audio and video chat service Skype, describing it as "archaic technology." But Skype has grown tremendously in the last year.

It is used for work-related chats, but is also used by people in long-distance relationships and parents eager to show off a new baby to faraway relatives. Skype says the number of calling minutes on the service leapt 40 percent to 100 billion in the first three months of this year from the year-earlier period, and approximately half of those included video.

Apple has its own video calling service, FaceTime, and Google added a chat tool called Hangouts to its Google Plus social network. Airtime also faces social-minded start-up competitors like TinyChat, ooVoo and Ustream.

But analysts say that while video-chat services may be picking up in popularity, they may never be quite as mainstream as other methods of communication, like texting, e-mailing or sending instant messages.

"Some people are still leery of the whole video experience," said Michael Gartenberg, an analyst at Gartner who follows the consumer Web. "There are still a number of social inhibitors to video chat that have nothing to do with technology. People worry whether their hair is looking good and if they have to get dressed before taking a call."

Mr. Gartenberg also noted that video chat was often not as technically fluid as other means of communication. People need a speedy Internet connection to avoid annoying hiccups and freezes. And multitasking while chatting is harder to pull off.

"People talk on the phone and text from all sorts of places that they couldn't do a video chat," he said. "You have to give it your full attention."

Some companies have struggled to gain a footing in the video chat market. SocialEyes, which like Airtime hooked into Facebook and was led by Rob Glaser, who founded RealNetworks, fumbled for a year before turning itself into a less ambitious mobile application.

But the creators of Airtime are convinced that the service's social features will be the ticket to its long-term success. Airtime lets people use webcams to connect with their Facebook friends or strangers. They can search for new chat partners based on their interests, shared social connections and location. Once connected, they can talk or even watch YouTube videos together.

Mr. Parker, who was the founding president of Facebook and was instrumental in helping Mark Zuckerberg expand that site, said social networks like Facebook could actually discourage a user from connecting with new people. He described the current repertory of social Web experiences as "boring."

"We're trying to restore surprise and serendipity to the Internet," he said in an interview at his Manhattan town house on Sunday. "It was definitely there in the early days, but it has disappeared."

Mr. Parker and Mr. Fanning hope that by providing a clean, well-lighted place to meet others, Airtime will spark the same kind of serendipitous interactions that brought the two of them together in an online chat room in the late 1990s. That meeting led to an offline friendship and the creation of Napster, which rocked the music business before a barrage of legal challenges shut it down in 2001.

"The downside of all our interactions online is that they are constrained by the social graph," said Mr. Parker, referring to one's network of connections on Facebook.

If Airtime sounds reminiscent of Chatroulette, the random video-chatting service that became a kind of global party game in 2010, that is because Chatroulette inspired the service.

The two men were working with Andrey Ternovskiy, who created Chatroulette as a 17-year-old Russian high school student, but the collaboration did not work out. Mr. Parker and Mr. Fanning were both impressed enough by the rapid popularity of Chatroulette, which attracted nearly two million monthly visitors at its peak before quickly fading, that they decided to try to replicate that recipe in their own chat service and add flourishes of their own.

But they acknowledge that Airtime faces some of the same challenges that Chatroulette struggled with — particularly, the risk that your new chat partner is not fully clothed.

To combat that, they have built in a number of systems, including facial-recognition software that sends up a flag if no faces are detected on camera, and a ranking system that scores people based on their interactions. People who are frequently "nexted," or passed over for another partner, will have a lower ranking than those who manage to sustain lengthy chat sessions.

Highly ranked users are listed together as a way to ensure that serious users are matched with other people who are not playing pranks. In addition, the service captures screen images during conversations and relies on a team of moderators to keep tabs on any inappropriate exchanges.

For now, Airtime is designed for interactions between two people. Its founders say it could eventually become a service that lets people broadcast their chats to a larger audience.

And it could roll out a system of virtual goods — special effects that, say, add mustaches to the faces of chatters — that could generate revenue. Airtime will also incorporate

advertisements. It has already attracted heavy-hitting backers, raised close to $40 million in venture financing and added prominent board members, including Robert Pittman, the chief executive of Clear Channel and founder of MTV.

In the end, Mr. Gartenberg said that given Chatroulette's meteoric popularity, it stood to reason that Airtime could have the same kind of viral success.

"They got a lot of publicity for the event," he said. "And these days standing out from the crowd is more than half the battle."

http://www.nytimes.com/2012/06/06/technology/airtimes-video-chat-site-is-like-facebook-with-faces.html?pagewanted=2&_r=1&hpw

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Got an emergency? There's an app for that!
By Pam Townsend, Editor

I was out to dinner with the Club President (my dad) the other night, and having trouble reading the menu due to insufficient light and eyeglass power. The Pres pulled his iPhone out and put his Flashlight app to the task with, what I thought was, a rather self-satisfied look.

I'll definitely get a Flashlight app as soon as I get an iPhone. That didn't stop me from checking the Flashlight app out once I got home, however. Go online and search for a Flashlight app. You will have your pick of many, many too maybe!

That led me to check out apps for emergencies, and to Dennis O'Reily's article on CNET, "In case of emergency, open these four iPhone apps." I suspect there are many equivalents, but he suggests these for real big emergencies:

Put emergency contact and medical information on the iPhone lock screen. The iPhone equivalent of a Med-Alert bracelet ($1.99). Puts potentially life-saving info in your iPhone lock screen and/or your wallpaper: allergies, medical alerts, medications, person to contact in case of emergency, etc.

Emergency Radio Free. To get real-time reports on police, fire, and other emergencies occurring in your area or around the world, listen to the feeds on EdgeRift's Emergency Radio Free.

Worldwide disaster reports with credibility ratings. The free **ubAlert** app lists information on the latest earthquakes, floods, hurricanes, and other natural disasters. Add your own disaster alert and rate the credibility of other reports.

The **American Red Cross Open Shelter View** app shows the location of all shelters currently operating, along with basic information about the event that precipitated the shelter's opening.
http://news.cnet.com/8301-13880_3-57390311-68/in-case-of-emergency-open-these-four-iphone-apps/

Rumors & Stuff
by Phil Russell, CMUG

When you are in Safari you can have articles read to you. Just highlight the text. Now go to the Edit menu and drop to Speech and slide out to Start Speaking. As an audiobook lover, of course I love this way of "reading" long interesting articles.

The TinyURL method of allocating shorter web addresses has inspired an action known as TinyURL-whacking. Random letters and numbers can be placed after the first forward slash in an attempt to hit interesting sites without knowing what they will be.

It started with iMessages, an iPhone/iPad app that lets you send text messages between Apple hand-held gadgets without cost. Instead of using the cellphone network (and paying 20 cents each or whatever), texts you send using this little app get sent across the Internet, costing you pretty much nothing.

These Apple messages have many advantages over regular text messages. For example, the tiny word "received" appears beneath any message you send to let you know that your recipient's gadget has received it. (If the recipient has turned on "Show read receipts" in Settings, you'll even see the word "read" to let you know that the person has actually read the message.)

If you're in a back-and-forth conversation, the text messages show up on a single screen, scrolling up in conversation balloons like a chat session. While the other guy is typing, you see "..." in his balloon, so you know he's working on a response and not just ignoring you.

You can send pictures and videos through Messages. And you aren't held to the usual 160-character limit of phone text messages.

And if you have more than one iGadget — say, an iPhone and an iPad — you'll find the same message threads on each one. You can pick up on a chat from wherever you left off on a different machine.

You can change the brightness of your screen. Just play with the F14 and F15 buttons on your keyboard. Brightening can make a BIG difference in your use of the Mac.

Open Stickies and type some text.
Now pull down the Stickies menu to Services. This will give you a lot of options. I am a heavy user of Stickies. I keep one Stickies blank note on my Desktop at all times as a handy place to paste an item or type a bit of text.

Apple WWDC: 17 Cool Innovations
By Fritz Nelson, informationweek.com 06/12/2012

Apple unveiled useful tweaks and new ideas at its Worldwide Developer Conference. *(Four of these features are provided below. Preview all 17 at:*
http://www.informationweek.com/news/galleries/hardware/handheld/240001904?pgno=)

OS X: Mountain Lion Feature Montage: Mountain Lion will be available in July for $19.99. That's even cheaper than Lion, which set all kinds of records according to Apple (26 million copies). The upgrade (at that price) will be available to current Lion and Snow Leopard users, and free to anyone who buys a new Mac as of now. The features are well known, but Apple also announced the addition of voice dictation, Airplay mirroring support (up to 1080p resolution), and Power Nap, which keeps your Mac up to date when it's in sleep mode (that includes getting software updates, backups, queuing notifications and more). Twitter will be available at the OS level (meaning developers can build tweeting into their apps). And Gatekeeper lets users control the sources apps come from, for more security (let's hope IT administrators can somehow lock this down on behalf of users). In the next few slides, we'll detail a few other OS X features.

iOS Passbook: This bit of news was unexpected. Apple has created a central location to store and manage passes and tickets--say for flights, or drinks (think Starbucks and other retailers that offer digital-based shopping certificates and coupons). Apple demonstrated a real-time update to a mobile boarding pass when the flight's gate had changed. Passbook even works from the lock screen and sends notifications. All of this acts as a handy way to manage all of these in-app items. And Apple has given developers the tools to integrate Passbook into their applications.

FaceTime: FaceTime has been a killer app for iOS devices, but until now, FaceTime only worked on Wi-Fi. Apple announced that FaceTime will now work over cellular connections. Also, you can make FaceTime calls with your iPad using your iPhone's phone number. Apple is trying to make FaceTime the ubiquitous video calling app. I think they're coming after you Microsoft/Skype.

Apple Maps: Apple vs. Google really heats up now: Google Maps is no longer the default iOS mapping app, replaced by Apple Maps, a vector-based mapping app Apple says was built from the ground up. Apple Maps includes local search with more than 100 million business in the system, real-time traffic data and crowdsourced incident reports, turn-by-turn navigation with built in ETA and re-routing based on incidents, integration with Siri so users can ask for directions, the location of gas stations, and so on, and what Apple calls Flyover (the ability to see images within the map from the "air"). The Flyover demonstration brought up a 3-D view of a building, which you can tour in 360 degrees with pretty amazing fidelity (Google introduced 3-D support a week earlier). Maps is very visually appealing, with street signs popping into view, info cards on points of interest, and more.

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- E-mail group help
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http://www.sbamug.com/join.html
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Name:_____

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City:_____ State:_____ Zip:_____

Phone: (_____)_____

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Special interest:_____

Model of Macintosh you use most:_____

How did you hear about SBAMUG:_____

Comments:_____

_____

Signature:_____

Date: _____

Bring your Application and Fee to our General Meeting or Mail to:
SBAMUG, PO Box 432, Redondo Beach, CA 90277-0432