Safari at 10: lasting impact on Apple's success
By Dan Moren, Macworld, Jan. 10, 2013

I remember all too well the Browser Wars: Broken plugins on fire off the shoulder of Orion. CSS selectors glittering in the dark near the box model. The screams as people met their demi—OK, nobody met their demise.

Still, just as it seems like these days every electronics company in the world is making smartphones and tablets, the same thing was happening a decade ago with Web browsers. In the main arena, Microsoft and Netscape were going head-to-head for dominance; elsewhere, Opera was holding onto its niche territory, and a new challenger by the name of Phoenix had just emerged. (Though you may know it better by its eventual stage name: Firefox.)

So what did a crowded market like that need? Clearly, *one more Web browser*. On January 7, 2003—ten years ago this week—Steve Jobs took the stage at Macworld Expo in San Francisco and announced that Apple had built its own Web browser, Safari.

Much as I'd love to say that Safari came along and fixed all these woes overnight, my overriding thought at the time was more along the lines of: "Great. One more 'standard' to support." At the time, I was already switching between Netscape and Internet Explorer on my Windows PC at work; at home, I relied heavily on Camino, a Mac native browser based on Mozilla's layout engine.

While Safari may not have been a dream come true for a Web developer, it ended up being a key move for Apple and its users.

Websplosion

The late 1990s and early 2000s signaled the shift from the era of online services like AOL, CompuServe, and Apple's own eWorld to the Web. Given the popularity and increasing influence of the Internet and Apple's own status as a company trying to claw itself back from the deathbed, Cupertino desperately needed to have a browser that was under its own control.

At the time of Safari's release, the default browser on Macs was Internet Explorer, as it had been since Jobs's return to Apple in 1997. While Microsoft's commitment to developing Internet Explorer for the Mac ensured that the platform at least had some sort of modern browser, Microsoft never exactly broke its back to keep IE for Mac on the cutting edge.

That era of the Web was full of incompatibilities and quirks, and that burgeoning new world wasn't always hospitable to Mac users. Strange as it may seem from the vantage of 2013, there were websites that just didn't work on the Mac, even if you were using the "same" browser as your compatriots on Windows. (Of course, they weren't really the same browser, despite their names.)

Safari first emerged as a public beta on the same day as its announcement, and Apple continued revising it until its release in June 2003. (It's not unheard of for Apple to offer public betas of its software, but my favorite feature of those initial betas was the prominent Report a Bug button.) Later that year, Safari was bundled in with Mac OS X, where it's remained until this day; Internet Explorer 5.2 was relegated to the backseat, never to be updated for the Mac again.

Apple's decision to create its own browser is illustrative of a if-you-need-it-done-right-do-it-yourself philosophy that's endemic to Apple and a key to its success. Just as the company decided to build its own hardware and software in the early days of the personal computer, Cupertino deemed the Web too valuable a battleground to leave at the mercy of third parties. These days, we're seeing the company employ the same tactic when it comes to mobile devices.

Next SBAMUG Meeting
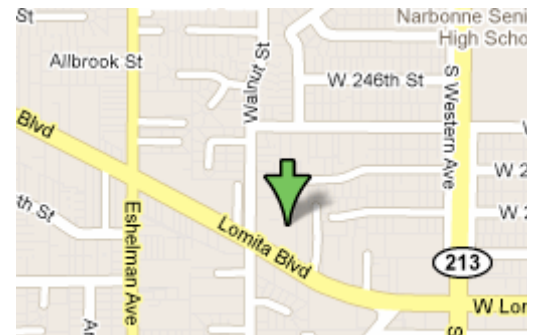### January 30: Mountain Lion is King

IN THIS ISSUE

1

Welcome to the SBAMUG
South Bay Apple Mac User Group

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

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.

Lomita Veteran's Hall,
1865 Lomita Blvd, Lomita

SBAMUG Monthly Calendar
January 30: Mountain Lion is King
February 27: Don Baker, Klassic Specialties : Printers, Inks & More
***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 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--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/

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Programming: Bob Goodman   Greeter: Vacant
Server Director: Dave Nathanson
Newsletter: Pam Townsend, Pete Myers, Bill Berks
USPS Liaison: Don Myers
Refreshments: Member contributions

Membership Report – 123 members
Please wear your membership card as your name tag at our monthly meetings.

Thank You Member Renewals: Kazuo Ogawa, James Vaccaro, Marie Cooper, Adrian Heredia, Don Baggett, James Pernal, Joan Beth King, LJ Palmer, Nancie Silver, Pam Townsend.

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

Eight items this month as we kick off another year. A fair number of interesting apps are now only available at the Mac APP store, but there are still the traditional shareware and freeware applications online.

33rpm.dmg Music transcription tool. Speeds up, slows down, and loops audio. Intel/PPC OS X 10.4 or better Quicktime 7.1 or higher. Freeware

Decibel.zip Self proclaimed "audiophile" audio player. Handles mp3's, flac, ogg vorbis, musepack, and plenty of other formats. Gapless playback. OSX 10.6 or better Intel. Shareware $33.00

DGamm623.dmg Backgammon game. The game has 5 skill levels. Selections for background color and board size OSX 10.5 or better Intel. Shareware $20.00

ForgetMeNot-Installer_1.2.3.pkg.zip Utility program than scans your emails for keywords about attachments and then reminds you to attach them. Shareware $5.95 OSX 10.7 or higher, Intel only.

LittleSnitch-3.0.2.dmg Alerts you to outgoing network connections. While many programs will just check for updates, which are fine, there may be other programs that should not be connecting to the outside. (Possible malware!) OSX 10.6.8 or higher Intel. Shareware $34.95

mlcc.dmg A utility program for cache cleaning and accessing hidden OS settings. OSX 10.4 or higher. PPC/Intel Shareware $9.99

mjograph-for-osx-4.2.3.zip 2D plotting program. Drag and drop data files into the program. Outputs in EPS and PNG formats. OSX 10.5 + PPC/Intel Freeware

Mactracker_7.0.1.zip Database of all mac model specifications along with printers, keyboards, iPods, cameras, printers. Scanners, you name it as long as it was an Apple product. Latest new Macs added to this version. Intel OSX 10.6.8 or better now required. Freeware

CD for this month will be at the February 2013 meeting, labeled as the January-February CD. See you at the January meeting.

Jim Pernal, PD Editor

App of the Month

Whether you have a new iPad or not, see if any of these are right for you.

First Apps To Install On Your New iPad
By Dylan Love, Business Insider

Letterpress: Letterpress is an asynchronous, turn-based word game to play with your friends. Free

Netflix: Stream video on the Web. If you've got a streaming subscription, install and use the app for free. Otherwise Free for the app; $7.99/mo. for a new service.

Hulu Plus (Hulu not available in iPad). Same deal as for Netflix.

Google Maps: Go with the app that's done it right from the beginning and install Google Maps. Free

Spotify: Music lovers should already be familiar with Spotify. For a low monthly subscription, get access to thousands of full albums. Free; $9.99 Premium.

Kindle: Get your books all in one place with Amazon's Kindle app. Free

Paper: This is a hugely popular sketchbook/note-taking app that lets you use a number of different brushes available as in-app purchases. **Free**

Instapaper: Read-it-later app. Save articles you find online to read later when you're offline. $3.99

Facebook: With one billion members and counting, it's the largest social network there is. **Price:** Free

Evernote: A workhorse of an app that lets you sync text, photo, video, and audio notes across devices. Free

http://www.businessinsider.com/new-ipad-first-apps-2012-12?op=1#ixzz2GyXgsZLy

App Store Tops 40 Billion Downloads with Almost Half in 2012. Apple has announced that customers have downloaded over 40 billion apps (unique downloads excluding re-downloads and updates)— nearly 20 billion in 2012 alone. The App Store has over 500 million active accounts and had a record-breaking December with over two billion downloads during the month. Eddy Cue, Apple's senior vice president of Internet Software and Services, says, "It has been an incredible year for the iOS developer community." Developers have created over 775,000 apps for iPhone, iPad, and iPod touch and have been paid over $7 billion by Apple.

http://www.apple.com/pr/library/2013/01/07App-Store-Tops-40-Billion-Downloads-with-Almost-Half-in-2012.html

CNET's Next Big Thing: The connected revolution (CES Consumer Electronics Show, 2013)

By [Molly Wood](#) December 18, 2012, CNET

It's been called the [Internet of Things](#), the connected future, the post-PC and even, in our minds, the post-*mobile* world: however you want to refer to it, the trend toward ubiquitously connected devices and people is inescapable and poised to change everything about the consumer electronics world.

At CNET, we're calling it the post-mobile future: mapping the next frontier of consumer electronics. Because let's be blunt: consumer electronics has been kind of a boring world for the past couple of years. It seems like all we talk about is smartphones and tablets, tablets and smartphones. Last year's Next Big Thing was the post-PC revolution, and it was too easy to imagine that world devolving into an endless stream of increasingly powerful little touch-screen squares of various sizes.

But the reality is very different, and moving quickly. Yes, smartphones and tablets dominate the landscape -- for now. And these devices have already begun to pave the way toward a remarkable future. Already, you can use a phone or tablet to control the temperature in your house, call a taxi that already knows your location, video chat with anyone in the world, lock or unlock the door of your house, start your car, augment reality, or access nearly all the world's information in seconds.

What comes next? All that and more. According to Cisco, *1 trillion devices* will be connected to the Internet in 2013. As SmartThings CTO Jeff Hagins put it during a recent presentation at Le Web in Paris, "the entire world is becoming programmable." It's a trend that has the potential to do nothing less than "change almost everything," according to Forbes.

Ultimately, this connected future comes down to increasingly inexpensive sensors, wireless broadband networks, and imagination. At CES, Brian Cooley and I (Molly Wood) will sit down with a high-powered and exciting panel: billionaire investor and entrepreneur Mark Cuban; James Fishler, a senior vice president at LG Electronics USA; Sheryl Connelly, Ford's in-house futurist; and Fared Adib, senior vice president of product development and operations at Sprint, to talk about the changing face of consumer electronics, the technology industry, and what the connected future might look like.

We'll talk about device design, which can range from wearables like the Nike FuelBand and Google's Project Glass glasses to connected medical devices to smart-home thermostats like Nest, smart appliances, connected cars that are like wireless command centers on wheels (and increasingly automated, to boot), and even mind-control headbands (yes, those exist now). We'll discuss the increasing challenge of building the networks to support this growing number of devices, whether Wi-Fi or 4G wireless or some future incarnation of connectivity. We'll discuss the business challenges that face existing companies and entrepreneurs looking to capitalize on a fast-moving technological groundswell, and we'll talk about the security and privacy issues that will no doubt slow things down just a tiny bit.

Molly Wood is an executive editor at CNET, author of the [Molly Rants](#) blog, and host of the tech show, [Always On](#). When she's not enraging fanboys of all stripes, she can be found offering tech opinions on CBS and elsewhere, and offering opinions on everything else to anyone who will listen. [Follow @mollywood](#)

Find lots of news on CES at http://ces.cnet.com/

Lasting legacies

What's perhaps most surprising in going back to look at the earlier iterations of Apple's browser is, in many ways, just how little has changed between then and now. While the prominent competitors of the day Internet Explorer and Netscape were starting to become overrun by third-party toolbars and more and more bells and whistles, Apple eschewed complexity for its trademark simplicity and elegance.

That theme has only continued to the present day. If anything, Safari's gotten even *more* simple in recent years. No longer is there an independent Google search field; the reload button has been moved into the location bar; even the scrollbars are, by default, hidden. The focus is, as it has always been, the pages themselves.

However, the biggest impact of Safari wasn't the browser itself, but its underlying technology. WebKit, the layout engine originally forked off the KHTML rendering engine, has become one of Apple's core technologies. On OS X, it powers not just Safari but features like Dashboard, and parts of applications like Mail and iTunes. For example, every time you browse the iTunes Store on your Mac, you're dealing with WebKit.

Arguably more importantly, WebKit also made the jump to the mobile side of the fence with iOS, where it is the cornerstone of mobile Safari, as well as integral to many first- and third-party apps. In fact, WebKit is the only rendering engine that runs on iOS (without a jailbreak, anyway). Pretty much any time you've looked at a webpage on your iPhone or iPad device, you're using WebKit.

Google Chrome is based on WebKit, as is Android's browser. Even browsers on the PlayStation 3 and Kindle e-reader use WebKit at their cores.

While Apple's mobile devices have become immensely popular among consumers, its Web browsing technologies have likewise found purchase from developers of all kinds, saving programmers from having to reinvent the wheel.

Read more at:
http://www.macworld.com/article/2024260/safari-at-10-lasting-impact-on-apples-success.html

Mac 911 by Christopher Breen, 2012

Migration Assistant + Thunderbolt/FireWire Adapter = huh!?

Reader Jeff Adelson scratches his head over a FireWire issue. He writes:

I recently purchased a MacBook Air. After setting it up I decided to migrate my data from an older MacBook Pro. I purchased Apple's Thunderbolt to FireWire Adapter but it doesn't seem to work with Migration Assistant. The two computers won't connect. What's going on?

The connector does work, but not in the way you expect from a wired connection. If you sling a standard FireWire cable between two Macs that have FireWire ports, Migration Assistant does what it should. You choose one Mac to copy the data from and the other to copy it to. The "host" Mac (the one that will import data from the other) issues a code to the "guest" Mac and the two of them make the exchange once you've selected the data you want.

As you've observed, it doesn't work that way with this adapter. The two Macs recognize each other, but the transfer fails. Similarly, if you try to establish a FireWire network between the two using this adapter, failure also ensues. (Though Target Disk Mode works perfectly well.)

So great, you now know what doesn't work. What does? When configuring Migration Assistant on the host Mac you'll eventually reach the Select a Migration Method window. Normally you'd choose the From a Mac or PC option because, after all, you're connected to another Mac. But this leads straight down the path to Nowheresville.

Instead, after making the wired connection between the two Macs, you must throw the guest Mac into Target Disk Mode (restart that Mac and hold down the T key). Launch Migration Assistant on the host Mac and in the Select a Migration Method window I mentioned, select the From a Time Machine Backup or Other Disk option and click Continue. The guest Mac's hard drive will appear, labeled as a FireWire drive. Select it, click Continue, and you can then choose the data you want and proceed with the migration.

Or course you could forego this adapter altogether as Migration Assistant works over Wi-Fi and, with a Thunderbolt-to-Ethernet adapter, Ethernet connections as well.

Moving a Time Machine backup

Reader Clark Ross finds his past has overgrown his present. He writes:

I use Time Machine to back up my Mac but the hard drive I use for my backups has run out of space. I plan to purchase a larger hard drive, but how do I safely move my backup from the old one to the new drive?

Like so: When you have your new hard drive in hand there's a very good chance that you'll need to format it. (If this isn't a brand new drive and you have data on it, back up that data before you proceed.) To do that, tether your new drive to your Mac and launch Disk Utility (/Applications/Utilities). Select the drive and click the Partition tab. In that tab choose 1 Partition from the Partition Layout pop-up menu. Click the Options button, make sure GUID Partition Table is enabled, and click OK. The Format pop-up menu should read Mac OS Extended (Journaled). When you've done all that, click Apply to format the drive.

Once the drive has been formatted, move to the Finder, press Command-N to create a new Finder window, select the new drive under the Devices heading in the window's sidebar, and press Command-I. At the bottom of the resulting Info window be sure that the Ignore Ownership On This Volume option is *not* enabled. Close the Info window.

Launch System Preferences, select Time Machine, and switch Time Machine off. Return to the Finder and create a couple of new Finder windows. Within the first one select your old backup drive. In the second, select the new drive. Drag the Backups.backupdb folder on the old drive to the root level of new drive to copy it.

Once the folder has been copied, return to the Time Machine preference within System Preferences, click Select Disk, select your new hard drive as the destination for your Time Machine backups, click the Use Disk button, and switch Time Machine back on.

One Mac, two versions of OS X

Reader Will Dawes would like to have a foot in two worlds. He writes:

I have an iMac that's a couple of years old on which I run Mac OS X Snow Leopard. I've stuck with Snow Leopard because I need to run a couple of old PowerPC applications on it that don't work under Lion or Mountain Lion. But now I find myself in a position where I also need to run Mountain Lion for a job I'm working on. Is there a way to run each on a single Mac?

Yes, at least two ways. The first is to purchase an external hard drive, format it for your Mac, and install Mountain Lion on it. When you need to swap between operating systems, simply launch System Preferences, select the Startup Disk preference, and choose the disk that contains the operating system you need.

Of course, this requires that this Mac is compatible with Mountain Lion. Mountain Lion demands one of these Macs:

Digital Reading Room: Past, Present, and Future

By Jeff Merron, TechHive Nov 2, 2012

[*As tablets get more powerful, with more memory and sharper-looking screens, their apps are getting a makeover. Increasingly, mobile apps employ multimedia—combining words, pictures, audio, and video—in new and interesting ways. In our Digital Reading Room series, we'll look at some eye-catching multimedia apps and tell you which ones deserve a place on your mobile device.*]

Our latest look at new content-rich apps starts off in the past before taking a look at some mobile offerings that point to a bright future for how we tell stories.

Pyramids 3D
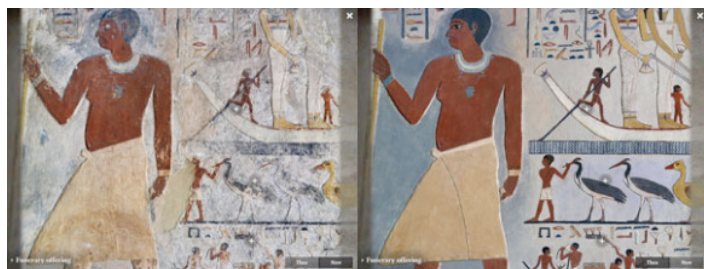
An ingenious feature of Pyramids 3D is the inclusion of renderings of how pyramids and tombs probably looked when they were new, contrasted in these side-by-side screenshots with how they look now. It's startling, almost like time travel.

It's tempting to devote two or three entire Digital Reading Room columns solely to the apps coming out of Touch Press. I've already reviewed their superb Barefoot World Atlas and am tempted to also download The Sonnets by William Shakespeare, The Waste Land, and March of the Dinosaurs.

Instead, let's look at Pyramids 3D—simply a stunning way to explore Egypt's Giza Plateau, home to a slew of pyramids (including The Great Pyramid and King Khafre's Pyramid), tombs, and The Sphinx. There are many different ways to view the dozen or so large structures, and even more ways to experience the details, including some cool fast zooms into the pyramids and tombs, 360-degree views at all times, detail views, then-and-now comparisons, and access to greater detail via pop-up explanations and a short book, which is a discreet element of the app.

What most surprised me was that prior to downloading and using the app for professional purposes, I had little interest in the pyramids, tombs, and Egypt's other ancient ruins. Pyramids 3D has turned me 180 degrees on the subject, and I'm ready for a crash course.

Where to Get It: $14; iOS App Store

The Verdict: Definitely download. Great for kids and adults.

Silent History

The Silent History is, for the most part, a straightforward narrative with a clean, easy-to-navigate interface. Although it includes some interactive elements, it is primarily an ebook.

In a recent profile of "The Silent History" creator Russell Quinn, *Wired* described the app as "part book, part multiplayer game, part Google map, and entirely revolutionary."

This is a misrepresentation of the app, in a big way. The Silent History is mostly a book that incorporates ideas that have been around since at least the 1980s, in the form of massively multiplayer online games and does use Google Maps. It's not revolutionary, and it's difficult to imagine that, because of constraints built into the role-playing element, more than a small fraction of the app's users will participate in the "game" element.

Which leaves us with an ebook—an outstanding serial about a mysterious disease that users learn about in chronological fashion, with testimonial-style entries contributed by parents, children, health care providers, teachers, public servants, and others. Each has a close and unique perspective on the ailment, which renders children speechless and, in the app's first installment (four weeks thus far, with five daily entries delivered each week) nearly catatonic.

The writing is superlative: It can't be easy to write from the perspective of so many different characters, and each entry adds some kind of clue to the mystery in a light-handed fashion. The iPhone and iPad are well-suited to the serial fashion of delivering a long tale, popularized in the mass media by Charles Dickens, as well.

(The interactive element, which allows app users to submit their own "field reports," seems dubious, at best, as it requires other app users to literally go to the exact spot of the field report (that's where Google Maps comes in) in order to read it. This may work well in big cities, but thus far, the closest testimonials to where I live are hundreds of miles away, and at best they are interesting but unessential to the story.)

In other words, the app is experimenting with evolutionary methods of storytelling, and may, in the future, be remembered for this. More likely, it will be recalled as an outstanding story well and simply told, which is meant to be high praise.

Where to Get It: Free to download ($2 per volume; $9 for all six volumes); iOS App Store

The Verdict: Definitely download.

The Magazine

The Magazine's reverse-chronological table of contents, combined with its clean look and excellent writing, make it a likely winner in the competitive Newsstand portion of the iOS app store.

A disclaimer upfront: A few *TechHive* editors have contributed to The Magazine, an iPhone and iPad app from Instapaper creator Marco Arment. Even if they hadn't, though, you should still pay attention to this appealing publication that manages to be different while also feeling familiar.

That familiar comes from borrowing Instapaper's uncluttered look. Articles include pop-up links (a terrific idea) but no images, and the formatting for each article is clean—and identical—by design. The Magazine is also delivered in an Instapaper-like fashion; instead of issues being discrete entities, the table of contents lists articles from all issues, in reverse chronological order. Because there have been only two issues and 11 articles thus far, it's unclear how this will be handled in the future, but it works for now.

In his introduction, Arment says he'll publish four articles every two weeks, a modest goal in terms of quantity but one that fits with the aim of focusing on quality writing. While each article is clearly informed by a writer who loves technology—the magazine is billed at "geeks like us"—the human element prevails in terms of both subject matter and tone. Hence The Magazine has already delivered pieces on subjects ranging from wet shaving to sports to a couple's experience with in vitro fertilization.

The Magazine is a bargain, in large part because it's a monthly charge, not a per issue one. That means, at the end of the year, you'll receive around 100 articles for just $24.

Where to Get It: Free; $2 per month; iOS App Store

The Verdict: For moderate-to-extreme techies, it's a definite buy.

http://www.techhive.com/article/2013416/digital-reading-room-past-present-and-future.html

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CORRECTION: The end of the article, "Apps to Prevent Texting (& Calls) While Driving" was cut off in the Dec/Jan newsletter. Here it is.

DriveScribe Monitors the driver's speed, and blocks text messages and calls while the car is in motion. The app also tells drivers to slow down if they're going too fast. It's up to the driver to tap "start trip" before driving, then "end trip" when reaching the destination. Access a report to see if the driver exceeded speed limits or ran any stop signs. Free.
http://mashable.com/2012/12/08/apps-texting-while-driving/

Q&A: Finding a Specific Font
By J.D. BIERSDORFER, Gadgetwise, Dec. 19, 2012

Q. Is there a way to find out the name of a certain typeface used in a logo on a Web page?

A. If you can download a sample of the logo or take a screen shot of the typeface on the page, you can upload it to a site that specializes in font identification. The MyFonts.com WhatTheFont page is once such site. If you have no luck there, try uploading the type sample and asking human experts in the forums at Typofile or The Font Shop. If you cannot upload a sample, working through the identification questions at Identifont might also lead you to the font you seek.

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iMac (Mid 2007 or newer)
MacBook (Late 2008 Aluminum, or Early 2009 or newer)
MacBook Pro (Mid/Late 2007 or newer)
MacBook Air (Late 2008 or newer)
Mac mini (Early 2009 or newer)
Mac Pro (Early 2008 or newer)
Xserve (Early 2009)

as well as OS X Snow Leopard version10.6.8 or OS X Lion alreadyinstalled, 2 GB or more of memory, and 8 GB or more of available space.

The other option is to run Mountain Lion in a virtual environment using a tool such as Parallels' $80 Parallels Desktop for Mac or VMware's $50 VMware Fusion 5. Each of these products can run Lion or Mountain Lion (and a host of other operating systems) in a virtual environment. Regrettably the Snow Leopard license doesn't allow that version of Mac OS X to be run in a virtual environment (though you can run Snow Leopard Server under virtualization). So if you have a new Mac that won't run Snow Leopard, you're largely out of luck.

I've used each one and like them both, but my judgment goes about as far as "Hey, it works!" Rob Griffiths recently compared the two products in his Review: Parallels Desktop 8 vs. VMware Fusion 5. Rob is wise and his words are worth reading.

[Macworld Senior Editor Christopher Breen is the author of "Secrets of the iPod and iTunes (6th edition)," and "The iPod and iTunes Pocket Guide (4th edition)" both from Peachpit Press and "Mac OS X 10.5 Leopard Essential Training (video)" from lynda.com Find Chris' books at www.amazon.com and www.peachpit.com. Get special user group pricing on Macworld Magazine! Subscribe today at http:// www.macworld.com/useroffer

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8