

# ATPM

17.08 / August 2011

Volume 17, Number 8



*About This Particular Macintosh: About the **personal** computing experience.™*

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# Welcome

by Robert Paul Leitao, [rleitao@atpm.com](mailto:rleitao@atpm.com)

Welcome to the August issue of *About This Particular Macintosh!* We're celebrating the long days of summer and the lazy hours spent reading electronic books and listening to digital music. It's a time of year we rediscover some of the more eclectic elements of our iTunes libraries. This is the music that doesn't make it to our primary playlists but has been purchased over the years as reminders of a bygone era or brings back memories of special times with friends and family.

In this month's *Welcome* we're taking a look at Apple and the state of the company's product economy through the song titles of the late Roger Miller, a popular artist of the 1960s with classic songs that continue to find airplay and storage space on the iPods of those who lived through the times.

## You Can't Roller Skate in a Buffalo Herd

If there's one lesson being learned by makers of smartphone products competing with the Apple iPhone, it's that there's no easy skating in the midst of a stampede. In the three-month period ending in late June, Apple sold 20.338 million iPhones, representing year-over-year unit sales growth of 142% and revenue growth for the product line of 150%. There isn't a single smartphone that will match the iPhone 4's success except the iPhone 5 that's expected to debut sometime in the next six weeks.

## Dang Me

This may have been a common expression among Wall Street analysts and researchers after Apple reported June quarter revenue of \$28.571 billion and earnings per share (eps) of \$7.79. Analysts had expected on average earnings of \$5.83 per share. The 33.62% upside surprise sparked revisions to analysts' estimates for Apple's next fiscal year beginning in late September. The new consensus estimate from the analysts suggests eps of \$32.05 next fiscal year. That consensus may be less than 10% higher than Apple's eventual eps outcome this fiscal year. The analysts have yet to factor [Apple's recent rates of growth](#) into their estimates. Consequently there should be no surprises when Apple delivers even more earnings surprises over the next five quarters.

## Do-Wacka-Do

Perhaps there's no better response to those who considered us crazy just a decade ago for purchasing Apple products. Long-time readers of ATPM may remember our coverage of Apple in the years immediately preceding the return of Steve Jobs. In late 1996, there was a joke the company that would be formed following the expected purchase of Apple by Sun Microsystems would be called Snapple. Ironically, it was Oracle that snapped up what was left of Sun Microsystems years after the so-called tech bubble went bust at the turn of the century. This fall marks the 10th anniversary of the release of the original iPod and the beginning of Apple's 21st Century renaissance.

## King of the Road

In the first six months of calendar year 2011, Apple sold more than 60 million iOS-based devices including iPhones, iPads, and the popular iPod touch. During those six months, Apple also sold more than 5.5 million Macintosh portable PCs. Apple is the world's largest mobile device maker measured by revenue. The company's portable products are the choice of millions of road warriors the world over. There's much more to come in product sales growth in the months ahead. Apple's newest iOS-based device, the iPad, remains in a nascent phase of the product's global market development, and only recently did supply of the Apple iPad 2 catch up with demand.

## Little Green Apples

What was started in a Silicon Valley suburban garage by two college drop-outs both named Steve has become a global enterprise that will reach \$115 billion in revenue in the company's current fiscal year. Apple now has over \$76 billion in cash and marketable securities on its balance sheet, an expanding global network of retail stores, and is among the most highly respected enterprises on the planet. Still, there are those who question the company's prospects for continuing success. For those naysayers we will close this month's *Welcome* with a few lines from one of Roger Miller's biggest hits:

*God didn't make little green apples, and it don't rain in Indianapolis in the summer time. And there's no such thing as Dr. Seuss or Disneyland and Mother Goose, no nursery rhymes.*

In late July, Apple set a new all-time high of \$404.50 per share, and at press time the company's market capitalization was at \$362 billion. We'll see you on the flip side of \$500 per share by next August. Roger Miller's music, including his legendary rendition of "Little Green Apples" is [available on iTunes](#). Send a gift card for a copy to all those who ever questioned why you chose to "Think Different" and purchased Apple products.

What songs have you purchased through iTunes just because the music makes you laugh or smile? Write to us at [editors@atpm.com](mailto:editors@atpm.com).

Our August issue includes:

### [Bloggable](#)

A monthly summary of Wes Meltzer's blogosphere news, originating from his Pinboard feed. This month: The King of the Jungle, iPhone From iCloud Nine, Elvis Never Sang a Song About Patent-Leather Shoes, and Other Devices You Overlooked.

### [MacMuser: Eaten by a Lion](#)

Mark Tennent muses the loss of Rosetta.

### [MacMuser: To See Is to Understand](#)

Examining the relationship between Apple and Samsung.

## **PEBKAC: Moving, and Moving On**

The Great Room Reshuffle of 2011 is underway in the Turner household, and Mac users have a new operating system to move to as well.

## **How To: Upgrade to Lion Painlessly**

Sylvester Roque shares his thoughts on eliminating (or at least minimizing) trouble when upgrading to Mac OS X 10.7.

## **Desktop Pictures: Cherokee and Whittier**

Julie Ritterskamp shares photos from Cherokee and Whittier, North Carolina.

## **Out at Five**

Matt Johnson's new series, *Out at Five*, looks at the workplace and its boundaries from all angles, revolving around many of the same characters from his former series, *Cortland*.

## **Review: Grandview 1.0**

David Ozab is pleased with this utility that encourages him to focus on his stream of consciousness in writing instead of the habit of constant editing while writing.

## **MacBook Air Travel Express**

If you're looking for a versatile sleeve case for your MacBook Air, WaterField Designs has your bag, baby.

## **Review: Pennant 1.1**

Eric Blair likes the idea of this app to feed his appetite for baseball information, but feels it falls short in some areas.

## **Review: TrailRunner 3.3.627**

Runner's high meets low marks.

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## PEBKAC: Lions, and Airs, and iPads, Oh My!

I'm feeling you on the old school stuff. My first CD Mac was a Performa 630 running System 7.5. My latest is a Mac Pro 2.66 running Snow Leopard. I am totally blown away by running 64-bit operations now, but I remember giving my son his first instruction on computers on that Performa.

—*Grover Watson*



Grover, our oldest has been on the iMac, playing some Web-based games and such, but for our youngest, nearly three, his first computing experiences have been all touch-based, on our family's iPhones. "When I was your age, we had to type in commands to get our computers to say 'Hi!' to us. We didn't have any of this fancy pointing and touching with our fingers. . ."

—*Christopher Turner*

## How To: Make the Most of TextEdit

Great article! I also use TextEdit to write fast, simple HTML pages.

—*Salvatore Quartararo*

Thank you. I read about that feature but have not had an opportunity to test it. TextEdit will also let you change the writing direction to right-to-left if needed.

—*Sylvester Roque*

## Taming the Two-headed Monster

I dragged the tools palette from my Mac laptop to my second monitor. Next time I opened Photoshop, I did it only in my laptop because my second monitor cannot be connected to the power until I get an extension cord. But the tools are in the external monitor.

How do I make the tool palette of Photoshop appear back in the laptop monitor without having to power up the secondary monitor?

—*Leyla Torres*

Layla—simple. The procedure may vary slightly depending on which version of Photoshop you're using, but in essence, you'll go to the Window menu and then Workspace. In that menu, you can choose a different workspace. You can try Reset Workspace for the last used layout, but I'm not sure if that will try to put palettes back on the second monitor. What you should do is save two custom workspaces that are set up how you like to work—one for single monitor and another for dual monitor. Then you can simply select between the two as needed.

—*Lee Bennett*

## **Apple Versus Dell**

The post and comments are about the last war. While everyone was busy heatedly arguing Macs vs. PCs, Steve Jobs stole the universe. Dell and Apple are indeed in different businesses. I love computers and I love mobile devices. Good luck to both and to their shareholders (especially Apple, whose shares are making my retirement possible).

—*Jeffrey Ramsay*

## **Axio Backpacks Reviews**

My appreciation. You write well, and you know how to review, test, and then articulate the aspects of a product users/readers will appreciate. Thoroughly enjoyed this review.

—*Imran*

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## The King of the Jungle

The way I figure it, a sizable chunk of this month's issue of ATPM is about the proverbial top dog, the king of the hill: Mac OS X Lion. I might as well at least give you some links to read about it, right?

If you haven't already installed it, I've got material for you. And if you have...well, maybe we've still got some material for you! Especially if you're trying to turn off "natural" scrolling.

Happy upgrading!

### [\*Siracusa's 50,000-Word Review of Lion\*](#)

Each time Apple releases a new major version of Mac OS X, John Siracusa reviews it. If you've read one of these reviews before, you know that they are absolute masterworks of total and complete summary, from top to bottom—and typically run to book length. If you're an *Ars* subscriber, you can actually get it *as* a book, in PDF or ePub format. I can't even try to summarize it in short-form length, so I will just tell you to read it, whether or not you've already upgraded. His reviews are worth the time you invest to read them.

### [\*Christopher Breen's First-5-Minutes Guide to Lion\*](#)

Writing in *Macworld*, Christopher Breen offers his guide to what to do within the first 5 minutes of installing Mac OS X Lion. A few highlights: run Software Update, turn off natural scrolling, and adjust the sidebar. I found it to be a useful guide of things that you forget you have to change in the year to year and a half between OS upgrades, and a reminder of a few new Lion features. (The scrolling is the controversial one; more on that later in the column.)

### [\*Why Lion's "Natural Scrolling" Is So Frustrating to Users\*](#)

There's been much said about the new "natural scrolling" that Apple introduced in Mac OS X Lion. I've already switched it off, after less than a week, because between work and home I juggle three Macs and a PC, and only one of has been upgraded to Mac OS X 10.7. Ellis Hamburger of *Business Insider* tried an experiment: he leaned back the display on his laptop until it was almost level with the keyboard. At that point, he said, the natural scrolling felt more appropriate—it's when it's divorced from operating in the same plane that it doesn't make overriding sense (vs. the convention we're used to) anymore.

### [\*Kirk McElhearn on How to Make Lion More Like Snow Leopard\*](#)

A leopard may not be able to change its spots, but a lion? That's the premise of Kirk McElhearn's guide to making your Mac post-Lion upgrade act more like it did with Snow Leopard. In addition to the aforementioned "natural scrolling," it's got useful tips on

unhiding your Library folder, getting back the Finder's status bar, and to switch Mail to its classic two-column layout. (Me, I'm thrilled Apple finally added a built-in wide-screen layout to Mail.) If you want some of the Lion improvements under the hood without the user interface tinkering, this is a good place to start.

### ***Microsoft Promises Support for Lion's Auto Save and Versions in Office 2011***

Two of Lion's biggest selling points, Auto Save and Versions, are not (yet) supported by the one piece of software that would most benefit from it: Microsoft Word. On the Office for Mac blog, Microsoft promises support for those in an update it will release—but the waiting time for this will be “months.” Meanwhile, Microsoft also remind us that you can't use Office 2004 with Lion, because Office 2004 was running in Rosetta on Intel-based Macs. (That explains a lot about its performance on my work Mac, relative to all the other software I have on it.)

## **iPhone From iCloud Nine**

### ***Andy Ihnatko's "Theology of iCloud"***

One of the most difficult-to-understand concepts going around right now is “the cloud”—and why an ordinary user should care about it. Andy Ihnatko takes a stab, by using Apple's, Google's, and Amazon's offerings as a window into how the respective companies view the future of computing. He points out, for instance, that Apple and Google hold diametrically opposed beliefs about whether the future is in compiled software or Web-based software, with Amazon holding a kind of third way. It's an interesting view: to Google, the cloud is the great front-end in the sky; and to Apple, the cloud is a connector between services that makes software update seamlessly.

### ***37signals' Lively Debate About Apps***

Jason Fried and David Heinemeier Hansson of 37signals had a lively debate about what the app-store ecosystem means for various mobile platforms. It's a solid discussion: Hansson argues that Apple nailed the 10 core apps, from Safari to Mail, and that's all he needs on his iPhone (plus Bloomberg and Echofon). He's arguing against the prevailing wisdom that an ecosystem is critical for a mobile OS to succeed. Meanwhile, Fried takes issue with the argument, saying that people buy a phone in part because of the possibility of the 200,000-odd apps on the App Store. Sure, each one individually doesn't matter, Fried says, but they add up to the totality of the platform—it's more than just the apps *you* use.

### ***Horace Dediu on Radically Underestimating iPhone Sales***

Our favorite analyst here at Bloggable HQ, Horace Dediu, explains in great detail how his predictions for Apple's third-quarter financial results were pretty much spot-on—except iPhone sales. He expected that, because of seasonal shifts in production and the fact that Apple sells so many devices during the holiday season, the only thing holding down demand would be availability. And that his prediction was, therefore, that Apple's year-over-year growth in iPhone sales would moderate, although they would still sell more this year than last. Because Apple did not announce a new iPhone in June and slow down production of the old model in advance, as they have each year before, they actually sold *more* iPhones than he was expecting. A lot more. Huh.

## **[Apple Says the App Store Has Sold More Than 15 Billion Apps](#)**

Apple released a press statement on July 7 announcing to the world that they had sold over 15 billion apps. That's a pretty impressive number, but here's what's under the headline: 200 million iPhones, iPads, and iPod touches; 425,000 apps and 100,000 iPad-native apps; and 90 countries. It's always hard to play the how-much-money-is-that-worth game, but if even just 10% were paid for 99¢ and every last one of the rest were free, it would still equal more than a billion dollars in commerce. Impressive.

## **Elvis Never Sang a Song About Patent-Leather Shoes**

### **[Patent-Infringement Suit Updates: Kodak vs. Apple](#)**

Lots of patent-lawsuit updates! The ITC has upheld a judge's ruling that threw out Kodak's patent-infringement case against Apple, according to *Barron's*. (Some portion of the case has been sent back to the administrative-law judge.) The case is a little more confusing than it sounds, because Kodak released a statement saying that this is a favorable ruling to them, but hey. One patent-infringement suit down, several hundred million left to go.

### **[Patent Trolls, Infringement, and the Lifecycle of an Independent Developer](#)**

Craig Hockenberry, independent developer extraordinaire, takes a survey of the way that software's distribution channel has shifted. For a time, that favored the independent developer (nimble, agile, low-cost) over the megacorporation; but the pendulum seems to be swinging back that way, with the renewed attention that patent holders, both legitimate and trolling, are paying to mobile apps. As Hockenberry points out, the dilemma for app developers is that "it's entirely possible that all the revenue for a product can be eaten up by legal fees." Ouch. His battle cry for patent reform, and a good one, is that the benefits of software development should really not accrue to lawyers: "Losing that kind of talent and innovation to a legal system is the real crime."

### **[Android Is in Serious Trouble After ITC Ruling, Florian Mueller Says](#)**

I hate to feed patent trolls, but Florian Mueller has an excellent analysis of why he thinks Android is in serious trouble after an ITC ruling that device maker HTC was infringing on two of Apple's patents. Now, this is just what's known as an "initial determination," and Apple had originally complained about violation on ten patents, so eight have been thrown out—but Mueller says this is a problem because the two that are remaining are "extremely important" and "appear to be at the core of Android and infringed by all Android devices." To be specific, the two patents cover: "system and method for performing an action on a structure in computer-generated data"; and "real-time signal processing system for serially transmitted data." Mueller's analysis is that this is a big problem for HTC and for Android in general; Apple may not necessarily have a reason to grant a license to HTC or other device makers.

## **This Month in Other Devices You Overlooked**

### **[Jason Snell on the TouchPad: Good Hardware, Unfinished Experience](#)**

In *Macworld*, Jason Snell reviews the HP TouchPad. This is the device I really wanted, when it was announced, but it needed to come out about 9 months ago for me to buy one. (Which

it did not.) He really liked the hardware, and he points out the theoretical advantage that HP has over most of its competitors: like Apple, it controls both the hardware and the OS, because it owns Palm's WebOS. It sounds like a wonderful device, just incomplete. Snell was particularly impressed by HP's strategy for promoting apps, what he calls an "airline magazine entirely about WebOS apps," and it sounds like a great idea. Remember that iOS had warts when it was first released, and WebOS has a big advantage over Google's Android: a guiding hand. I think the sky's the limit for WebOS, if it can gain some traction.

### **Josh Topolsky Reviews the HP TouchPad**

At *This is my next...*, Josh Topolsky continues our month of reviews of the HP TouchPad. He, too, was impressed by the hardware, although he points out that it felt a little "cheap" in comparison to Apple's glass-and-metal ethos. Battery life was very good, the CPU is fast, and the device as a whole is a solid one. But he really hones in on the software: WebOS has graduated from phone-sized to tablet-sized, and unlike Android's growing pains, he finds the tradition to be a graceful one. I was impressed with the screenshots showing overlay "panels," which is a really neat touch to have native to the OS, and with the integration of Skype calling into the WebOS. On the other hand, there was some spit and polish needed, the usual bugs to work out. He was even surprised that Flash support wasn't bad (although not every reviewer I read felt that way).

### **Pogue on the TouchPad: Beautiful but a Little Too Late**

Continuing with our theme of TouchPad reviews, David Pogue got his hands on one, too. He said that it was a beautiful tablet—and one that sounds suspiciously like an iPad—but that it's a little late to the game and doesn't feel like it was ready for release. After all, he points out that it has a very fast CPU under the hood, but screen rotation takes several seconds to notice, and apps take a long time to launch or have lagging performance. Considering how long it took HP to get this device done, some of the touches are really nice (the WebOS Synergy feature groups information from your online accounts together; there are multiple settings for key size on the onscreen keyboard) but it's just not ready for primetime, even at this late date.

### **What Android Tablet Makers Need to Do to Sell**

Matt Burns, writing at *TechCrunch*, argues that what's holding back Android tablets isn't the superiority of the iPad or iOS; it's marketing. Everyone's heard of the iPad. The Apple commercials that tout it don't make a grand philosophical gesture, they just show the device in use. (Although I think he's misunderstanding how effective the "1984" ad is, even 26 years later.) He's right that a lot of this is marketing. If you go to a store, he points out, it's hard to find an Android tablet. Apple pays extra for prime placement in retail outlets; for TV, newspaper, and magazine ads; and they operate their own stores. Burns says that the onus is on the device manufacturers, not Android, to step up the marketing already.

## **Odds and Ends**

### **A Debate on Spotify vs. iTunes**

Maxwell Wessel and James Allworth, writing in the *Harvard Business Review*, strike up another lively debate, this time about the future of iTunes with Spotify expanding to the US.

Wessel argues that subscription-based streaming music is going to beat out a purchasing-based model like iTunes, because it's more flexible and less expensive. Allworth takes the contrary position—but I think he makes a better argument, by staying away from business school hypotheticals. He contrasts Spotify with Netflix: when you subscribe to Netflix, you don't watch the same movie ten, twenty, a hundred times. You're renting the movie, a model we're very familiar with. With Spotify, if you drop after a year, you've spent \$120 on music that vanishes when your subscription expires—and we know empirically that people listen to songs many times. (I have the same issue with Safari Bookshelf, which I recently dropped.)

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## Eaten by a Lion

This weekend, I had to say goodbye to some very old friends who have been my best buddies for many years. It wasn't my fault, really. It's just that, for me, Lion went [GM](#).

I've been Mac OS X Lioned-up since around about March or maybe earlier, but having slashed open an artery to sign in blood I wasn't able to say anything about Lion. I had to mention Mac OS 10.7 in only the vaguest terms in case the Infinity Loop Patrol noticed, clicker-click their sawn-offs ready to blast me to smithereens in a dark alleyway.

When my Mac rebooted in the trusty, old Mac OS Snow Leopard 10.6 partition, to convert it to the new OS, I ran back to Lion with relief. I hated Lion at first, then I bought a trackpad, found alternatives to applications, and now think it's the best OS since...err...the change between Mac OS 9 and Mac OS X. Yes, it's that good.

However, we have lost a load of friends in this last switch. With a bit of brilliant forward thinking, I have a sparse disk image of my entire Snow Leopard disk start-up, complete with Applications and Users folders. Belt and braces just in case, eh?

I managed to get an Iomega external 2 TB hard drive, which had been designed to sit under a Mac mini server until Apple redesigned the Mini's case. As a hint, it means there are some superb FireWire 800/400/USB 2 drives waiting for someone to find them on the Web. I love the way the drive spins up with an ooh-wup sound, and it sits neatly on top of a Mac Pro, matching aluminium casing and looking exactly unlike any other desktop drive I have ever seen. "Mac-top" would be a better description.

The loss of old friends is a heavy burden. Gone are FreeHand, Adobe Suites CS 2 and 3, Switch, VisualHub, Turbo.264, can Call of Duty UO MP (ooh). In fact, there are so many that I can't bear the loss without shedding a tear or two. We have many workarounds, such as using Apple's free Image Capture to get scans into Photoshop. And Pages or Sun Office has replaced Word, and Handbrake steps up for VisualHub or Turbo.264.

It could be time to investigate virtual OSes to run the old PowerPC applications, but how far back does one go? After all, Steam does exactly the same with its Mac OS games. We miss Vette and good old StarTrek, AfterDark, Streamline, and Talking Moose, but those are things the kids nowadays think are films on DVD rather than CRT or LCD.

One thing's for sure: my partner (still PowerPC-based) and I are heartily sick of the interface Adobe slaps on its applications. We have been using them for more than 20 years and still think they are the dog's vomit. If Mac OS X Lion forces us to find new vector graphic and pixel editors, it's not a bad thing. As my partner said, "Adobe's interfaces rival the worst



Microsoft has designed,” which means the absolutely daft Ribbon of its latest Office. Why break a paradigm without offering something better?

Which was my first thought about Lion—until I let it get its teeth into me.

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## To See Is to Understand

I had the opportunity to see the new Samsung phones and tablets recently. Not the ones on sale, but prototypes of the devices that will be on sale soon.

They are all very nice gadgets, the phone especially, with its superb screen and camera, although the phone's back flexes alarmingly because it is made of plastic. Apparently this is to protect the phone if it is dropped, as I am sure we have all done to our phones. My concern was more about how it will react to living in the average bloke's hip pocket. Sitting down and pressing the phone's back into a bunch of keys seemed as though it would crack the case with ease.

Samsung will be selling a revised tablet, more along the lines I suggested when Apple's first iPad came out. It has a smaller screen size than an iPad but is far thinner than Samsung's existing tablets, and with the screen centred in the frame. The gadget was out of juice when I saw it, so all I could do was touch and feel it. At nearly pocket-sized, it might suit handbag-toting commuters, but I think most will go for the new Samsung iPad-alike.

This is a very lust-worthy piece of kit with a fast operating system and user interface, if a little less slick than iOS. Being prototypes, no prices were mentioned, but if they get their costings a lot lower than Apple's iPad 2, Samsung will be onto a winner. The Windows and non-Apple fanbois are, if anything, more rabid than Apple's followers, and will lap up the new iPadalikes when they are on sale.

This is all assuming Apple lets Samsung get away with it. As far as I could see, the new Samsung is identical to Apple's iPad, even down to the location and appearance of the buttons. To see it is to understand why Apple has had such a huge row with Samsung. Until recently, their relationship was worth over \$5 billion to Samsung to make parts for Apple's iOS mobile devices. In April, Apple accused Samsung of "slavishly" copying the iPad and iPhone. I can see what they are getting at.

It might make sense for Apple to find new suppliers because Samsung is competing with Apple, making its own phones and pads running Android. Having your major competitor's designs in your own factories makes it easy to guess the direction Apple is heading, as well as knowing how much Apple will probably sell them at.

Equally, Apple's business is enormous, worth tens of billions each year to Samsung and all the other manufacturers. It will take months for a Samsung replacement to gear up, even if the contracts in place will let Apple move. We can assume they will still be partners in the months to come, just as Mark Webber and Sebastian Vettel are at Red Bull Racing.

They've only knocked each other off the circuit once, or is it twice, or maybe three times now?

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## Moving, and Moving On

The past few weeks in our home have encapsulated the Great Room Reshuffle of 2011. My wife and I are in the process of adopting our third child (Boy2 is also adopted), and this is requiring some shuffling of resources. Our guest room will be no more so each boy may have his own room. New bedroom furniture has been ordered and will be in place by the time, you, dear reader, are seeing these words.

Boy1 is remaining in the same room he's been in since we got the original furniture, which is now in Boy2's room. Boy1 is getting the aforementioned new furniture, including a desk, useful for doing homework and LEGO building. The new full bed ensures Boy2 or Boy3 can bunk with him when my parents come for a visit. (See above: guest room going away.) Boy3 will, at some point in the future, once we actually *have* Boy3, get new furniture, but for now his room remains semi-complete.

So now we're at the third paragraph, you know way more about my home life than you ever wanted to, and you're wondering what the heck this has to do with Macs, aren't you?

Mac OS X Lion was released a couple of weeks ago, and for a subset of users, shuffling installations was a concern. Just as we're rearranging rooms, some found themselves moving to a [clean drive partition](#) to put the new operating system on. Most simply did an update install, which shuffles off the old Snow Leopard bits and moves the new Lion furniture into the former's place.

As of this writing, I've only installed Lion on one of our four Macs, my 11-inch MacBook Air. As more than one commentator has stated, Lion and the Air seem like a match made in heaven. Or Cupertino, as the case may be. I utilized the method most who upgraded to Lion have, the update-in-place. Snow Leopard is packed up, moved off the drive, and Lion is moved in and unpacked, everything put in its place.

It was time-consuming, but otherwise uneventful, much like the Great Room Reshuffle, which saw lots of sweating and grunting by yours truly as dressers and chests and beds were carried and slid about (yay for carpeting!), but no dented furniture, busted walls, or broken bones. Likewise, my moving on to Lion has only seen one hiccup, and that was the need for Java for Mac OS X 10.7 to be installed afterward so that [CrashPlan](#) would work properly. Just a little sweating over my off-site, online backup, but no grunting this time.

Seasoned Mac veterans may take their time upgrading to Lion, and [users of Quicken](#) will most especially want to wait. (Though honestly, given Intuit's lack of motivation thus far to update Quicken's code, Quicken users may be better off looking for [alternatives](#)

from committed developers.) Like many long-time Mac users, I'm not sure I'll use the new Launchpad or Mission Control features, but I'm otherwise enjoying the many subtle changes Apple has made to Mac OS X's face. And as with previous Mac OS X updates on previous Macs, this latest operating system just *feels* faster on the same hardware.

Just as I'm glad we're doing the Great Room Reshuffle of 2011, I'm happy so far with the Great Lion Upgrade of 2011. If you've been on the fence, and don't have any application-compatibility issues, I encourage you to make the move to Mac OS X Lion. It's the best Mac OS yet.

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# How To

by Sylvester Roque, [sroque@atpm.com](mailto:sroque@atpm.com)

## Upgrade to Lion Painlessly

I've done countless system software updates for myself, my wife, and the few brave friends who would let me touch their Macs. Most of these have gone quite well with few problems. Often, by the time I could afford to upgrade, someone else had already identified the bugs. Sometimes I didn't even bother to back up my data first: who wants to initialize that many floppy disks?

With Lion set to be released the same day as our ATPM submission deadline, and users everywhere clamoring to upgrade, I thought we should take this month to look at some of the factors which might affect your decision to upgrade. We'll focus on Lion since it's the latest thing out there for Mac users, but the questions can be applied to any OS upgrade. We'll also look at some specific steps that need to be taken for a painless transition to Lion.

### Questions to Ask Before You Decide to Upgrade

Despite what marketing says, not everyone needs to upgrade every time a new OS is released. I believe that the first question to ask yourself about OS upgrades is always, "Are the new features interesting/compelling enough for me to upgrade?" If the answer is "no," the rest of the process suddenly becomes irrelevant. How many of the [more than 250 new features in Lion](#) are important to you? If that wasn't enough for you, here are some [hidden features](#), which look promising.

### I Want to Run the New OS, But Can I?

This is a question of whether your hardware is powerful enough to handle the new features. If your Mac is relatively recent it probably meets [Lion's minimum hardware requirements](#). If you aren't sure of your Mac's speed and memory, go to the Apple menu and choose "About This Mac." The processor type, speed, and amount of installed memory will be listed there. Compare your processor to the list of supported processors carefully: Macs with the Core 2 Duo processor are supported (assuming all the other requirements are met), but the Core Duo processor is not supported.

I will inject one note from personal experience here: Apple's minimum system requirements for the recent OS releases have been fairly accurate. If they tell you an OS will run on 2 GB of memory it usually will. How much more memory you will need to run *effectively* depends upon such factors as how memory intensive your usual tasks are and how many applications you have open at one time. The current "sweet spot" for most general tasks seems to be about 4 GB of memory.

You may have noticed that, other than the minimum 7 GB of hard drive space, Apple doesn't mention either additional hard drive space or minimum graphics card requirements.

It seems that if your current graphics and hard drive are good enough for Snow Leopard they should be sufficient for Lion.

If you looked at the system requirements referenced earlier, you may have noticed that upgrading to Lion requires that your Mac OS first be updated to at least Mac OS X 10.6.6. This is because Apple distributes Lion as a download from the Mac App store, which requires the “App Store” application introduced with 10.6.6. Don’t get confused and go to the iTunes App Store. You won’t find it there.

## How Do I Know If I Should Upgrade?

If you’ve read this far, you’ve probably decided you *want* to run Lion and that your hardware *can* handle the upgrade. Those were pretty straightforward questions. The question of whether you *should* upgrade your OS now or wait a while is a bit more difficult to answer. Every situation is a bit different, but there are some questions that everyone needs to think about before making the final decision.

When friends ask me if they should upgrade, I try to figure out whether they like troubleshooting computer problems. If not, it might be best for them to wait a few weeks and see what bugs are reported. No initial OS release is entirely bug-free, because no company can possibly test every combination of hardware, software, and peripherals available. If troubleshooting these kinds of issues makes you want to revert to using a typewriter, let others find and report the bugs.

Once you know your hardware can support an upgrade, don’t forget to ask the follow-up question: “Does my existing third-party software work with the new OS?” Lion’s \$30 price tag is a bargain. If you bought a new or refurbished Mac after June 6, 2011, purchasing Lion may cost you [less than the stated price](#). It’s not such a bargain, though, if you have to update too much software. Each time there is a significant change in the OS, there is always some software that will need to be updated and some software that will need to be replaced because the developer has no plans to upgrade the program.

You could find out whether your software is compatible with Lion by doing the upgrade and then trying each program in turn to see which ones break. That would take a colossal amount of time. I think I have a better solution. Before you even purchase the Lion upgrade, look at the software on your computer and decide which applications you consider critical. This could be programs that you need for work or simply programs that you use frequently and would not want to be without. The rest of the programs can be divided into the “nice to have but not vital” category. Software in this group would be missed, but you could do without it until you can afford to upgrade or replace it. The rest of your software will likely be in the “Why do I still have that installed?” category.

Now that you have your list of “must have” software, check out this [App Compatibility Table](#). The applications in this table are divided into four groups: applications that work, those that work but have some problems, those that don’t work, and those not yet tested. You will also find links to the developer’s Web site, whether the application is available in the

Mac App Store, and in some cases more detail about what exactly does not work. If you can't find your favorite program there try [this list](#).

While we are on the topic of incompatible software, I must mention that Lion *does not* support Rosetta: the translation software licensed by Apple which allowed Intel-based Macs to run applications which would normally require the older PowerPC processors. If you're interested in the history of Rosetta you can find more information [here](#) and an overview [here](#). It's sufficient for our purposes to know that applications which need this feature will no longer work once you upgrade to Lion.

How do you know if you are still running programs which require this feature? Macs have useful tidbits of information everywhere and lots of tools for gathering that information. We're going to use System Profiler to help locate software that requires Rosetta to run properly. From the Apple menu, choose "About This Mac." When the basic information appears, choose "More Information." This launches System Profiler, which can also be launched by locating it in the Utilities folder.

When the program appears, you are presented with a wealth of information about your system. Find Applications on the left and click there. After a few seconds of thought, your Mac presents a table with information about all of the installed applications. The column headings are pretty self-explanatory, and clicking a column heading will organize the table according to that column. We are interested in the Kind column, which reports applications as Intel, Universal, or PowerPC. The programs marked as PowerPC need Rosetta; the others do not. Programs marked Classic will also not work, since they require the Classic environment for Mac OS 9 that was included in older versions of Mac OS X.

There isn't a good search function that I can find in System Profiler, but you can save the list as a text file and search the list from there. You can find the same information about other areas of software including components, extensions, and frameworks. Give them a quick check in case one of your favorite Intel applications left some PowerPC code there.

## Finally the Upgrade

If you've read this far, I assume that you are committed to upgrading to Lion at some time in the near future. At this point that requires a multi-gigabyte download, but a [thumb drive version](#) is scheduled to arrive soon. In either case, there are some steps that you can take to increase the chances of a successful upgrade.

The first step should be to check the health of the drive that will contain Lion. Make sure to verify the disk and do any repairs that Disk Utility recommends. Unless I am having issues, I don't bother repairing permissions, but it doesn't really hurt anything. If you don't remember how to do this, check [here](#).

If you aren't already doing so, back up your data. I don't anticipate a problem there, but why risk it? While you are backing things up, make sure your Snow Leopard installation is up-to-date and back that up as well. Whether you use a bootable clone of your hard drive or a Time Machine backup, the important thing is that you understand how to restore from



it in the event of a problem. I know this takes some time and disk space, but it also gives you a means of reverting to Snow Leopard if you don't like Lion.

If your Snow Leopard installation is functioning well, you may choose to download Lion and begin installation. If you are having problems with Snow Leopard and would like to do the equivalent of a "clean install," you'll need to boot from your Snow Leopard disc, erase the hard drive, and install and update it before downloading Lion.

All that's left now is to log in to your Mac App Store account and download Lion. The download weighs in at just under 3.5 GB, so it may take a while depending upon demand and the speed of your connection. When the download is complete you will be prompted to begin the installation. If you want to save the Lion installer to create a bootable disc follow [these instructions](#) beginning with step 2. You must save the image file *before* the actual installation is started. The installer deletes this file when the installation is complete.

## Final Thoughts

I have only played with Lion a little bit since its release, and since I did a clean install on my MacBook Pro I have not installed most of my applications yet. I can tell you from my Mac Pro installation, which I did as an update, that Lion shows me the PowerPC apps that won't run by marking them with the circle with a slash through it used to indicate "no" on most signs. It also shows me a warning message about not being able to run that program. I'll have more about Lion next month, including whether someone has found a way to use Rosetta effectively.

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# Desktop Pictures

Julie Ritterskamp

## Cherokee and Whittier, North Carolina

We need new desktop pictures each month. [Write](#) to us!

### This Month's Desktop Pictures

Julie Ritterskamp took these photos in Cherokee and Whittier, North Carolina. Mingo Falls is about four miles north of Cherokee. The climb is 0.4 miles, very steep at first, but worth it. The rhododendrons on the path are good stopping points. The ducks are in a river near the Cherokee reservation. The mountain views are from a B&B in Whittier.



[View Pictures](#)

### Contributing Your Own Desktop Pictures

If you have a picture, whether a small series or just one fabulous or funny shot, please send it to [editor@atpm.com](mailto:editor@atpm.com) and we'll consider publishing it in next month's issue.

### Previous Months' Desktop Pictures

Pictures from previous months are listed in the desktop pictures [archives](#).

### Downloading All the Pictures at Once

Some browsers can download an entire set of desktop pictures at once.

**Safari** Create a workflow in Automator with these three actions:

1. Get Current Webpage from Safari.
2. Get Image URLs from Webpage. Get URLs of images linked from these webpages.
3. Download URLs.

**iCab** Use the Download command to “Download all linked files in same folder” and configure the limits to download only the linked images.

**OmniWeb** Choose “Save Linked ▸ Images...” from the File menu.

## Placing Desktop Pictures

### **Mac OS X 10.3.x Through 10.6.x**

Choose “System Preferences...” from the Apple menu, click the “Desktop & Screen Saver” button, then choose the Desktop tab. In the left-side menu, select the desktop pictures folder you want to use.

You can also use the pictures with Mac OS X’s built-in screen saver. Select the Screen Saver tab which is also in the “Desktop & Screen Saver” System Preferences pane. If you put the ATPM pictures in your Pictures folder, click on the Pictures Folder in the list of screen savers. Otherwise, click Choose Folder to tell the screen saver which pictures to use.

### **Mac OS X 10.1.x and 10.2.x**

Choose “System Preferences...” from the Apple menu and click the Desktop button. With the pop-up menu, select the desktop pictures folder you want to use.

You can also use the pictures with Mac OS X’s built-in screen saver. Choose “System Preferences...” from the Apple menu. Click the Screen Saver (10.1.x) or Screen Effects (10.2.x) button. Then click on Custom Slide Show in the list of screen savers. If you put the ATPM pictures in your Pictures folder, you’re all set. Otherwise, click Configure to tell the screen saver which pictures to use.

### **Mac OS X 10.0.x**

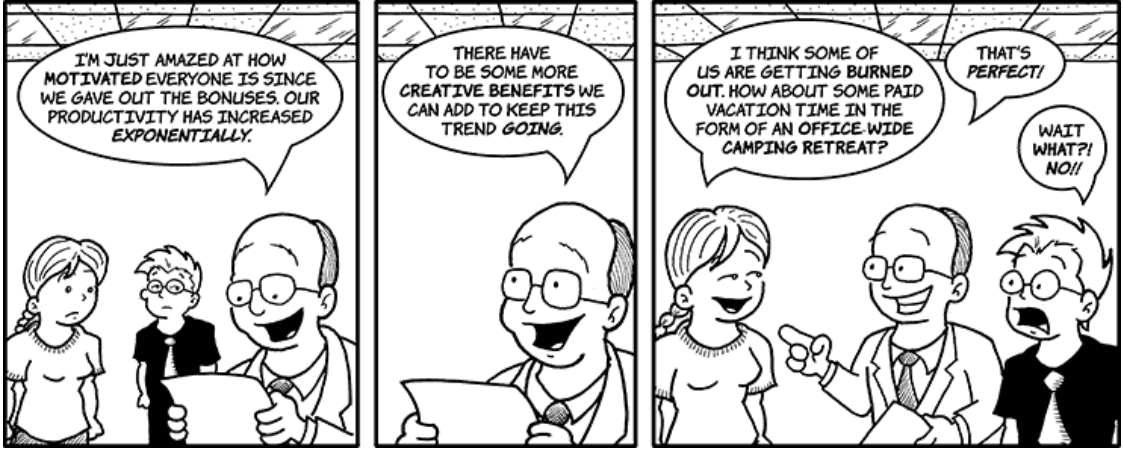
Switch to the Finder. Choose “Preferences...” from the “Finder” menu. Click on the “Select Picture...” button on the right. In the Open Panel, select the desktop picture you want to use. The panel defaults to your ~/Library/Desktop Pictures folder. Close the “Finder Preferences” window when you are done.



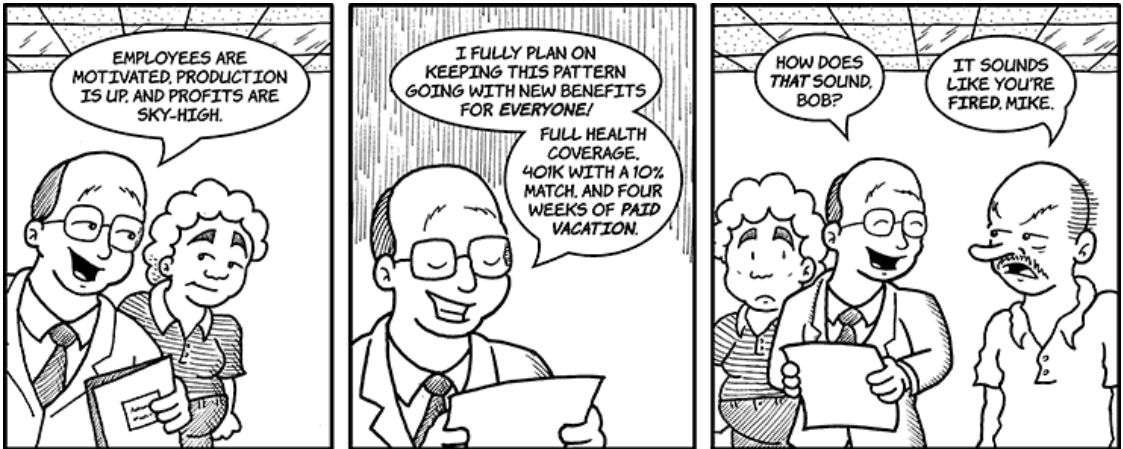
# Out at Five

by Matt Johnson, [mjohnson@atpm.com](mailto:mjohnson@atpm.com)

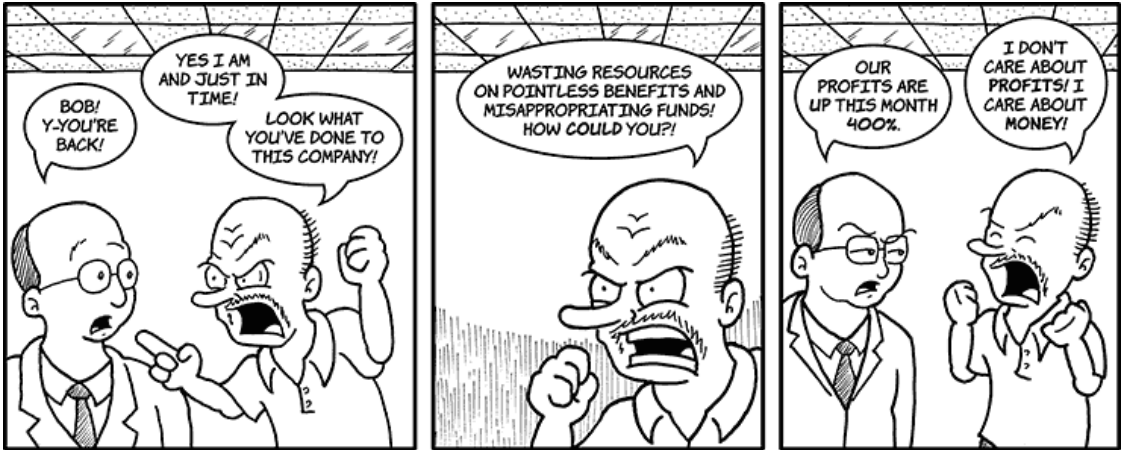
## Creative Benefits



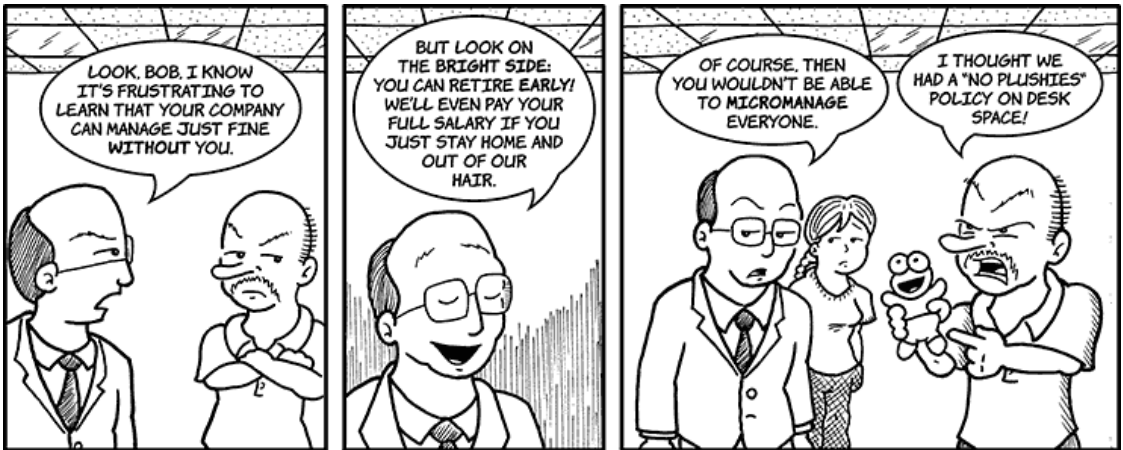
## What's Next?



## Taking Control



## Micromanaging



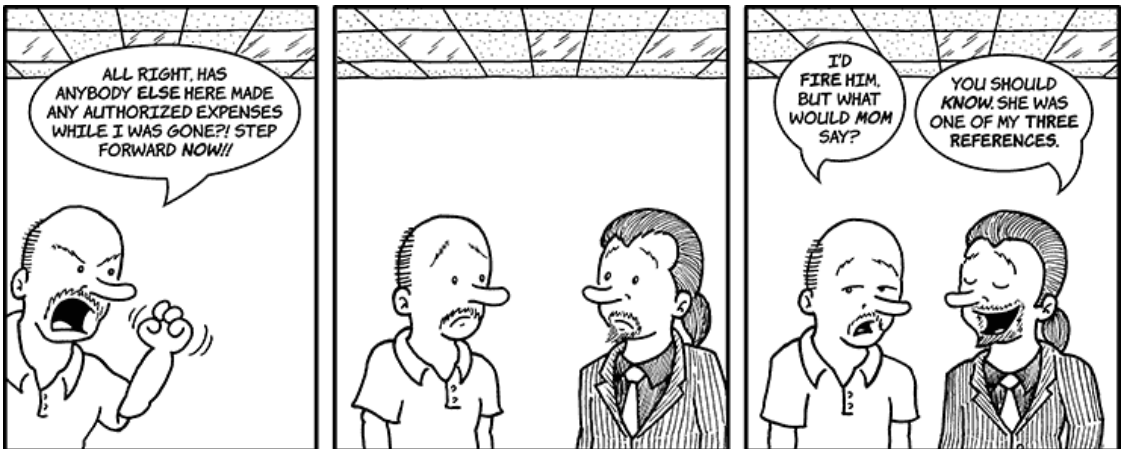
## Mike's Farewell



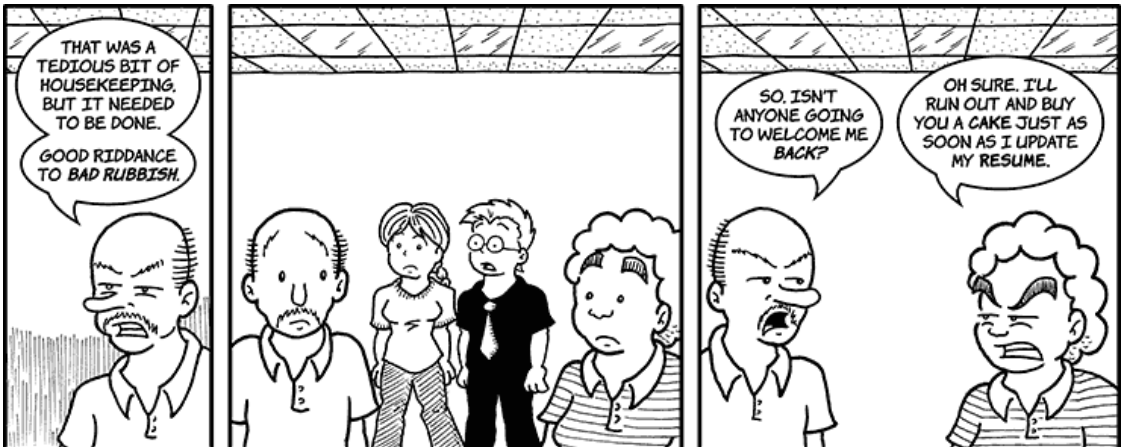
## Turning the Corner



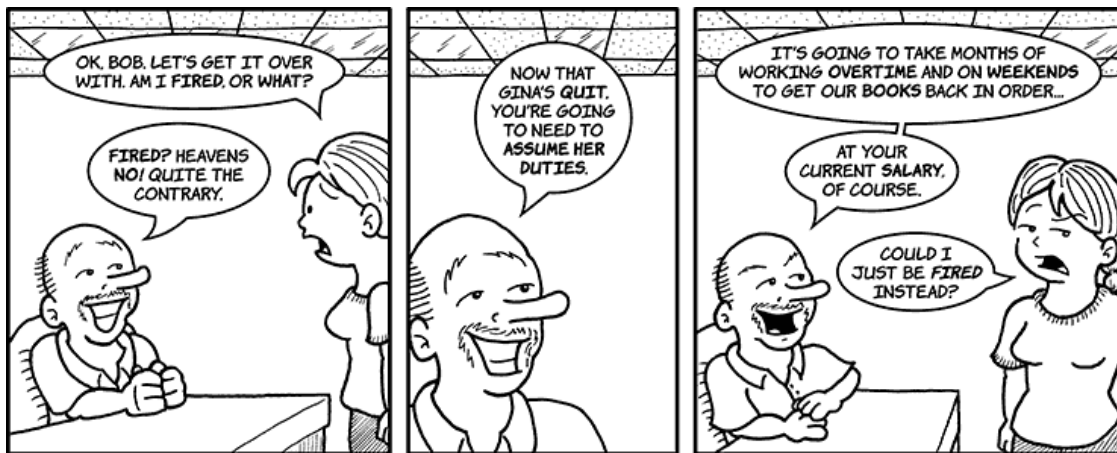
## Who's Responsible



## Welcome Back



# Leaner and Meaner



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# Software Review

by David Ozab, <http://fatherhoodetc.wordpress.com>

## Grandview 1.0

**Function:** Distraction-free writing environment.

**Developer:** [Dark Heartfelt](#)

**Price:** \$4

**Requirements:** Mac OS X 10.6.6

**Trial:** None

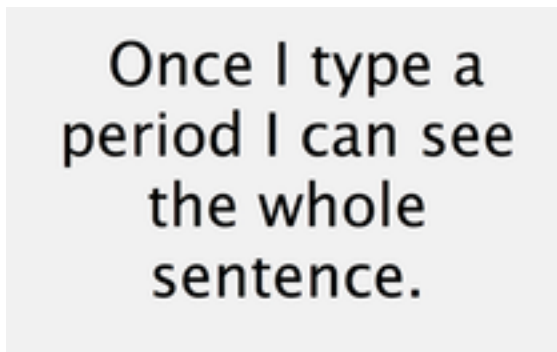


The best way to learn a software application is to use it, so that is what I am doing right now: I am writing this review of Grandview in Grandview.



A Good Place to Start

As I type, the letters appear one at a time spelling out each word individually, then when I press the spacebar the screen clears for the next word. Only when I enter a period do I get to see the whole sentence.

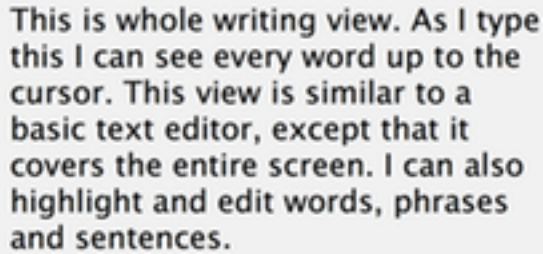


A Complete Sentence



So what is my first impression of Grandview? It is an excellent environment for free writing. I see each word only as I type it, which stops me from constantly going back and editing (“must...not...edit”). The result is about as close to stream of consciousness writing as I have ever experienced in a software environment.

So how does Grandview work? It runs in the background, activated at any time through a keyboard shortcut (default: Command-Option-5), letting me toggle in and out of Grandview’s environment with a single keystroke. If I want to see more text as I type, I can switch to “Whole Writing View” with a second keystroke. (default: Command=). This keystroke transforms the Grandview environment into a full-screen text editor.



**This is whole writing view. As I type this I can see every word up to the cursor. This view is similar to a basic text editor, except that it covers the entire screen. I can also highlight and edit words, phrases and sentences.**

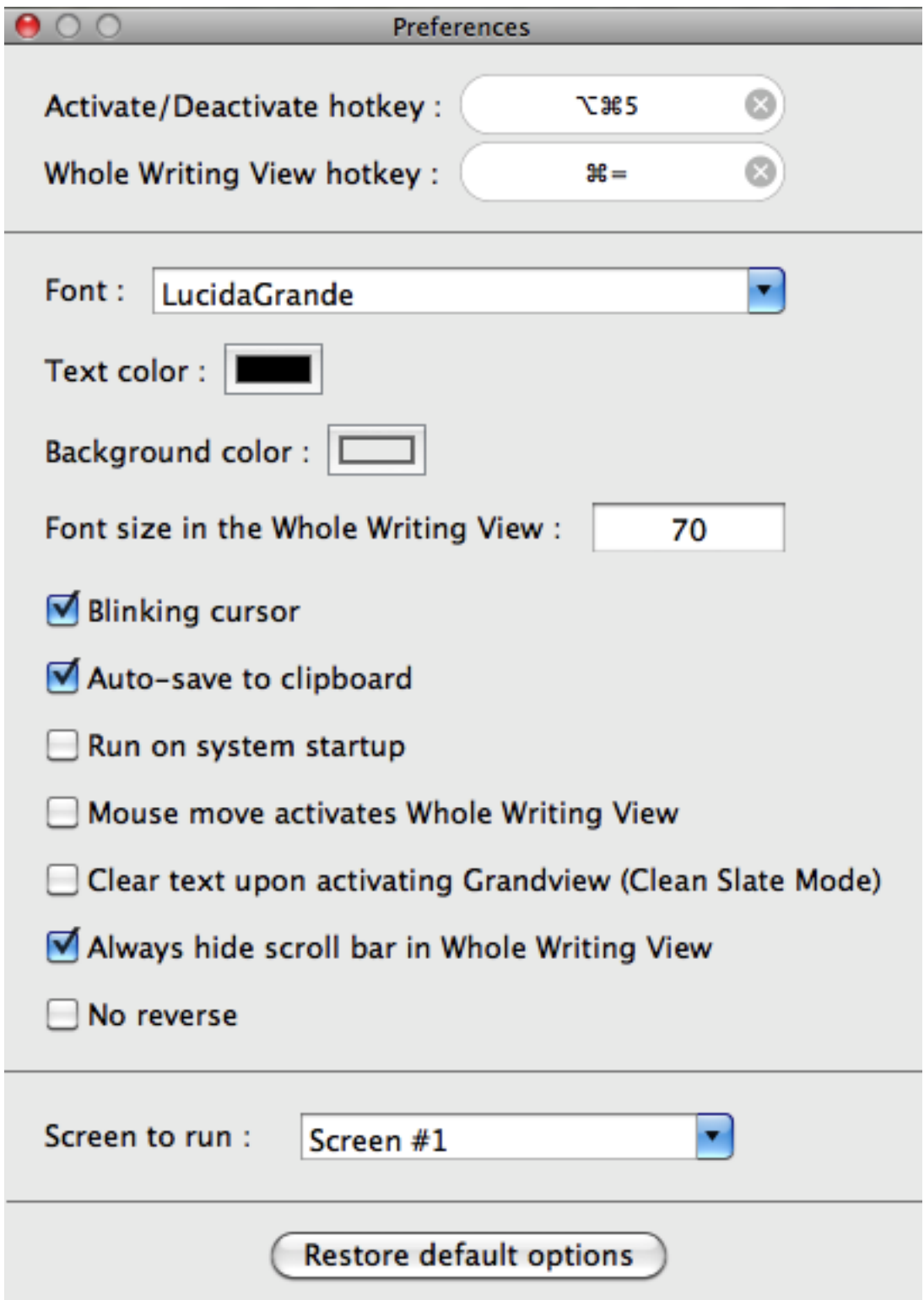
Whole Writing View

Now I can see back several lines and not lose track of my place in the text. I can also highlight and edit (ah, sweet relief). Once I am done with my free writing session, I exit Grandview and select Save from the pull-down menu.

Now I have a .txt file I can edit in TextEdit or paste into any word processor. (Note: From this point in the review on I’m writing in TextEdit.)

Now let’s take a look at Grandview’s menu. Very basic: Open, Save, Save As, and Quit. Once again, no extraneous doodads: just the minimum I need to get the job done.

The one place where Grandview possesses great flexibility is in its preferences. For me, most of the defaults work just fine, so I won’t be changing much (except for one setting which I will mention shortly). But if I wanted to, I could change almost anything.



Default Preferences

I can change the keystrokes for Activate/Deactivate and Whole Writing View to any combination I want, simply by selecting and recording a new keystroke. I can also customize the font, text color, background color, and font size in whole writing view.

typewriter

### A Typewriter Font

White on black, black on white, a retro Unix-terminal look, favorite team colors, serif, sans serif, cursive, or whatever. I'm sticking with clean and readable, but everybody's different.



### That Warm Green Glow

Check boxes offer a few other options. The defaults work well here, too, with one exception. Since Grandview is a background application that sits up on the menu bar when not in use, I'd prefer it to run on system startup. The first day I was working with it, I happened to run a software update and restart my laptop. I then had to go into my Applications folder and find Grandview to launch it again. A minor annoyance, easily solved.

Best of all, if I completely botch up my preferences, a button at the bottom of the menu lets me restore the default options. Though if I ever need to reset I'll have to remember to recheck "Run on system startup." My recommendation: find the settings you like and then never open the preference menu again. After all, the point of the application is to write without distractions.

And with Grandview I can do just that: write without distractions. Because the best software usually isn't the big fancy collection of bells and whistles that tries to do everything and never quite succeeds at anything. Instead, it's the simple program that does one thing and does it well. Grandview does that one thing—provide a distraction free writing environment—very well.

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# Accessory Review

by Christopher Turner, [cturner@atpm.com](mailto:cturner@atpm.com)

## MacBook Air Travel Express

**Function:** Sleeve-style case for MacBook Air.

**Developer:** [WaterField Designs](#)

**Price:** \$79–89

**Requirements:** 11-inch or 13-inch MacBook Air

**Trial:** None



Looking back at all the Macs I've owned, and taking into account the technology available at the time and place of ownership, I'd have to say that my favorite of the bunch was the 12-inch PowerBook G4. Sure, it was only a 1 GHz machine, and sure the RAM maxed out just over 1 GB, but it was a great little machine. Time, as it does with technology, moved on, however. Last I heard, that little PowerBook was being used by a homeless man in the Carolinas. I hope it continues to serve him as well as it did me.

In May, I got an early Fathers' Day/anniversary present: a fully-loaded 11-inch MacBook Air. And the Air—fast looking like my new all-time favorite Mac—needed something to get hauled around in. I have plenty of large bags, mostly [backpacks](#), but wanted something more like a sleeve for basic protection.

Due to my [previous experience](#) with WaterField Design's bags, I knew I could expect a high-quality item, and they have a line devoted exclusively to the MacBook Air: the Travel Express. It's versatile enough that you can use it as a sleeve, or throw on the optional shoulder strap and have yourself a full-blown case. Each case is made from black ballistic nylon, and you have a choice of one of six accent colors. I went with Pine, and I love the look.



The MacBook Air Travel Express in Pine.

A pair of rigid plastic inserts pull double duty, protecting Apple's thinnest laptop while giving the Travel Express its shape. The lone zipper is easy to pull as it circumnavigates half of the case's outer edge. I've found that a minimalist laptop like the Air almost demands a minimalist approach to carting it about. Thus far, I haven't needed anything beyond the Air, its power supply, the small backup drive I purchased just for the Air, and the external drive's cable. Oh, and the convenient system install USB stick Apple provides with each Air in lieu of a DVD.



What normally goes into the Travel Express.

The interior panel between the Air's slot and a pair of the interior pockets is a bright orange, giving what would otherwise be a drab interior a bit of pop. The Air slides in and out easily, and you don't have to unzip the Express entirely to remove your Air, handy for those traveler-groping TSA moments at the airport. There's plenty of room for the extras I need for any bit of lengthy travel.



Everything in its place.

The Air went on our family vacation to Wyoming, intended as a nightly photo repository for our various digital cameras, to provide entertainment for our two boys via movies and TV shows in iTunes, and to stay in touch as we felt necessary. The Travel Express rode inside my [Tom Bihn Brain Bag](#), my carry-on travel pack of choice. It fit well with the Brain Bag, and as expected held up swimmingly as it was mishandled by security personnel and occasionally boffed around our vacation condo by a two-year-old.





Stuffed. (Not quite.)

For just around town, I don't bother with a larger bag. (And most of the time, I don't even bother with the Air's power adapter, thanks to the generous battery life.) I just throw the Air—and maybe a magazine or two—in the Travel Express and go. It provides a measure of protection without adding significant weight. If you're a member of the MacBook Air family, I encourage you to check out WaterField's Travel Express. It's a high-quality item, made in the USA by a company with excellent customer service. I expect mine to last as long as I keep the Air. Heck, based on past experience, it'll outlast my ownership of Apple's thinnest MacBook yet!

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# Software Review

by Eric Blair, [ebclair@atpm.com](mailto:ebclair@atpm.com)

## Pennant 1.1

**Function:** Historical baseball game browser.

**Developer:** [Vargatron](#)

**Price:** \$5

**Requirements:** iPad

**Trial:** None



When we were kids, my brother and I split a subscription to *The Sporting News*. For the younger readers in our audience, I don't mean access to premium content, à la ESPN Insider, I mean an actual newspaper that the mailman would drop off on a weekly basis. One of the things I'd do during the baseball season was flip to the box scores, where I could see how every player did in the games of the previous week. I just got the basics out of the box scores—hits, runs, wins, losses, and the like—but some people could reconstruct entire games from those lines of numbers.

Eventually, the weekly box scores went away. With the instant access provided by the Internet, it didn't really make sense to invest space on info that was a week or more old when people could just as easily visit [espn.com](http://espn.com) or [mlb.com](http://mlb.com) and get the same information on-demand.

However, there's still something to be said for going back and looking at some of the games throughout history. Maybe you want a refresher of your first game or you want to relive a classic pennant race. To borrow the parlance of Apple's latest iPad ad, maybe you want to watch a box score.

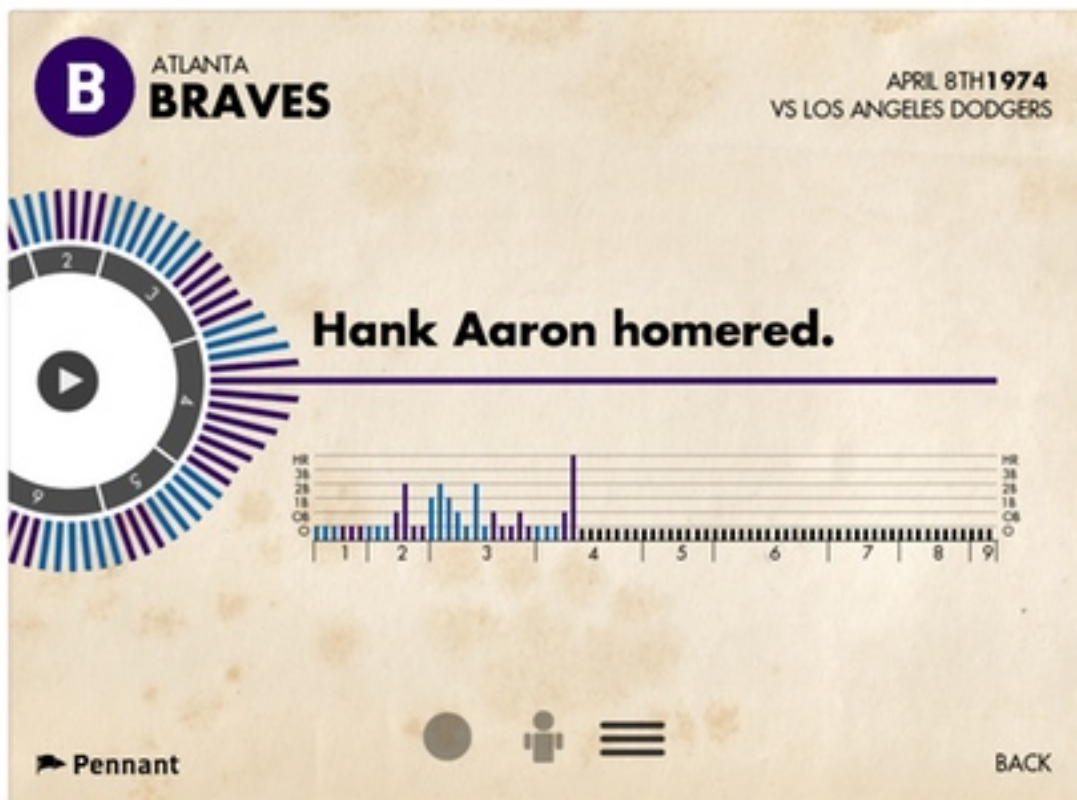
In a nutshell, that's what Pennant tries to provide. It's a rich, graphical interface to some of the data available at [Retrosheet](#). Pennant allows you to select any team that played between 1952 and 2010, select a year, and view nearly any game from that season. (Retrosheet is missing some games from the seasons up to and including 1972.) For the historians out there, there are entries for each city a team has called home, so you can check out the New York Giants, the Montréal Expos, or either incarnation of the Washington Senators.

To me, the heart of Pennant is the individual game view. There are two main ways to flip through a game—you can run your finger along the circular graph of the game's action and see the score and play-by-play for a particular moment in time, or you view a textual replay of the game. The replay view was the part of Pennant that excited me the most. I loved the thought of both "rewatching" games I remember and seeing games for the first time. For games I remember well, it's entertaining to review them and enjoy the associated memories. However, it's really difficult to follow games you don't already know, since Pennant doesn't

display the score anywhere on the replay screen. Also, the play-by-play text doesn't always indicate when runs score. At this moment, I'm looking at a play-by-play that says the following:

Kevin Bass reached base on fielder's choice. Dennis Walling advances to third.  
Glenn Davis advances to second.

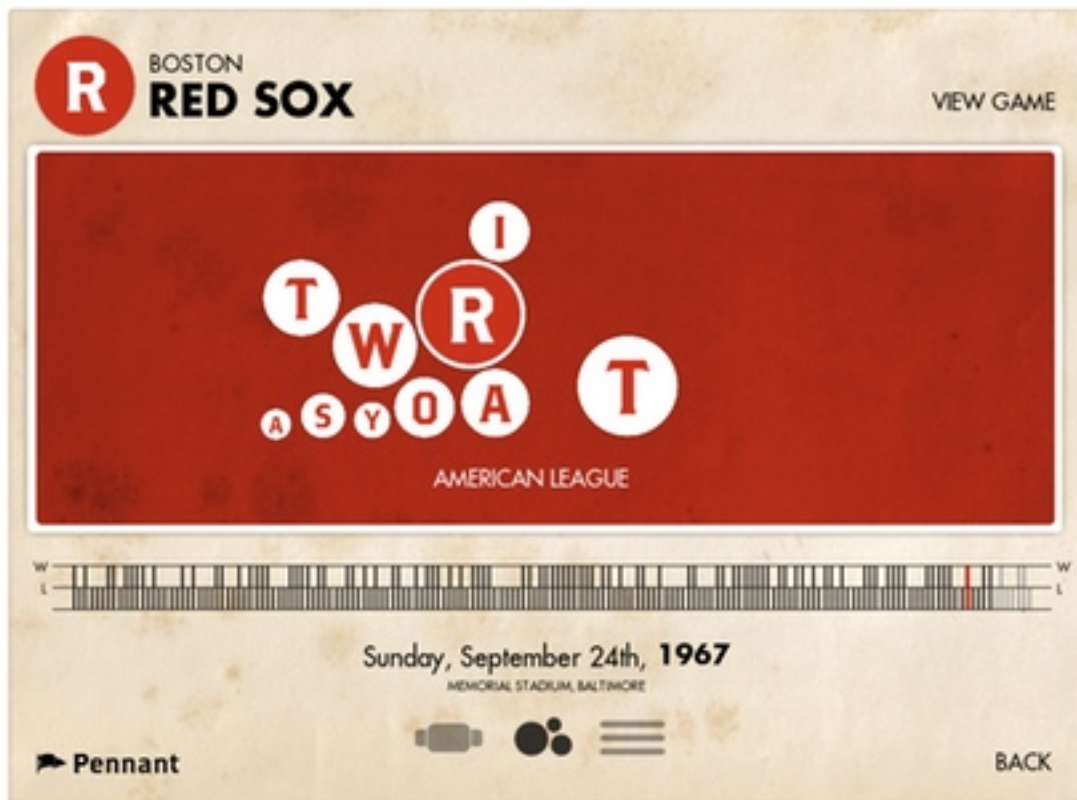
That sounds completely innocuous. Unless you knew the particular game, you wouldn't be able to tell that the Astros just plated the winning run in the 15th inning. Additionally, there's no end-of-game summary. I can't tell which pitchers came away with the win and the loss. I can see that Roger McDowell was the Mets' last pitcher, but I don't know if he relieved somebody who loaded the bases or if all the runners were his responsibility.



Watching Hank Aaron's 715 home run.

Another area where I just wish Pennant went a little bit deeper is in allowing us to explore seasons. Pennant offers a pair of views that show the standings at any point in a given season. There's the traditional textual standings and a graphical view that shows each team as a circle where the relative circle sizes indicate the rankings. You can run your finger along the time line and watch the circles resize as the teams jockey for position. It took me a little

while to figure out what was happening there, since there aren't any labels explaining the display. That said, it's fun to take a really competitive season, like the American League in 1967, and watch the rise and fall of teams like the Red Sox, White Sox, Tigers, and Twins as the season drew to a close.



Reviewing the home stretch of the 1967 season.

However, actually watching the play-by-play for these games involves a bit of jumping around among the various teams, since there's no way to view all games by date. Game browsing is limited to one team at a time.

When I use Pennant, I have decidedly mixed feelings. As a baseball junkie, I love the idea. Furthermore, it's a great looking application—as soon as I saw the demo movie, I rushed over to the App Store and tapped the buy button. I'm not at all surprised it won an Apple Design Award. That said, I'm often left wanting more out of the app. It's decent at what it does, but it could do so much more.

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# Software Review

by Linus Ly, [lly@atpm.com](mailto:lly@atpm.com)

## TrailRunner 3.3.627

**Function:** Helps runners plan routes.

**Developer:** [Berbie Software](#)

**Price:** Suggested donation of €25

**Requirements:** Mac OS X 10.5

**Trial:** Fully-featured



I am not much of an athlete, but in recent years I got into running. I like running because it does not require much gear, at least the way I do it. Dress for the weather and put on a pair of shoes, then you are ready to run. However, I am particular about tracking my routes and distances covered. I avoid using a GPS because I want to run really light. I don't even carry a music player and relish the idea of not having to worry about headphones and charging devices. For a while, I made do with Google Earth and a spreadsheet in Google Documents; then I was introduced to [dailymile.com](#).

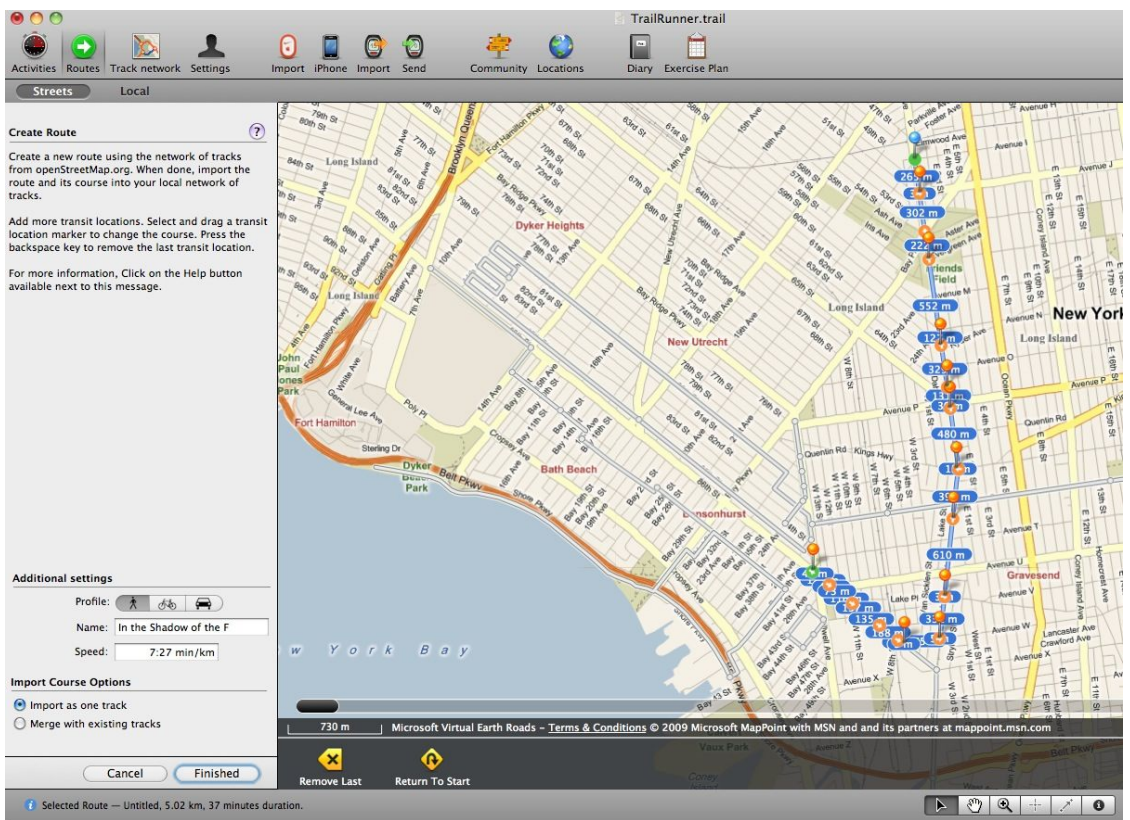
Recently, I found out about TrailRunner for Mac OS X even though I was already comfortable with [dailymile's](#) tools. TrailRunner is free to download and is fully functional, so there is no harm in trying it out. However, lately, the software has started to nag about donation every time it's launched. Even worse, you have to stare at the reminder a few seconds before the Continue button is clickable. The longer you have the software, the longer the wait. With my wait time now at five seconds, I do wonder what the maximum wait time is.

### Installation

As TrailRunner usage involves physical activities and traveling on roads, it's not surprising that the first time you launch the application you must confirm that you agree to the license agreement. This is just a way to protect the developer from being sued in case a runner gets hurt on too long a trail or a cyclist gets hit by a car.

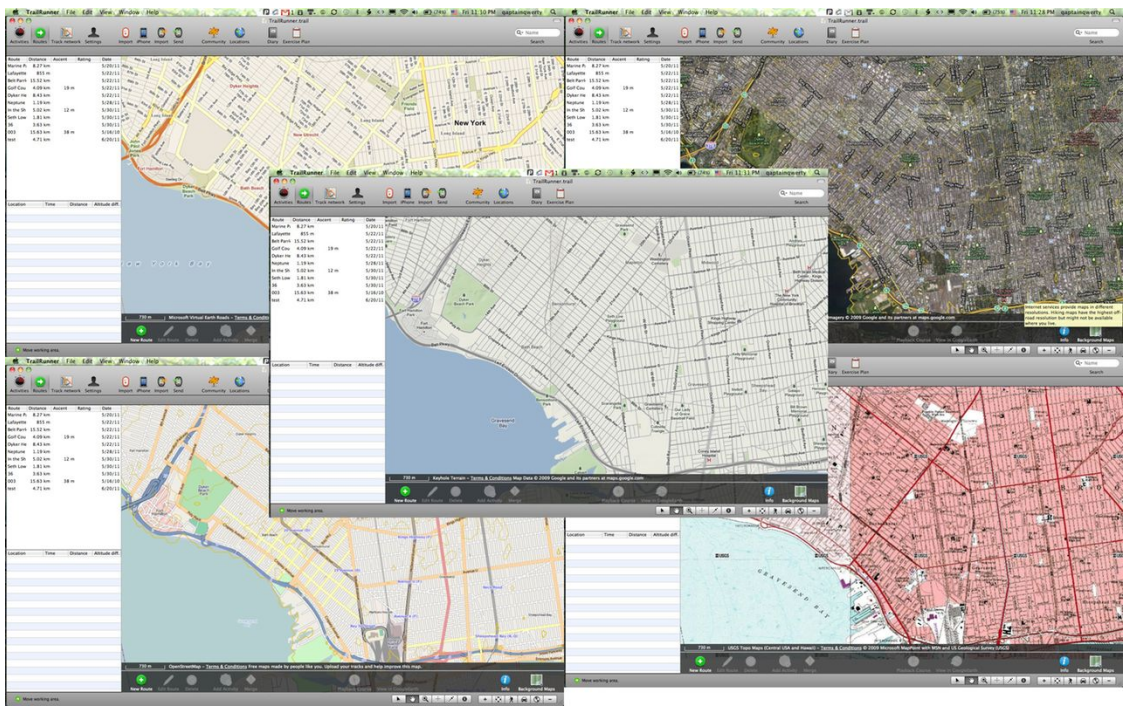
### Usage

The first thing I did with TrailRunner was to enter the few routes that I run every week. When I first started running, I made loops around a local park, but I easily lost count after a few loops. I then switched to running X miles out and then retracing my steps. The figure below is the result of one route recreated in TrailRunner; it is in the shape of the letter J. In Routes mode, I clicked the left-most tip of the J as the starting point, then clicked some more points along the route until I reached the turnaround point. As expected, as I clicked the few points, TrailRunner made the connections automatically. Lastly, click on Return To Start and had my out-and-back route.



One of the routes I follow. Out and back instead of X times around, say, a park, because I lose count easily.

There are a few background maps to choose from: Roads, OpenStreetMap, Topographic, Terrain, and Satellite. I use Roads and Satellite. Roads works most of the time, but Satellite comes in handy when I run along a waterfront and use a bench or other object as a point of return. Topographic and Terrain seem to work only when zoomed out; if you get any closer, you get no data at all. It's not TrailRunner's fault, but it's worth mentioning.



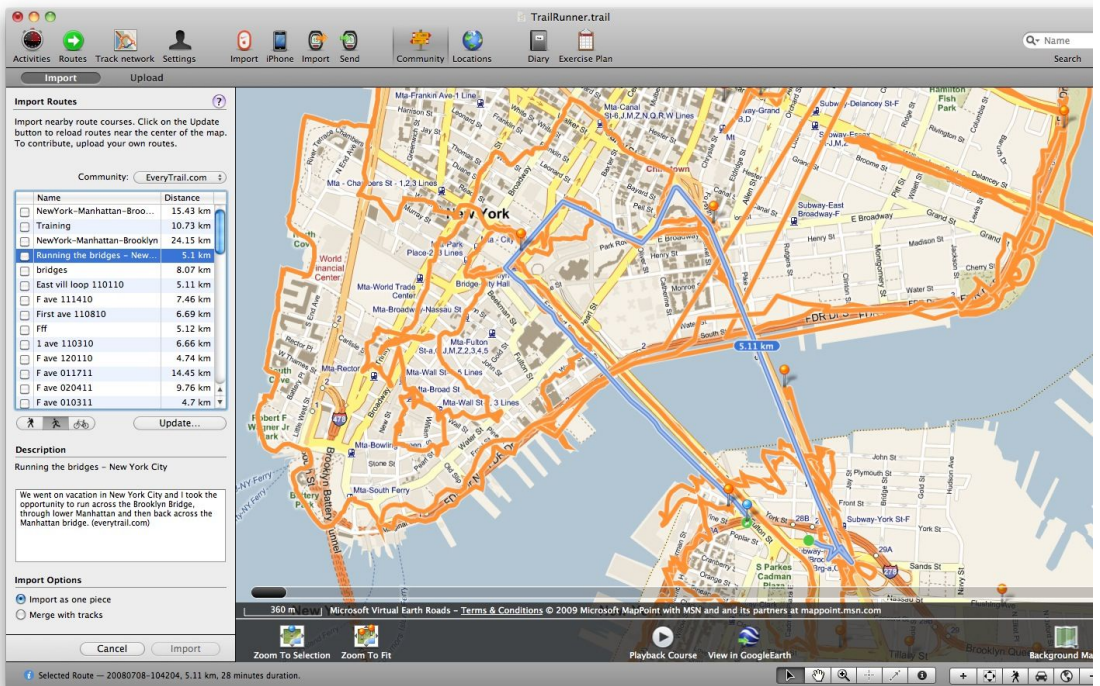
TrailRunner can use five different background maps, although I use Roads most of the time and sometimes use Satellite.

Once you create a Route, you can add Activities to it. Activities are stored in the Diary, where you can add a Description to each Activity or the type of workout involved. You can also add workouts in the Diary that don't use an existing Route (e.g., 12 times around an athletic track). From the Diary, you can then publish to MobileMe or an FTP site.

I think it's a glaring omission that TrailRunner does not publish to Facebook or Twitter, or perhaps to some other sports-related social media. As a long-time, not necessarily diligent, blogger, I know how ineffective a blog can be. I can, and do, post the same material to my blog and to a Facebook Note, and most of the time the Note gets some responses. But I'm pretty sure a blog entry about my runs won't garner much exposure.

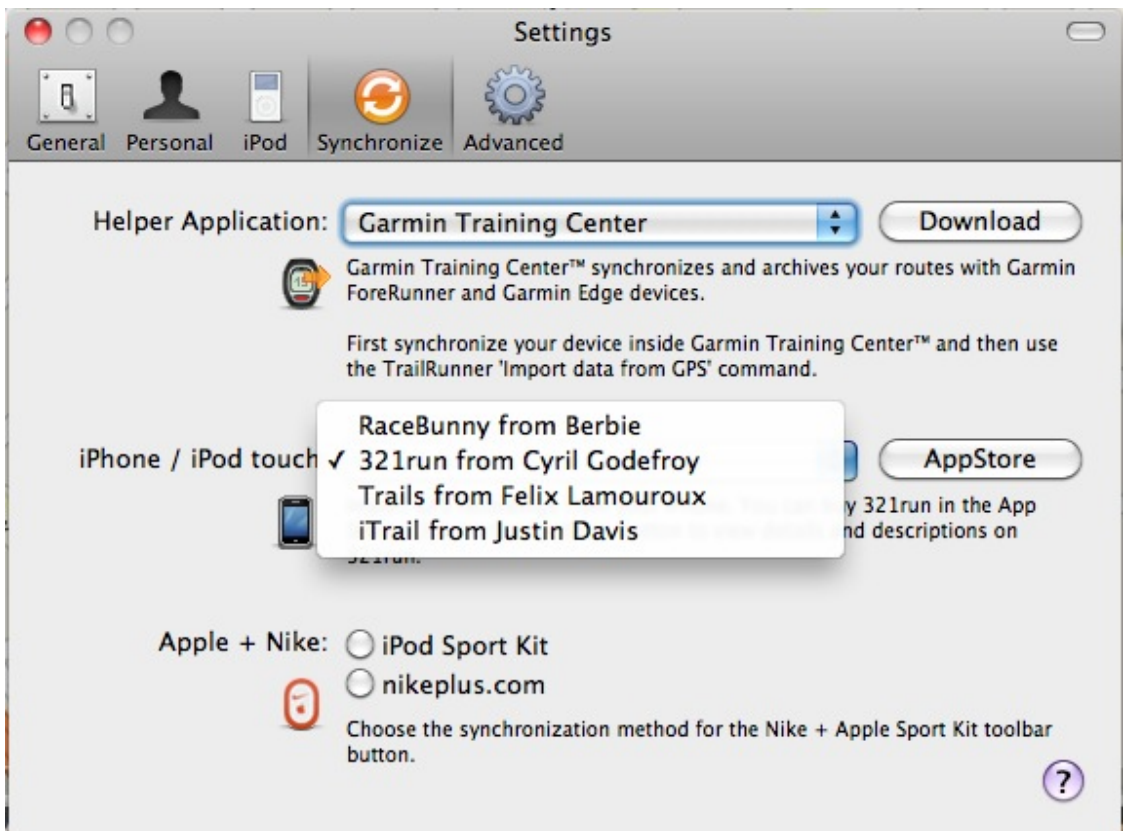
If you want to see trails other athletes in your city or town follow, give the Community feature a try. TrailRunner supports trails or routes created by users of GPSies.com, Everytrail.com, and WikiLoc.com. Be warned, though: user-generated content can be chaotic and such is the case with TrailRunner. Trails can have too many turns such that you will not remember where to turn, or cryptic names that you have to wade through to find any decent ones.





Give the Community feature a try if you want to discover new routes used by others.

Running gadgets are very popular these days, and TrailRunner supports them well. The Nike+ SportBand can be synced to TrailRunner as well as Garmin data, plus a few applications from the iTunes App Store. As I don't use any gadgets or apps, I can only say that the list of supported devices and apps looks good. Maybe some day I'll change my mind about my tracking method and will revisit TrailRunner.

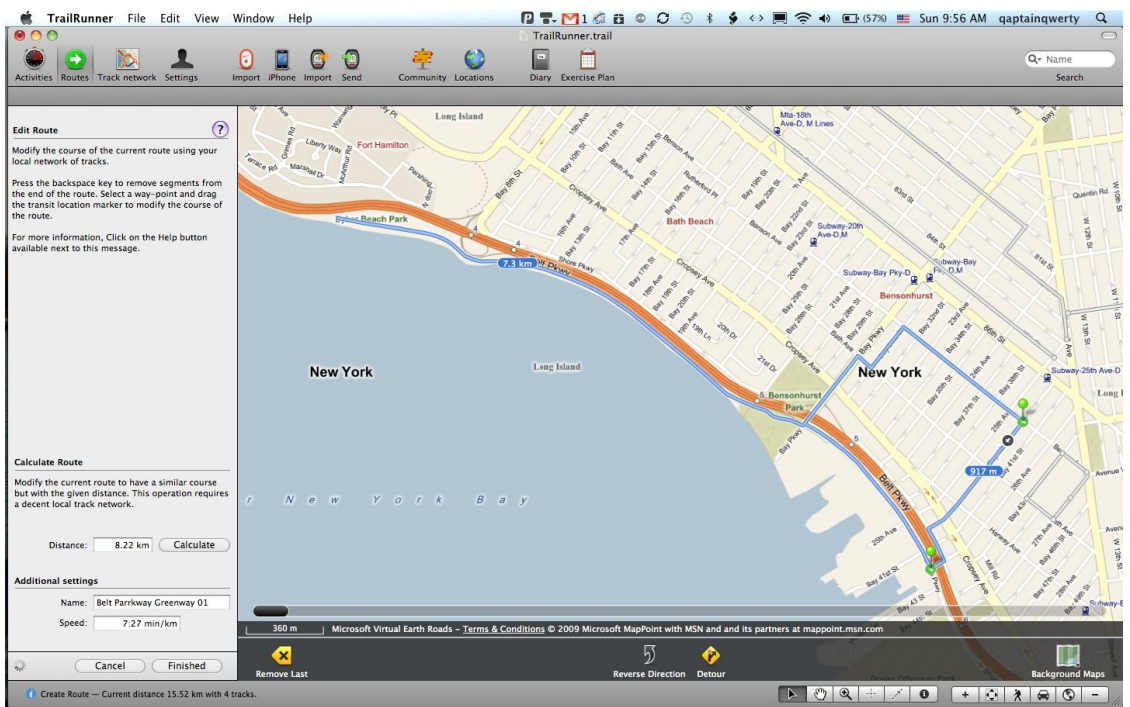




TrailRunner supports the Nike devices and iOS apps.

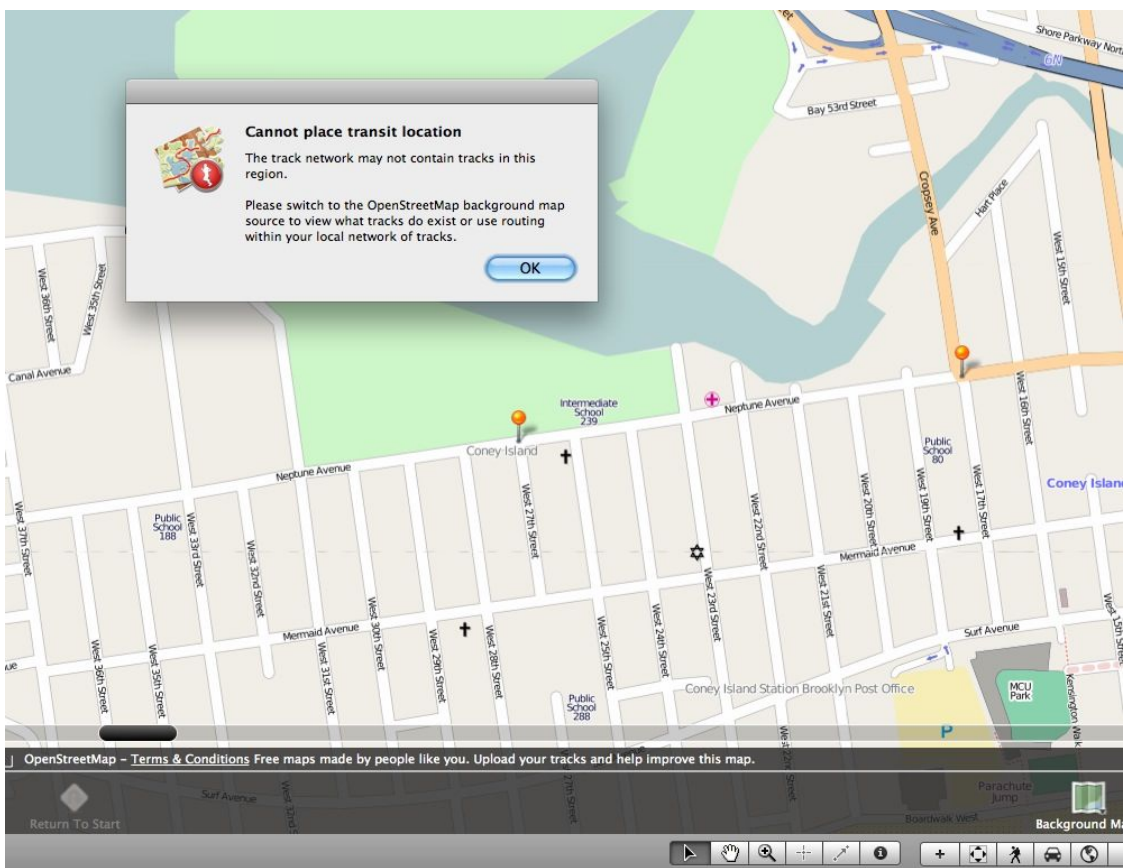
I love the Mac and also love running. I want to extend that love to TrailRunner, but I can't. My primary use of TrailRunner is to record the distance I run on a given route. There are a few lacking features, as well as existing features, that don't work well.

Most of my routes are out-and-back. (In other words, I run to a turning point then trace my way back.) I may run on the opposite side of the road on the way back, or maybe one block over, but the route is basically a line and not a closed loop. TrailRunner cannot properly draw an exact out-and-back line. The function that does this (labeled Return To Start) works for loops when the last marker put down is close to the beginning point. In my mind, when I reach the turnaround point, I should be able to tell TrailRunner to return to the beginning by traveling the route in reverse, exactly—not finding a different route back. The figure below shows the wrong route that TrailRunner drew for one of my waterfront runs.



TrailRunner needs to have a function that traces a route back to the beginning, exactly—not taking some extra distance to form a loop.

While I can live without an out-and-back feature, there is a feature that I really need to use but is not available in TrailRunner. I prefer running in places with little or no vehicular traffic, such as parks or boardwalks. While gmap-pedometer.com and dailymile.com cannot properly handle the connection from roads to beach, etc., they both have the option to stop following the road. It is very handy to freely draw the path. No such option exists in TrailRunner, so I was not able to create the route where I entered Kaiser Park, as shown below. TrailRunner has a button whose help bubble seems to indicate free drawing onto the map, but the button is not selectable. Just a simple on/off toggle to follow the road would be perfect.



Runners don't always run on roadways. Let them roam free with the bay to Unfollow Road.

Another issue I have with TrailRunner is the way distance marks are applied to the route. With dailymile.com and such, as I draw the route, whole numbers such as 1, 2, and 3 are added to the path to indicate that the distance was reached. The exact distance covered so far is shown on the same line as the route name.

With TrailRunner, each time you lay down a marker the distance shown is that between that marker and the previous one. Depending on how often you lay down the markers, at first glance, as if the distance gets shorter as you progress, a very confusing presentation. All along, you don't know the total distance covered to that point; only after you're done drawing the route do you have that information. Whenever I seek out new routes, I want the distance to be about the same as the distance I normally cover, say five miles. If I use TrailRunner, I don't know at which point I will reach the goal of five miles until I click Finished.

## Out of Breath

I know many runners and cyclists who carry mobile apps and gadgets. For those people, TrailRunner may be a good fit, as it supports various apps and gadgets. I may be one of the few people who run without devices and feel that TrailRunner is not for me. I would like

the convenience of not having to draw my route completely; rather, I'd like to simply click a button to trace my way back to the beginning. I want to be able to draw my route without actually following a road. I also want to be able to measure distance in absolute terms. TrailRunner's meager support for hooking up with social media does not help—neither does the constant nagging about donation.

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