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

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	Andrew Kator[18]
	Robert Paul Leitao[19]
	Wes Meltzer[20]
	Sylvester Roque[21]
	Charles Ross[22]
	Mark Tennent[23]

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About This Particular Macintosh has been free since 1995, and we intend to keep it that way. Our editors and staff are volunteers with *real* jobs who believe in the Macintosh way of computing. We don't make a profit, nor do we plan to. Our aim is to produce a fiercely independent magazine, with multiple formats designed for easy reading rather than showing ads. The views expressed in these pages have always been our own, and to help prove it we do not accept direct sponsorships or advertising. We do, however, need to pay for our Web site and other expenses, so we rely on minimal advertising, sold indirectly via Google and Yahoo, as well as the support of ATPM readers who shop using <u>our links</u>[1].

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[1] http://www.atpm.com/about/support.shtml

Welcome

by Robert Paul Leitao, rleitao@atpm.com

Welcome to the December issue of *About This Particular Macintosh!* We've entered one of the strangest economic periods in decades. Journalists, economists, politicians, and all-around everyday folk are watching the consumer spending trends this holiday season for clues concerning the near-term performance of the economy. This particular holiday shopping season may be one of the most interesting on record. While we wait for the economic news to come in, the editors of ATPM are happy to provide you with another new issue. There's no cost for our magazine. We only ask that you spend some time reading our digital pages.

The iPod touch

Most of us have seen the commercials for Apple's iPod touch. It's being marketed as a handheld gaming station in direct competition with the handheld devices offered by Sony and Nintendo. One of its big advantages is the iTunes App Store. No cartridges, no waiting in line, no shortage of inventory for the games announced as available. Will the iPod touch be the big winner in the holiday sales race? You can bet the device will hold its own in the market.

What's Your Favorite iPhone App?

With thousands of free and low-cost applications available for the iPhone and iPod touch, what's your favorite? A game, a productivity tool, or a social networking app? While this holiday shopping season might not be among the best by historical standards, applications available through iTunes for the iPhone and iPod touch should set sales records this quarter. Send your personal review of your favorite application to our editors. Our December mail bag might carry your words to print.

Black Friday Madness

Even before final results are in for post-Thanksgiving weekend retail sales, Black Friday lived up to its reputation as a raucous annual event of low prices, big crowds, and store-opening mayhem. It's no wonder online shopping on Black Friday is becoming increasingly popular. No lines, no pushing, and often times the same low prices. Amazon.com has reported the iPod touch was the most popular electronics product in early Black Friday sales.

The iPhone Gift Card

For those who don't wish to leave home for holiday shopping, Apple now offers the iPhone Gift Card. It's an Apple gift card with an iPhone theme and available for purchase in amounts from $25 to $2,500. It can be purchased and sent online to a happy recipient on your holiday gift list.

The Best Gifts Are Still Free

Each month, the editors of ATPM scour the world of Apple computing to bring you interesting views and product reviews. As we enter the holiday season, please consider passing along a copy of our December issue or e-mailing a link to our site to friends and family members for holiday reading. After a day of fighting the crowds or fighting for the best gift prices online, ATPM makes for enjoyable holiday season reading. It's a gift without cost to you but a gift of fun and knowledge that may engage the recipient in each new monthly issue.

Our December issue includes:

Mac About Town: What's a Guy to Do?

Get the Christmas shopping thinking going early with some consideration of what an economic downturn can mean for the items on your list. Send in your suggestion.

MacMuser: What a Scrubber

Mark Tennent discusses the Services menu—an oft-overlooked feature of Mac OS X.

Next Actions: Non-Typical Lists

This month brings a tangential topic from Ed Eubanks Jr. as he discusses lists that don't fit the norm.

Hollywood: My Dad's Got a Barn. Let's Put on a Show!

Tools for low (or no) budget filmmaking have dramatically changed since Mike Shields' last installment back in 2004. This month, he discusses the merits of a Mac-based solution for such projects.

How To: Taming the Two-headed Monster: Using Two Monitors With Your Mac

Using two monitors on your computer isn't just for mirroring the primary display for presentations. Even with Leopard's Spaces feature, the extra real estate of a second monitor can be extremely advantageous. Sylvester Roque shares some ideas on making the most of the elbow room.

Desktop Pictures: Rocky Mountain National Forest

Lee Bennett provides this month's desktop pictures from the Rocky Mountain National Forest in Colorado.

Review: Art Text 2.0.2

Art Text 2 includes welcome additional features like layers and WYSIWYG styles, but not all changes are good.

Review: Checkpoint Flyer (and Accessories)

Ed Eubanks Jr. is impressed with these new products from Tom Bihn.

Review: ExpanDrive 1.3.1

ExpanDrive is probably the most Mac-like FTP utility you'll find, but even though it works simply, does it simply work?

Review: Foundations of Mac OS X Leopard Security

Paul Fatula reviews Edge, Barker, and Smith's *Foundations of Mac OS X Security*, a book which covers its topic quite thoroughly, though it may not be a good choice for beginners.

Review: GL Golf 2.1.8

"GL Golf isn't going to take away your dreams of playing St. Andrews or Torrey Pines. But, if you like golf, GL Golf will offer you a lot of fun in a surprisingly realistic game."

Review: iRecord Pro

Streaming Networks has released its second-generation stand-alone video encoder, but does it live up to the "Pro" moniker?

E-Mail

Cortland[1]

Congrats to you, sir. All good things come to an end. That is so we can recognize them. Good luck. Love and marriage are a marathon, not a race. Pace yourself.

—*Grover Watson*

PDFPen and PDFPen Pro 4.0.1 Review[2]

How does this compare to the free solutions? [Skim](http://skim-app.sourceforge.net)[3] and [Preview](http://www.atpm.com/14.09/howto.shtml)[4]?

—*Max Thibodeaux*

Thanks Max—good question.

I have to say, I use Preview for viewing almost *all* PDFs initially. I love its simplicity and how fast it opens even bulky PDFs. And the new features that Apple has introduced in more recent versions are great.

I've used Skim only a couple of times—I didn't find it a compelling alternative to Preview.

Both Preview and Skim allow for adding notes and other annotations, as well as a couple of other features that PDFPen touts as values. It may be that, for many, these are sufficient.

But if you want to complete forms or add a signature, neither Preview nor Skim will answer. Also, if you need OCR, neither will provide what you seek. And if you work extensively and frequently with PDFs, tools like PDFPen's library and the Pro version's Table of Contents and Forms creators might be essential—again, not to be found in the other two.

All of that is to say: both Preview and Skim are good and popular PDF readers, each offering a modest set of tools for doing slightly more than simply reading PDFs. With these tools available, it's easy to imagine that most Mac users might eschew Adobe's Acrobat Reader, particularly given its relative slowness in loading and running and bulkiness on the hard disk.

But if you want or need something more powerful than Preview or Skim, but want to avoid the high cost of Acrobat Professional (you actually have to jump up to *Professional* to get some of the features that PDFPen offers), PDFPen (and Pro) are a great alternative.

I actually wonder if Adobe isn't missing a huge market here—not unlike their Photoshop Elements line, which gives some key features but reserves some of the real power for the pro version. I wouldn't be surprised to find a $50 or $75 version of Acrobat offered that looks surprisingly like PDFPen. (Remember: you heard it here first, folks.)

—*Ed Eubanks, Jr.*

Next Actions: Master List for November[5]

One general comment about the products mentioned here that supposedly have iCal and iPhone sync. The fact that most of these products don't synchronize with the desktop surprises me. Most of those that do are set up as if you've never entered a to-do in iCal. For me, my first test of a to-do list program is, can I get my existing to-do's in and easily start using the program in a basic way. If I have to invest hours to get to that point, I might as well stick with the lousy to-do manager in iCal and carry a printed list with me.

A summary of some key issues with some of the products:

Dejumble Synchronization has to be done via their server. You better hope they have proper security and that they stay in business. . .otherwise you'll end up with two disconnected islands of data or someone else will end up with your data.

OmniFocus There's no way to bring in your existing tasks, and the synchronization looks like it's really push to iCal not true sync. Retype all your to-do's and be careful to never enter something in iCal's Task list when you're using iCal's calendar.

Easy Task and Things Both happily pull in your existing iCal to-do's but not their completion status. If you've got all Palm Desktop data in there, you'll finally realize how productive you are! Be prepared to click "done" a lot.

—*Tim Wood*

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[1]http://www.atpm.com/14.11/cartoon.shtml
[2]http://www.atpm.com/14.11/pdfpen.shtml
[3]http://skim-app.sourceforge.net
[4]http://www.atpm.com/14.09/howto.shtml

[5]http://www.atpm.com/14.11/next-actions.shtml

Photoshop: File Format Fever[6]

Thanks, Lee! This is a nice synopsis of information I have tried to share with others. Good luck; we will miss your writings.

—*Michael Jenkins*

MX Revolution Review[7]

Bluetooth is much less performant than Logitech's RF. I couldn't stand the Bluetooth mice I've used.

—*Lally Singh*

> To state a little better what Lally is trying to say, I have used a couple of Bluetooth-enabled mice. I have no technical knowledge to be able to say what the problem might be, but every one of the Bluetooth mice I've tried exhibited occasional reception issues where the pointer would briefly not respond. True, only milliseconds, but definitely perceptible. The only time I ever have trouble with the proprietary RF is when the batteries in the mouse are getting low. Based on what I see of the pictures, and what I know of Logitech, Chris is right on with the majority of this review, but I feel missed the mark to knock it due to the lack of Bluetooth. Like Lally, I won't buy Bluetooth mice any more.
>
> —*Lee Bennett*

• • •

I would agree with the above. Having tried a Microsoft Bluetooth mouse with my laptop I eventually ditched it and switched to using a Logitech VX Revolution.

I've been using an MX Revolution with Mac OS X for nearly a year now, and as a Mac Pro user, having the receiver permanently attached isn't an issue. However I can appreciate that for laptop users it is one more thing to lose, unlike with the VX model where the receiver can be stored safely inside the mouse.

I've had no problems at all with The Logitech Control Centre software on the Mac, which was pretty much a set-it and forget-it affair. My only problem with my MX Revolution is that the rubberized coating on the right-hand side of the mouse is blistering and peeling away.

—*Robin*

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[6]http://www.atpm.com/14.11/photoshop.shtml
[7]http://www.atpm.com/14.11/mx-revolution.shtml

Datahand Professional II[8]

My Datahand saved my life. My publishing company[9], would have died years ago without it. I have two keyboards and am hunting for a third as backup in case they go out of business. I may have one to sell if people are interested. Not sure yet, though.

—*Bryan*

• • •

Be careful. The Datahand also "saved" my career four years ago, but now I have "tennis elbow" and tendon problems in my left hand. I am sure that it is from holding my arms and hands rigidly in one place. I was never able to adjust the Datahand to make all movements feel "right." I could never get the built-in mouse to work in the way that I needed, so I use a touch pad. I have given up touch-typing and use the one-finger hunt-and peck method on a regular keyboard. My condition has improved, but I am months away (at best) from living without splints and straps.

—*Lisa Gamuciello*

We'd love to hear your thoughts about our publication. We always welcome your comments, criticisms, suggestions, and praise. Or, if you have an opinion or announcement about the Macintosh platform in general, that's OK too. Send your e-mail to editor@atpm.com. All mail becomes the property of ATPM *and may be edited for publication.*

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[8]http://www.atpm.com/7.05/datahand.shtml
[9]http://www.lymebook.com

What's a Guy to Do?

Let's agree at the onset not to talk about our 401(k)'s, agreed? But what's a guy (or a gal) to do when, on the one hand, the economy is headed south faster than the frost line and, on the other hand, the only way out of the mess is for consumers to "Get out there and shop"? Color me a bit confused and conflicted.

Black Friday has come and gone and, with it, the first time I can remember Apple being all that aggressive in the markdown market. We Mac people, after all, are known for being willing to pay what Leo Laporte has called the "Apple tax." Meaning that we are willing to pay a bit extra for the polish and precision of our computers. One has to wonder what that means in a deep recession.

I'm confident that the good people in Cupertino are ahead of the power curve and know exactly what it is that they have to do to keep the ship afloat in the storm, but that doesn't help us as we try to decide for ourselves what our spending will be in the days ahead. Christmas is almost upon us, however, and we are going to have to decide fairly soon. So the question of the day is this: what should be on the Christmas list of the "Apple tax" paying but necessarily frugal Mac user? Are there things that a smart shopper can do to ease the pain?

Let's start out with some easy answers. First, mind where you shop. Say you decide that you'd like to give (or get) a copy of Aperture for the holidays. Why would you pay $199 here when you could pay $159 here? I love Uncle Steve, but there are limits!

A second strategy, great for hardware buys, is to look to the refurb opportunities at the Apple Store online. Given that they come in new condition and are coverable with AppleCare, what's not to like? Most of the Macs there are $200 off list, and iPods range from $10 off for a Shuffle to a $60 discount for a 32 GB iPod touch. Another good place to check is the Craig's listing for Apple products where you live. Checking Dallas at the end of November yielded five pages of computers, iPods, and phones. It's not fun to profit from others' pain, but you can bet that there will be more deals coming as the economy continues into the new year. I'm writing this sitting in my new (OK, new to me) Aeron chair that I picked up last month for 1/4 the original price at an office closing. Keep an eye out.

Both of the above thoughts bypass the other question: what is it that you will be buying for the holidays that is a bit more frugal but still in the Mac realm? Send[1] your best suggestion for your fellow readers.

And don't forget to let us know after Christmas what it was that Uncle Steve made for you in the grown-up toy shop in Cupertino.

Merry Christmas, everyone!

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[1]http://www.atpm.com/14.12/mac-about-town.shtml#comments

MacMuser

by Mark Tennent, http://www.tennent.co.uk

What a Scrubber

If there is one area of Mac OS X most over-looked and under-used it must be the Services menu. Many Macaholics don't even know it exists, and those who do complain it is too long and stuffed with junk. The Services menu is found under the second entry in the Mac's menu bar—usually the name of the current active application, including the Finder.

Services are one of the prizes won from choosing NeXT as the basis for Mac OS X. They are, in effect, tiny applets that enhance whatever program is running, be it Carbon or Cocoa, as long as it is services-aware. Firefox is not one, which for us marks it down as a definite runner-up for the lack of services support; but then, neither QuarkXPress nor Word is services-aware. Entries under Services will be greyed-out if a program is not written to use them.

For an example of services in action, sweep across a paragraph or more of text to highlight it and select Summarize from the Services menu. The resulting window has the text with a slider control to create a summary dynamically, even reducing it to the barest minimum. This can be very useful in dealing with long reports or to shorten documents.

Perhaps the text came from the Web and has funny line endings. Because we have installed Word-Service, we can strip those out as well as making it all capitals, lower case, or sentence capitals, as well as deleting multiple spaces. That's not to mention sorting lists into alphabetical order and creating proper curly quotes, or converting curly quotes to straight ones.

There are many free and incredibly useful services, including WordService and CalcService[1], which does for figures what its sibling application does for text. Googling will find many more.

Or it is easy(ish) to write your own. Philippe Mougin[2] explains how, using Bellhop[3], a shareware script editor.

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[1] http://www.devon-technologies.com/products/freeware/services.html

[2] http://pmougin.wordpress.com/2008/01/28/become-a-mac-os-x-services-ninja/

[3] http://www.xendai.com

At Your Service

Like buses, services have a nasty habit of coming along in pairs. Many applications will automatically put their own service into the menu, even if a similar one is there already. Often they remain, long after you have deleted the original application.

Sometimes they can simply be removed from the `~/Library/Services/` folder, but others don't live there. Web browsers, FTP programs, and games are culprits, installing multiple copies even if only one of the services appears in the menu. Add a few of your own, and the Services menu can get over stuffed, which is where Service Scubber[4] comes into play. This handy little freebee is from an Austrian-based company called Many Tricks.

Service Scrubber will turn Services on and off as well as activate/deactivate any keyboard shortcuts. Until Mac OS X 10.5 this included Apple's pre-installed services, but Apple's new application-signing security measures make it impractical now. Earlier versions of Mac OS X are not affected, and Snow Leopard, a.k.a. 10.6, is rumoured to have a service organiser built-in.

With services there is no excuse for one of our pet hates, using curly quotes as inch signs, purely because the designer/copy editor doesn't know how to turn off automatic quote conversion in whatever package they are using.

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[4] http://www.manytricks.com/servicescrubber/

[5] http://www.tennent.co.uk

Non-Typical Lists

By far, most of my usual, day-to-day focus on task management centers around my regular task list. When I'm (pardon me) getting things done, 90% of the time the tool that guides me in knowing what needs to be done is my list on my Mac or iPhone.

Likewise, in the focus of my *Next Actions* column, my attention is, by and large, captured by the tools that make this usual, day-to-day task management more efficient and effective.

But there's no doubt that, as useful as these typical lists are, there are times when I need other lists. In this column I'll focus on a few of the tools I use to manage non-typical lists.

Irregularly Scheduled Tasks

My regular task list revolves essentially around contexts and due dates; while a lot of guys function with more developed tasks (including estimated time, priority, energy, etc.), I generally can get by with these two as the key markers for planning and execution.

My task management gets shaken up, though, when it comes to tasks that have a non-specific or "fuzzy" due date. Many of the tasks that I regularly complete for work fit this category: it isn't essential that I do it precisely by a certain date, as long as it gets done within a general time-frame. For example, I'd like to meet one-on-one with each of the designated leaders in the organization I serve, about once a month or so. It is acceptable if that occasionally goes to six weeks every now and then, or if it happens with only a two- or three-week span sometimes as well; what is important is that the meetings happen with relatively regular frequency.

There are a couple of ways of handling this with a typical list: I could simply schedule a recurring task ("Meet with Jim") for each, staggered apart by an appropriate amount, that repeats every month. I could set up a recurring scheduled appointment with them, assuming they were willing (and organized enough) to set up an appointment for the same date and time every month.

But with the recurring task, if it goes longer than the defined period then I have a task that is lingering in "overdue" status for a while, clogging up my reviews. If I do it much sooner, then I have to remember to check it off early—creating another action-step for what should be a fairly simple task. With the recurring appointment, it not only depends on like organization from the other party, but it also precludes a certain level of flexibility in my schedule, or once again adds additional actions (in rescheduling) to an otherwise straightforward task. It also locks me into accomplishing the connection in a certain way—a lunch appointment, for example—when I could just as easily accomplish it with a meeting over coffee, a visit to his home or office, or a round of golf.

Enter Sciral Consistency[1], which is designed exactly for this. With Consistency, you define a range (by number of days) before the task needs to be completed, and it offers visible feedback about how close to due the task is. For example, "Meet with Jim" is assigned a completion range of 15–42 days, and there are color-coded cues as well as a countdown of days until it is due again. The range of due dates is shaded green, and after that is orange (for the last day of the range) and red (each day thereafter). Also, the countdown numbers are larger in size. While the layout and interface look like a colorful spreadsheet, once you are familiar with the application it is easy to get a sense of what demands immediate attention (and what can wait) at a glance.

This strikes me as a function that would be fairly easy to integrate into other task managers, especially the more robust ones. In fact, Frictionless *does* have a form of this, and others could easily follow. It could be as simple as a switch that would activate Fuzzy Task Mode or something to that effect, or it could be a checkbox that allows a date range to be specified instead of a specific date. Until that happens, though, Sciral Consistency is a good addition to my GTD toolbox.

Shopping Lists

You can certainly handle shopping lists in a lot of the task management applications listed below. Some of them have features designed for this: OmniFocus for iPhone, for example, utilizes the iPhone's GPS (or

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[1] http://sciral.com/consistency/

cell tower triangulation) to switch contexts based on location—so theoretically, you could have a context for each store you regularly shop in to have your shopping list for that store appear. Neat idea.

But the problems are several: for one, lists set up this way mean way too many contexts and items for my tastes; I prefer to keep my contexts to as few as possible, so "errands" is my context that includes shopping, but obviously that's far too broad for specifying a location. Another problem is building my shopping lists: even though I end up doing about 75% of our grocery shopping, for example, I rely on my wife's input for a lot of the items that need to go on the list—but not all of them. I need a way that she can send me grocery lists that is easy for her to use, yet also easy for me to sync with my iPhone.

I came up with SplashShopper[2], which functions well as a stand-alone for my iPhone, yet allows a desktop client for my wife to sync with as well. She builds a list on the desktop client, I sync it periodically (usually on the morning I plan to shop!), then add the items I need. SplashShopper is also helpful, in that it has tools that allow us to track prices at various stores, so budgeting and weekly meal-planning are supported by this as well.

Incidentally, SplashShopper comes with some basic To-Do list function on-board, so it could actually become a one-stop application for some. It's certainly worth checking out that way.

There are a good number of grocery list applications in the App Store, and I'd be surprised if SplashShopper is the only one with a desktop sync option.

Goals Planning

One of the GTD fundamentals that is easy to overlook in the day-to-day and week-to-week is the bigger-picture planning and dreaming: what David Allen calls a 50,000-foot elevation view. It is vital that we periodically take time to look at the large-scale aspects of our lives. A concrete take-away from this sort of reflection might be the answer to the question, "What are my goals for the next 1, 2, 5, or 10 years?" Goals Planning is easy to overlook, but crucial to the health and welfare of our productivity.

Once again, some GTD systems have this built in. If you use 37Signals' Basecamp[3] for task and project management, for example, you could view "Milestones" as a good way to implement goals plan-

ning. Largely, though, there isn't much implementation of this level of GTD in the average task management application, which is understandable and probably helpful. Reviews are the place to dwell on these, not in the nitty-gritty of daily task accomplishment.

When it comes to goals planning and tracking, there are some good tools available. I've been playing around with LifeTick[4], which helps with comprehensive planning and tracking. Other services are available online, from those that will simply e-mail you reminders of your goals (Free Goal Setting[5] and E-Mail Goals[6]) to planning and tracking (Progress Planner[7], My Life Changes[8], My Goal Manager[9], Higher Awareness[10], and 8 Goals.com[11]) more fully-orbed goal brainstorming (Life Tango[12]). There's even Goal Setting 1[13], a sort of goal-planning social network.

This list is by no means comprehensive, nor have I put all of these through their paces. I can't vouch for any of these as "good" services for you; a Google search for "online goal planning" will produce a similar result to what I list above.

If you're into a more traditional goal-planning route, you might find the wisdom and templates[14] that Michael Hyatt recently offered on his blog. Hyatt is the CEO of a major publishing company, a GTD practitioner, a Mac user, and a great blogger—and his post on setting and evaluating life goals is a real asset.

Feedback

What are the non-typical lists that you regularly use? What solutions have you found to manage them? I'd love to get your feedback in discussion through the comments[15] to this article.

iPhone Apps

A quick glance at the App Store reveals dozens of task management applications available—far more than

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[2] http://www.splashdata.com/splashshopper/
[3] http://www.basecamphq.com/?source=37s+home

[4] http://lifetick.com/
[5] http://freegoalsetting.com/
[6] http://www.e-mailgoals.com/
[7] http://www.progressplanner.com/
[8] http://www.mylifechanges.com/
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[10] http://www.higherawareness.com/personal-goal-setting/
[11] http://www.8goals.com/
[12] http://www.lifetango.com/brainstorm.php
[13] http://www.goalsetting1.com/
[14] http://www.michaelhyatt.com/fromwhereisit/2008/06/creating-a-life.html
[15] http://www.atpm.com/14.12/next-actions.shtml#comments

the (now) meager list than I offer below. Is anyone using these? If so, I'd love to get some word on what you like (and what you don't) in the applications you're using.

As usual, I welcome any feedback on my list, or suggestions for additions. I won't always add every suggestion, but I'll look at them and evaluate whether they fit with what I'm trying to cover.

Locally Installed GTD Applications

Action Tracker[16]

Developer: Mac Productive
Current Version: 1.3.1
Price: Free
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: FileMaker Pro (free Runtime version available)
Distinguishing Features: Also organizes notes, contacts, and other information related to projects.
News: None

ActionTastic[17]

Developer: Jon Crosby
Current Version: 0.9.3
Price: Free, open-source
Development Status: Beta
iCal Sync: Yes

QuickSilver Plug-in: Yes
Web-app Sync: Yes
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Processing engine; iPod sync; Mail and MailTags compatibility.
News: ActionTastic now has a new Web site[18].

EasyTask Manager[19]

Developer: Orionbelt.com
Current Version: 2.1
Price: $20
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: Yes
Web-app Sync: Yes
Print Lists: Yes
iPhone Presence: App (free); Web App (free)
Required Applications: None
Distinguishing Features: Windows version available; automatic advance of uncompleted due tasks to today.
News: New in version 2.1 is Wi-Fi syncing, badges, and a few minor tweaks. (Note: the iPhone version is up to 1.5, which also supports Wi-Fi syncing.)

Frictionless[20]

Developer: Twin Forces
Current Version: 2.0d18
Price: Free, open-source

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[16]http://macproductive.com/actiontracker.html
[17]http://actiontastic.com/

[18]http://actiontastic.com/
[19]http://www.orionbelt.com/
[20]http://www.twinforces.com/frictionless/

Development Status: Release
iCal Sync: No
QuickSilver Plug-in: Yes
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Quick-entry box; fuzzy repeated actions.
News: None

Ghost Action[21]

Developer: Ghost Park Software
Current Version: 1.1
Price: $20
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: .Mac syncing (without iCal running); PDA/iPod syncing.
News: None

iGTD[22]

Developer: Bartek
Current Version: 1.4.5.6
Price: Free
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: Yes

Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Compatible with Address Book, Mail, iSync, and MailTags, as well as Web browser support, Path Finder, Yojimbo, MacJournal, and others; quick-entry feature; simple yet powerful interface.
News: A recent post on the forum[23] suggests that there may actually be life for this application. But it has been almost a year, and from what I've heard and read many of their users have moved on. I wonder if they will be able to recover.

iCog[24]

Developer: HensPace
Current Version: 1.88
Price: Free
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: Python 2.4 or later
Distinguishing Features: Compatible with any OS running Python (including Windows); very simple text-only utility.
News: None

mGTD[25]

Developer: Jeff Fisher

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[21]http://ghostparksoftware.com/
[22]http://igtd.pl/iGTD/

[23]http://igtd.phpbb24.com/forum/viewtopic.php?t=2267
[24]http://www.henspace.co.uk/ikog/index.html
[25]http://apokalypsesoftware.com/products/node/2664

Current Version: 1.3
Price: Free
Development Status: Pre-final
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: Mori 1.6.11
Distinguishing Features: Expands Mori (digital notebook) functions to include GTD principles.
News: None

Midnight Inbox[26]

Developer: Midnight Beep Softworks
Current Version: 1.3.1
Price: $35
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Action timer; quick-note and quick-action hot keys; Mail compatible; automatic data collection.
News: None.

OmniFocus[27]

Developer: Omni Group
Current Version: 1.5
Price: $80

Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: Yes
Web-app Sync: No
Print Lists: Yes
iPhone Presence: App ($20)
Required Applications: None
Distinguishing Features: Mail- and Spotlight-compatible; simple interface with powerful view features.
News: Version 1.5 is now in full release, bringing interface improvements, Bonjour syncing, better archiving, and an improved ability for the database to self-maintain and repair.

Ready, Set, Do![28]

Developer: Todd Vasquez
Current Version: 1.3d
Price: $20
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: Yes
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: A very different approach using a set of AppleScript routines to impose organization and communication across a computer's entire file system; multiple language support.
News: None.

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[26]http://www.midnightbeep.com/
[27]http://www.omnigroup.com/applications/omnifocus/

[28]http://homepage.mac.com/toddvasquez/Ready-Set-Do!/Personal93.html

TaskPaper[29]

Developer: Hog Bay Software
Current Version: 2.0
Price: $19
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Simple, text-based system; no-frills, intentionally designed as an alternative to more fully featured systems.
News: New version 2.0 brings a system-wide quick entry window, AppleScript support, improved search, and a handful of other improvements.

Things[30]

Developer: Cultured Code
Current Version: 0.9.4
Price: $50 (pre-release price of $40 with sign-up for newsletter)
Development Status: Alpha
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: App ($10)
Required Applications: None
Distinguishing Features: Features *will* include: iCal sync; repeating tasks; Mail compatibility; network and multi-computer operation; and import/export options.

News: Cultured Code has announced that Things 1.0 will be released at Macworld Expo on January 6, 2009.

Thinking Rock[31]

Developer: Avente Pty Ltd
Current Version: 2.0.1
Price: Free, open-source
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Cross-platform compatibility through Java; interactive collection and processing.
News: None.

What To Do[32]

Developer: Objective Satisfaction
Current Version: 1.3.2
Price: $29
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: Yes
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Required Applications: None
Distinguishing Features: Drag-and-drop intensive for easy reorganization; .Mac syncing for multiple computers; XML export.

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[29]http://hogbaysoftware.com/projects/taskpaper
[30]http://culturedcode.com/things/

[31]http://www.thinkingrock.com.au/
[32]http://www.objectivesatisfaction.com/what_todo/

News: None

Locally Installed General Task Managers

Anxiety[33]

Developer: Tom Stoelwinder, Model Concept
Current Version: 1.0
Price: Free/Donationware
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes (through iCal)
iPhone Presence: None
Distinguishing Features: A menu-bar utility that gives a HUD-like interface to iCal tasks; sorts by calendar; Mac OS X 10.5 only.
News: None

Check Off[34]

Developer: Second Gear
Current Version: 3.8
Price: Free/Donationware
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Distinguishing Features: A menu-bar utility that manages basic task lists; syncs with iPods; a .Mac Backup QuickPick is provided.
News: None

Dejumble[35]

Developer: Thinking Code Software, Inc.
Current Version: 1.2.b19
Price: $19
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No

Print Lists: Yes (through iCal)
iPhone Presence: App ($8)
Distinguishing Features: A simple yet powerful menu-bar style task list manager, with tags, groups, notes, and a handful of other options.
News: Beta development continues for the new version 1.2.

Docket[36]

Developer: Surprise Software
Current Version: 1.3
Price: $20
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Distinguishing Features: A neat basic list management application. A Windows version is also available.
News: None

DoIt[37]

Developer: Jim McGowan
Current Version: 2.6
Price: Donationware
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: Yes
Web-app Sync: No
Print Lists: No
iPhone Presence: None
Distinguishing Features: .Mac support and AppleScriptability. Also supports file attachments and categories for lists.
News: None

High Priority[38]

Developer: Aram Kudurshian
Current Version: 1.11 (Mac OS X 10.4 *only*)
Price: $6 (personal); $12 (family); $60 (business)
Development Status: Release

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[33] http://www.anxietyapp.com/
[34] http://www.checkoffapp.com/
[35] http://www.dejumble.com/

[36] http://www.surprisesoftware.com/docket/
[37] http://www.jimmcgowan.net/Site/DoIt.html
[38] http://www.kudurshian.net/highpriority/

iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes (through iCal)
iPhone Presence: None
Distinguishing Features: A system preference pane, creates a menu in the menu bar that lets you create and update your iCal tasks.
News: None

Hot Plan[39]

Developer: Intuiware
Current Version: 1.4.1
Price: $20
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: No
iPhone Presence: None
Distinguishing Features: Tracks a substantial amount of information about a given task, including completion status, priority, time remaining; supports tagging, color-coding, and locking of tasks. Also allows collection of URLs and files.
News: None

iClock[40]

Developer: Script Software
Current Version: 3.0.5
Price: $20
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: No
Distinguishing Features: Offers a menu bar–based method of managing task lists; includes .Mac syncing.
News: None

Life Balance[41]

Developer: Llamagraphics
Current Version: 5.0.2
Price: $65 ($80 bundled with Palm version)
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes (through iCal)
Distinguishing Features: Gives "meta-feedback" about tasks: how much time are you spending in different areas of your life (i.e., work, family, hobbies, etc.), and are you keeping it balanced? Palm and Windows versions available.
News: A minor release, again without any release notes available—anyone have feedback on what is improved?

Organized[42]

Developer: iSlayer
Current Version: 1.11
Price: Donationware
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: No
iPhone Presence: None
Distinguishing Features: Dashboard widget with calendar events, tasks, notes, and world clock.
News: None

Stapler[43]

Developer: The Blue Technologies Group
Current Version: 1.1
Price: €7.50 (about $10)
Development Status: Release
iCal Sync: No
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes
iPhone Presence: None
Distinguishing Features: Is a combination notepad and to-do list manager, with creation date, notes, and a check-box for completed items. Tasks can be color-coded based on a low-level preference set-up.

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[39]http://www.intuiware.com/Products/MacOSX/HotPlan/
[40]http://www.scriptsoftware.com/iclock/iclockmac.php
[41]http://www.llamagraphics.com/LB/index.php

[42]http://islayer.com/index.php?op=item&id=64
[43]http://www.blue-tec.com/stapler/

News: None

ToDo X[44]

Developer: Omicron Software Systems, Inc.
Current Version: 2.2
Price: $15
Development Status: Release
iCal Sync: Import from iCal only
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: No
iPhone Presence: None
Distinguishing Features: Offers categories, priorities, and attached notes.
News: None

ZooDo[45]

Developer: InterfaceThis
Current Version: 1.0
Price: Free
Development Status: Release
iCal Sync: Yes
QuickSilver Plug-in: No
Web-app Sync: No
Print Lists: Yes (through iCal)
iPhone Presence: None
Distinguishing Features: A basic task creator for iCal, serving as a collection bucket.
News: None

Browser and Web-based GTD Applications

30 Boxes[46]

Price: Free
Description: Lean and fast, including a calendar, task list, and limited Gmail interaction. Also RSS and iCal feeds, SMS, and sharing. Nice interface, too.

43 Actions[47]

Price: Free (donations get extra features)
Description: Specifically designed as an iPhone web-app, it's light and lean for EDGE network optimization. Submit inbox items via e-mail, Twitter (with donation), Jott (with donation), and the usual features.

GTDAgenda[48]

Price: Free
Description: Another Web version of a GTD tool, with the standard features, plus addition of Goals, check-lists for recurring tasks, schedule management, and an iCal-compatible calendar. A mobile version is also available.

GTDInbox[49]

Price: Free
Description: A Firefox extension for GTD integration with Gmail. Prepackaged labels, a Review process, specialized searches within Gmail, quick-entry for tasks, and printable. Works well in conjunction with RememberTheMilk. Current version, 2.0.8.4, is open-source; requires Firefox.

GTD-PHP[50]

Price: Free
Description: A PHP solution designed to be locally installed. A simple tabbed interface, capture, and process stages; weekly review. Currently at version 0.8.

Neptune[51]

Price: $10/year
Description: Includes a collection inbox and context or project task viewing panes, as well as inactive projects and tasks. Daily e-mail reminders of tasks; new tasks can be added by e-mail; data export.

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[44]http://www.nomicro.com/Products/ToDo/
[45]http://interfacethis.com/zoodo/
[46]http://www.30boxes.com/welcome.php
[47]http://43actions.com/

[48]http://www.gtdagenda.com/
[49]http://gtdgmail.com/
[50]http://www.gtd-php.com/Main/HomePage
[51]http://www.neptunehq.com/

Next Action[52]

Price: Free

Description: Uses Google Gears and Firefox; has a lean, basic interface with multiple-list management capability. Works with or without a network connection.

Nexty[53]

Price: Free

Description: PHP-based, so it installs locally and runs in your browser; supports contexts and reminders.

Nozbe[54]

Price: Free

Description: Has markers for which action will be next and a time estimation for tasks. Contexts are visible and identifiable. And it is easy to collect and process quickly. iPhone-ready.

SimpleGTD[55]

Price: Free

Description: Tabs for next actions, contexts, projects, and done actions; drag-and-drop organization; easy un-doing of tasks.

Toodledo[56]

Price: Free

Description: Has a Firefox plugin and a Google gadget for easy collection; also supports e-mail, voice mail, and traditional entry for collection. Includes a good overview of GTD in co-operation with its tools, as well. iPhone-optimized.

Tracks[57]

Price: Free

Description: A Web server that runs locally, or hosted through tracks.tra.in. Fast, lean, and pretty, it offers calendaring and a multi-user component. Currently at version 1.6.

Vitalist[58]

Price: $5/month (premium)

Description: Is a wide-scale GTD system: collection, project management, recurring actions, and tickler files. Includes a mobile edition, iCal and RSS feeds, and e-mail and SMS reminders. An iPhone-specific version is available. A premium (paid) version also includes security encryption, collaboration, file attachments, and calendaring.

Other Browser/Web-based Task Managers

- Backpack[59]
- Basecamp[60]
- HiTask[61]
- Hiveminder[62]
- Joe's Goals[63]
- Mojonote[64]
- Remember the Milk[65]
- Scrybe[66]
- Sproutliner[67]
- Task Freak![68]
- Tasks[69]

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[52]http://code.google.com/p/trimpath/wiki/NextAction
[53]http://nexty.sourceforge.net/
[54]http://www.nozbe.com/page/index
[55]http://www.simplegtd.com/
[56]http://www.toodledo.com/info/gtd.php
[57]http://www.rousette.org.uk/projects/

[58]http://www.vitalist.com/
[59]http://www.backpackit.com/
[60]http://www.basecamphq.com/
[61]http://hitask.com/
[62]http://hiveminder.com/splash/
[63]http://www.joesgoals.com/
[64]http://mojonote.com/
[65]http://www.rememberthemilk.com/
[66]http://iscrybe.com/main/index.php
[67]http://sproutliner.com/
[68]http://www.taskfreak.com/
[69]http://www.kingdesign.net/tasks/

- [Tasktoy](#)[70]

- [Todoist](#)[71]

- [Tweeto](#)[72]

- [Zenlists](#)[73]

- [ZenPages](#)[74]

GTD and Task Management Wikis

- [D3](#)[75]

- [GTDTiddlyWiki](#)[76]

- [MonkeyGTD](#)[77]

- [Pimki](#)[78]

iPhone Applications (not Web Apps)

- [Chores](#)[79],

- [Dejumble](#)[80]

- [DoBot ToDos](#)[81]

- [EasyTask Manager](#)[82]

- [Lists by MobilityWare](#)[83]

- [Lists by Tynsoe.org](#)[84]

- [My Lists](#)[85]

- [OmniFocus](#)[86]

- [Outliner by CarbonFin](#)[87]

- [Tanjas Checklist](#)[88]

- [Tasks](#)[89]

- [Things](#)[90]

- [ToDo by Appigo](#)[91]

- [To Do by Erica Sadun](#)[92]

- [Zenbe Lists](#)[93]

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[70] http://www.tasktoy.com/
[71] http://todoist.com/
[72] http://www.tweeto.com/
[73] http://zenlists.com/
[74] http://www.zenbe.com/welcome
[75] http://www.dcubed.ca/
[76] http://nathanbowers.com/gtdtw/index.html
[77] http://monkeygtd.tiddlyspot.com/#MonkeyGTD
[78] http://pimki.rubyforge.org/
[79] http://www.tapeshow.com/chores/
[80] http://www.dejumble.com/#iphone
[81] http://dobot.us/
[82] http://www.orionbelt.com/productMac.php
[83] http://www.mobilityware.com/iphone/Default.htm
[84] http://projects.tynsoe.org/en/lists/
[85] http://pazeinteractive.com/iphoneapps/mylists
[86] http://www.omnigroup.com/applications/omnifocus/iphone/
[87] http://carbonfin.com/

[88] http://web.me.com/tapp1/tapp/Tanjas_Checklist.html
[89] http://web.mac.com/philipp.brendel/Software/Tasks.html
[90] http://culturedcode.com/things/iphone/
[91] http://www.appigo.com/todo/
[92] http://ericasadun.com/AppStore/ToDo/
[93] http://lists.zenbe.com/

My Dad's Got a Barn. Let's Put on a Show!

That's the feeling I got when I decided to participate in this year's 168 Project[1]. The 168 stands for the number of hours in a week that you get to shoot and do post production on a ten minute short film. Well, eleven minutes if you push the envelope, and run your credits over the end of the movie. You get an additional week before this to write your script and cast the movie.

The need for writing a script with a compressed time frame such as this meant that I'd need the best software out there for the job. I use Final Draft[2], and currently I'm running version 7.1.3, on the 17″ iMac I had recently purchased. A simple template for a word processor or text editor wouldn't allow for ease of use. Navigation among slugline, character, dialogue, and action, and the various tab settings they require can be handled with the Tab and Enter keys. A nice feature is that a conversation between two characters alternates the character names after finishing their dialogue, which allows for continued typing speed. I type at 55 wpm normally, and can do almost this fast with a screenplay, and given the speed motif of this competition, every second counts.

So much so, that to prepare myself to write a short film quickly, as I had never written one before, quickly or otherwise, I wrote this article[3]. Let me know what you think, and then come back.

I was very fortunate to be connected to entertainment industry types at my church, to the point where I had a cameraman with his own camera, a makeup artist, and, most importantly, someone who had edited films in the past. She had a fully loaded Power Mac G5, with a Hyundai 37″ monitor, complete with HD TV Dolby Digital. As I shot in HiDef on a Panasonic HVX200, this made what I saw in the viewfinder the same as what I was editing in post. Or, the same as Julie was editing. I sat back and watched. My theory about moviemaking is to hire the best people to do their best jobs, and you'll make a great film. The G5 was of the 2 GHz variety, with 6.5 GB of memory, running Mac OS X 10.4.11 and

Final Cut Pro Studio 5.1.4. Oh, the "film" was actually stored on a detachable hard drive, the FS100 FireStore. We downloaded to the editing bay using a good old trusty FireWire cable. The FireStore was able to handle 130 minutes worth of footage, which is a little more than we used during the production.

I didn't have the need to shout, "Cut, print!" We decided early on to download everything we shot, in order to have more choices. This came in handy when an actress had trouble matching from one take to the next on a crucial scene. Final Cut Pro Studio comes with sound editing software built right in, so that we were able to tweak the sound, and steal from one take to use in another as necessary. It was also helpful when my voiceover guy simply recorded his tracks at his home studio. When he was finished, he uploaded them to a .Mac account we had access to, and we downloaded them to the editing bay.

I also had my visual effects guy, who doubled as my prop man, design some logos on his MacBook Pro. He also came through for me with the color correction with After Effects on the final cut, when time was at a premium. When it came time to author the DVD to distribute to cast and crew (you have to give them something when they work for free—feeding them is

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[1] http://www.168project.com
[2] http://www.atpm.com/8.06/final-draft.shtml
[3] http://losangeles.broowaha.com/article.php?id=2368

a good thing, too) iDVD was simple and easy to use, to lay the three main tracks. I had to make a small change to the final product in order for it to be shown, so, that's the third track on the DVD I handed out during the festival.

I have since gone back after all the craziness and created a Director's Cut, which filled in a little of the story. It seems that in my haste to complete a film, I wrote a fourteen and a half minute screenplay. I was able to make the necessary additions easily, working with my editor, and this cut will appear on future releases of the DVD. They say that great art is never finished; it is only abandoned. I may leave Party in the House!!![4] alone for now. It did finally screen at the festival, to the enjoyment of all who saw it. I got the laughs I wanted in all the right places, except for one, where I could hear crickets chirping.

In conclusion, I highly recommend a Mac solution if you're going to shoot an almost-no-budget movie. I could've entitled this piece, "You can make a movie for only $495!!!" However, that wouldn't take into account all the donations and hard work put in by the cast and crew. I can tell you that I've decided to do this again, so look for the next one from me around March. I'll let you know where and when.

72 and sunny in Redondo Beach.

e You next time.

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[4]http://www.imdb.com/title/tt1222316/

Taming the Two-headed Monster: Using Two Monitors With Your Mac

I don't do presentations as often as I used to, but I have always found the ability to use a second display very helpful. With a presentation projected on a large screen and the same image mirrored onto a laptop screen facing toward you, there is no need to keep looking back over your shoulder at the projected screen.

It might be my imagination, but it seems as if every time I was forced to use a Windows machine to give a presentation I got one that didn't have the appropriate hot-key combination marked. Managing dual displays on borrowed machines running Windows 98 was not a lot of fun. Sometimes different manufacturers used different key combinations to mirror a screen image onto a second display. Fortunately, one of the projectors I used had a list of possible hot keys in the manual. Then I bought my first Mac laptop, a Wall Street PowerBook, and discovered there was a better way to do things. Plug a second display into that machine and, for the most part, whether the display was a projector or a monitor, things just worked. Fast-forward a few years to the clamshell iBook SE, and once again things just work with a second display.

I Don't Do Presentations. Do I Need a Second Monitor?

Even though I don't need to mirror presentations to a second display very often anymore, I have found some additional uses for a second monitor. Mirroring an image onto a second display is just one of the tricks your Mac can probably perform. If you have two displays connected to your Mac, it's possible to have different windows and programs on each screen. Before Leopard introduced Spaces, some users found dual displays to be an effective way to reduce screen clutter. Imagine having an important report on one screen and the relevant spreadsheet on the second screen. No more alternating between documents.

Even with Spaces to reduce screen clutter, I am finding uses for a second display. Do you regularly run programs such as Photoshop or Final Cut Pro and have several tool palettes open? Try these same programs with a second display attached. A few days of having those palettes on a second display and you'll wonder how you ever got along without this arrangement.

Like many Mac users, I have been experimenting with using my Mac as a media center. My iBook SE is getting a bit slow for this, and the G5 is in another room where it is not so easy to attach to the TV set. There are several videos in the iTunes music store I would like to own, so for the moment I have attached my Mac Pro to the TV set with the TV serving as a second monitor. Placing palettes on the TV screen doesn't work as well because it's too far away, but I can watch iTunes content without sitting in front of the computer.

What You Need to Make it Work

Adding a second display to your Mac is usually a pretty straightforward process. However, this is one time I will advocate taking a quick look at the documentation that came with your Mac. What kinds of monitors does your graphics card support? This information will come in handy should you need to purchase a second display or additional video cables to tie everything together.

Many of the recent Macs ship with video cards capable of supporting two displays, but you will need to know what sizes and types of monitors are supported as well as the type of connections the card will accept. Does your video card have two DVI connections, one DVI and one VGA, or is it something else entirely? Know this before purchasing any additional gear.

While thinking about additional gear, you might need to think a bit about your reasons for using a second display. If all you really want to do is place a few application windows or tool palettes on the second display, you may not need an expensive piece of equipment. In most cases an aging monitor that is due for replacement is fine as a repository for tool palettes and Web pages, while your main screen gets used for the important stuff that needs better resolution. At one point I even experimented with

Screen Recycler[1], which allowed me to use an iBook screen as a second monitor for my primary Mac. It worked reasonably well, given that all I wanted to do was move a few tool palettes to the second screen.

What you want to accomplish with the second screen may also dictate where your Mac is placed and the types and lengths of cables needed. When I decided to use my Mac Pro as a media center, I had to move it closer to the TV set in order to connect to my set-top cable box. The connection to the TV was accomplished via a DVI to HDMI cable, and I added a much longer DVI monitor cable to extend from the computer's new location back to my primary monitor on the disk. Thinking through the tasks you wish to perform and the physical layout needed to best accomplish the task will save quite a bit of frustration and money in the long run. If I had been merely interested in connecting a second computer monitor, the process would have been as simple as purchasing a second monitor and short cable.

If your existing cables are not long enough and you must invest in new ones, purchase good-quality cables. The greater the distance that cables must run, the more important it is to use good ones. Not only can poorly shielded cables lead to signal loss, but they are also likely to need to be replaced more often. Shop around and find out each vendor's return policy. You don't always need to pay top dollar for quality cables.

Getting Started With Your Second Display

Once you have the second display and appropriate cables, it is time to start tying things together. Although I don't always do it, best practice would probably be to shut down the Mac while connecting the video cables. Make sure that you have the right connections and that everything is snug. It shouldn't be necessary to "force" a connector into place. Doing so may damage pins on the cable, causing it not to work as well as it should. Once all the connections are made, power up your Mac.

Once the Mac has finished booting, second displays are usually recognized right away with no difficulty other than perhaps a momentary blink as the Mac and display settle upon settings for color level and refresh rate. If you do not see a picture on the second screen, open the Displays preference pane and click "Detect Displays." This forces the Mac to attempt to sync with the second monitor. If all goes well, preference panes with different resolution set-

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[1] http://www.screenrecycler.com/home.html

tings are now shown on each display. If you are lucky, the names for each display's settings will be different enough that you can easily tell them apart.
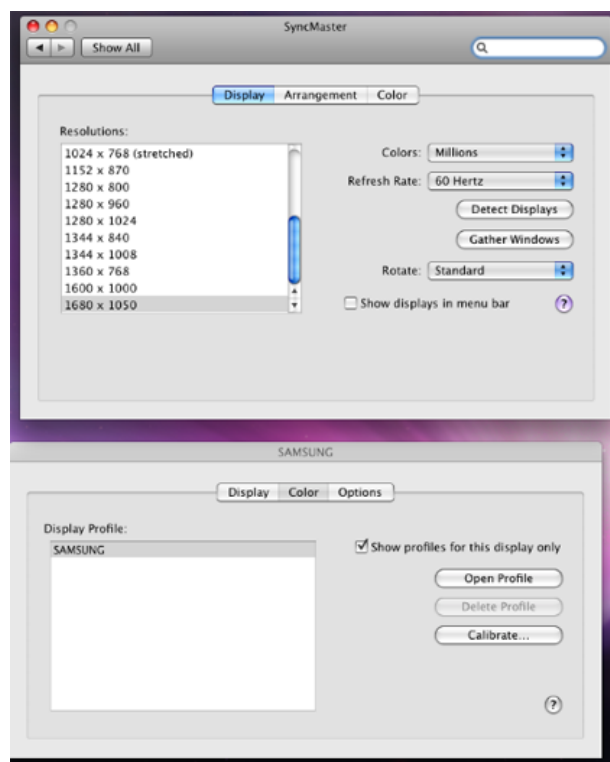
Look carefully, and you will notice that the two preference panes are *almost* identical. Both contain the usual Display and Color tabs, but one preference pane will have an additional Arrangement tab. This third tab appears only when a second display is connected to the Mac—and it's important. The Display and Color tabs behave just as they would with one display attached. Use these settings to change screen resolutions, color profiles, and color levels.

The Display and Color tabs are important but, in my mind, it's the Arrangement tab that is the star of any dual-monitor setup. This is where you tell the Mac which monitor will be the primary display (with the menu bar) and which will be the secondary. Most of the time, your Mac won't care which display is the primary one, but sometimes it makes a difference. Front Row, for example, always displays its menus and content on whichever screen has been designated as the primary screen. Let's look at three important things that can be done with this tab.

Each display is represented by a blue rectangle. Although you cannot see the names of the monitors, the primary screen will be represented by a white

horizontal line at the top of its square. This line represents the menu bar. If the screens are two different physical sizes, one rectangle will appear larger than the other.

The white line representing the menu bar can be moved by dragging it from one rectangle to the other. This is how you change which screen is considered the primary screen. If you ever forget, it is written in the text at the top of the pane, but I missed it the first time when I opened that tab.

At the bottom of the Arrangement tab is a checkbox that says "Mirror Displays." When this box is checked, the two screens will display the exact same information. Everything on the primary screen will be "mirrored" to the secondary screen.

If "Mirror Displays" is not checked, the images displayed on the two screens operate independently of each other. The primary screen might contain an image being processed in Photoshop, while the second display contains Photoshop's tool palettes, help files, or anything else for that matter.

Tips and Tricks With Dual Monitors

I'm relatively new to the modern dual-monitor setup. Many of you probably know far more dual-monitor tricks and uses than I have thought of, but here are a few things that I have found helpful.

- You can drag the blue rectangles in the Arrangement tab, which each represent a different screen, to rearrange them. We use our TV as a second monitor, and it is larger than the computer's primary monitor. In the Arrangement tab, its rectangle appears larger and to the right of the primary monitor, which matches its physical location. If the two did not match, I could drag the rectangles around so that their locations mimicked the locations of the screens. This is purely cosmetic; the computer doesn't care if this matches the physical location of the screen. However, I find it helps me to know at a glance which screen has the menu bar, and it makes it more intuitive to drag windows between screens.

- If you discover that both screens have gone completely black, it may mean that one of the screens is stuck at a resolution or refresh rate that either it or the graphics card does not like. I've usually found it necessary to restart the Mac to correct this problem. Once or twice things have gotten so mucked up that I had to

disconnect one display momentarily to allow things to right themselves.

- I keep the Displays menu bar item showing all the time. It will show resolutions for both monitors and allow me to change them without opening the entire Displays preference pane. Unfortunately, it doesn't allow me to change which monitor is the primary screen. That still requires a trip to the preference pane's Arrangement tab.

- If your screens are not set to mirror each other, you can place an application on a specific screen. Simply open the application as usual, then drag its window to the screen on which you want it to appear. In fact, you can fix certain elements of a program to a specific screen. Want Photoshop's main window on one screen and tool palettes on the other? Simply drag the tools where you want them, leaving the main window behind. When you have a program's elements spanned across more than one screen, the program remembers where you left them. Next time you open Photoshop, the tools will be right there on the second screen where you left them.

- Most programs don't really care if they are assigned to the primary or secondary screen. Front Row is an exception. It always appears on the primary screen, as far as I can tell. There may be other programs that exhibit this behavior, but so far it's the only one I've found.

- When the mouse reaches the edge of a screen in screen-spanning mode, it continues over to the second screen. In mirror mode, the mouse behaves as though it has hit a brick wall. Since its movements are already on the second screen, there is no reason to go past the edge.

- If you have more than one display connected, there is a relatively easy way to collect all open windows onto one display. Open the Displays preference pane. One screen's preference pane will contain a button that says "Gather Windows." This command brings all the open windows to that display.

Things I'd Like to See Improved

In the limited time I have been working with dual monitors, I have been very impressed. I have had to

temporarily disconnect my second monitor for a few days, and I miss it already. There are a few things that might make this experience even more enjoyable. So, for what it's worth, here are my suggestions for improving dual-monitor support.

- The method for designating primary and secondary displays seems to be a holdover from the days when presentations were the primary reason for connecting a second display. Now that Macs are becoming the focus of home media centers, it would be nice to switch the primary and secondary screens via a keyboard command.

- While we are at it, let's hope that a future version of the Displays preference pane allows changing settings on the fly without opening the pane. Some of these options, such as "Gather Windows" would be much more useful if they could be accessed directly.

- How about permitting Front Row to display on the secondary display? Many TVs are fine as displays for Front Row but don't work well as a computer's primary display because they just don't display text well enough to be the primary monitor. The net result is that when it's time to run Front Row, the primary screen has to be switched in the Displays preference pane.

That's it for now. Next month's column is up in the air at the moment. Perhaps it will be something about the new MacBook Pro. Stay tuned.

Desktop Pictures
by Lee Bennett, lbennett@atpm.com

Rocky Mountain National Forest

We need new desktop pictures each month. Write[1] to us!

This Month's Desktop Pictures[2]

This month's desktop photos were taken in October 2008 by Lee Bennett using an Olympus Stylus 720SW. All photos were given a slight color bump in Adobe Photoshop CS3, which was also used to create the two panorama images from multiple shots.

View Pictures[a]

[a]http://www.atpm.com/14.12/rockies/

Previous Months' Desktop Pictures

Pictures from previous months are listed in the desktop pictures archives[3].

Downloading All the Pictures at Once

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

iCab Use the Download command to download "Get all files in same path."

OmniWeb Choose "Save Linked ▷ Images. . ." from the File menu.

Safari Use this Automator workflow[4].

Contributing Your Own Desktop Pictures

If you have a picture, whether a small series or just one fabulous or funny shot, feel free to send it to editor@atpm.com and we'll consider publishing it in next month's issue. Have a regular print but no scanner? Don't worry. E-mail us, and we tell you where to send it so we can scan it for you. Note that we cannot return the original print, so send us a copy.

Placing Desktop Pictures

Mac OS X 10.3.x Through 10.5.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.

[1]mailto:editor@atpm.com
[2]http://www.atpm.com/14.12/rockies/
[3]http://www.atpm.com/Back/desktop-pictures.shtml
[4]http://automator.us/examples-02.html

Art Text 2.0.2

Developer: BeLight Software[1]
Price: $40 (download); $50 (boxed); $20 (upgrade, free upgrade for purchases made since July 1, 2008).
Requirements: Mac OS X 10.4. Universal[2].
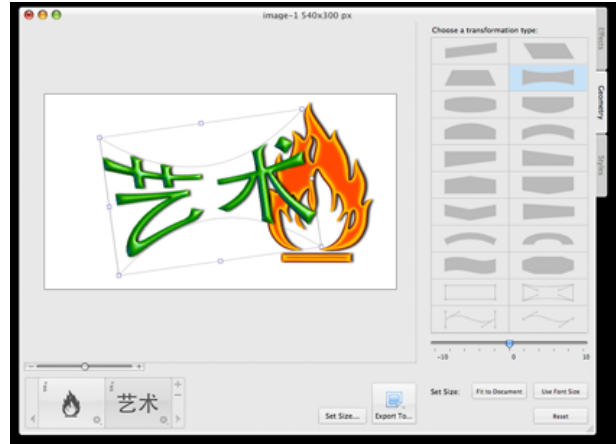**Trial:** Fully-featured (completed projects are overlaid with the words "Trial Version").

Art Text has a special place in my experience reviewing for ATPM. This is not only because it was the first review[3] I wrote, but also because of a heated discussion that was started from the review. It has been almost two years since then, and I now find myself revisiting Art Text in its jump from version 1.2.5 to 2.0.2. Let's find out what's new with version 2 and if all the changes are for the better.

Overview

For those who are not familiar with Art Text, it is used to turn plain text into art, thus the name, although Text Art might be what English speakers expect. Starting with a word or two, you can apply textures, shadings for a 3D appearance, shadow, and strokes (also known as outlines). Within each of the many ways to enhance the text, there are more options. For example, shading appearances include plastic, glass, metal, and many artistic modes. Shadow properties that can be adjusted include blurriness, distance, and angle. When you are satisfied with the text's appearance, you can move on to the Geometry tab to adjust its shape. There you can tug and squeeze the text, as well as rotate and warp it. If you find yourself applying the same effects and bending the text the same way time after time, you can save the settings as your own style. Likewise, if you want to quickly apply effects and make geometric changes, there are over 200 pre-set styles to choose from. Eventually you will have tinkered enough with the text; then you can export the work as an image file in PDF, TIFF, JPEG, and other formats,

or copy it to the clipboard for pasting into another application.

There are many effects to spruce up your otherwise plain-looking text.

Bend and warp the pretty text to your heart's content.

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[1] http://www.belightsoft.com/products/arttext/overview.php
[2] http://www.apple.com/universal/
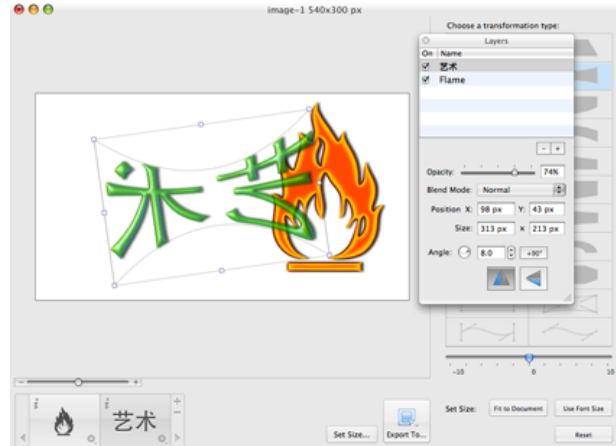[3] http://www.atpm.com/13.03/art-text.shtml

Use the canned styles to quickly make your text looks good.

With the introduction of layers, you are no longer limited to working with one object at a time.

Changes

The observant Art Text 1.x user probably already noticed that in all the screenshots so far there appears to be more than one piece of text in the working area or canvas. The old Art Text could at most handle a line of text, whether the words and letters remained on one line or many. Thanks to the new Layers feature in 2.x, you can now add multiple objects to the canvas, each with its own styles and so on. In the case of the first screenshot, I have three layers—the words "Qaptain Qwerty" in blue on two lines, then the Chinese characters for arts in watery blue, and lastly the flame symbol in orange. Note that the Chinese characters are just text and not a graphic element like the flame.

Like all good layers, the Art Text layers have properties like Opacity and Blend Mode. They can also be rotated and resized, much like a typical Photoshop layer. To handle the different objects, under the Edit menu you now have the plain Copy command, which copies everything in the canvas, and Copy Selected, which would copy just the selected object. Finally, you can merge the different layers into one.

Less useful but a more obvious change is the Template Gallery. The very first time you launch Art Text 2, you are presented with the Template Gallery, which is nothing more than the Styles menu taken to the next level. In addition to buttons, icons, and headings, you also have logos. While the pre-built logos are nice-looking, if you are in the business of designing logos, you must be sure to put some effort into tweaking the pre-built logos to have a unique look. You cannot just take an existing logo, change one shading, and call it your own. The software may be popular enough so that some day your "unique" logo turns out to be just like someone else's. I think of Art Text as a tool to quickly whip out a product, but with logos you have to be unique. I do think the logos can be useful for non-essential designs in newsletters or personal home pages. By the way, for those who don't want to see the Template Gallery each time Art Text starts, disabling it requires only a trip to the Preferences window.
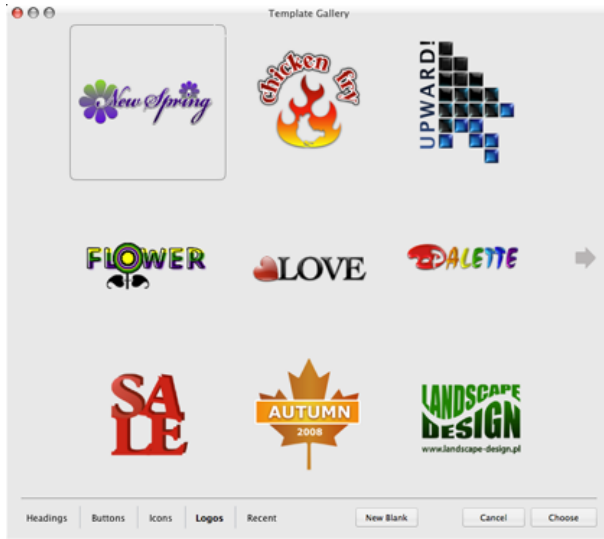
Get a quick start on your logo design. Just be sure to give it a unique look when you are done.

My personal favorite of the new features is the way styles are now presented. Earlier, they were not given enough exposure, as the Styles panel slid in and out of the main window. Only late in the review process did I notice it. In Art Text 2, there's a Styles tab alongside Effects and Geometry. What's more, styles are now, to borrow a term from the 1980s, WYSI-WYG, short for What You See Is What You Get. With the old Art Text, you didn't know what the style would do for you until you selected it. All you had was a name to go by. Wave and "Glow in Dark" are self-explanatory, but other styles are not. In version 2, the styles visually show you what they do. Not all of them have unique names, as a few styles' sample text simply reads Art Text. You don't need to know the style names, anyway; just see what you like and select it.

The source of the heated discussion that I mentioned earlier was that I couldn't paste from Art Text 1 into other programs like Microsoft Word and GraphicConverter. Art Text only used the PDF format when copying to the clipboard, instead of multiple formats. PDF-capable programs like Preview had no problem using the clipboard, but others that rely on TIFF or PICT formats couldn't paste. I am happy to report that I have no problem copying and pasting from Art Text 2 now. Yet another welcome addition.

Unwelcome Changes

Not all the changes are for the better. While there are now many built-in textures for use with the Fill effects, you no longer have a background picture to work with. The background of Art Text 2's final output now is either white or transparent. I can live with this unwelcome change or loss of a feature, but there is one other change that I really want to see improved.

With the old Art Text, whenever you exported the canvas, you were prompted to interactively specify the area of the export by dragging the four edges. In version 2, you must specify the working area by entering numbers for the width and height. Even though you have the choice of specifying in terms of pixels, inches, or centimeters, I really want to be able to just drag the edges to adjust the size of the final product. I suppose that after a while I would know the proper dimensions to indicate, but it is so much easier just to set the size interactively.

Wishes

I am fond of animated GIFs and especially animated text, so when I first found out about Art Text 2's layers feature I immediately tried to create an animated GIF. In Photoshop, you would use layers as the cells of an animation. Art Text 2 doesn't work that way. The GIF that it exports is just a plain vanilla single-frame picture, not an animation. Perhaps in a future major version of Art Text, there could be some way to export to animated GIF or, even better, to a Flash animation.

Conclusion

Art Text 2 brings many welcome changes to something that was already great. Layers, the Template Gallery, and WYSIWYG styles are on top of the list. It is no longer an issue to export from Art Text to other application via the clipboard, but it is somewhat awkward to specify the size of the working area. If you do a lot of fancy manipulation of text, symbols, and logos, Art Text 2 makes a Very Nice addition to your toolbox.

Checkpoint Flyer (and Accessories)

Checkpoint Flyer

Developer: [Tom Bihn](url)[1]
Price: $220
Trial: None

I never thought of myself as a bag hound—until recently, when I knew my new Tom Bihn Checkpoint Flyer (with accessories) was on the way, and the excitement rose in my chest every time I turned the corner to my house for the days leading up to the delivery. But I don't mind the label; along with my [possibly-overactive interest in productivity](url)[2], I have a special fondness for organization and tools for creating it.

The Checkpoint Flyer, from the front.

Tom Bihn's impressive selection of such tools makes my mouth water. And the package that landed at the Eubanks house a while back—packed full of Bihn gear—has satisfied my bag-houndedness for now.

The Checkpoint Flyer is specially designed to accommodate frequent travelers, particularly those who fly (thus the name). In the wake of the 9/11 terrorist attacks, most of us have experienced the tightening of security in certain ways when we prepare to board an airplane. Perhaps, like me, you have been exasperated with the hassle of removing your laptop from its bag and separating it from the rest of the stuff you're sending through the X-ray machine.

Open as it would be for X-rays—notice the laptop sleeve (far right) that separates the computer from the rest of the bag.

Enter the Checkpoint Flyer. It turns out that the Transportation Security Administration (TSA) allows for laptops to [remain in bags](url)[3] that are designed in such a way that still allow the computer to be X-rayed in isolation from the rest of the bag's contents. This capability sets the Checkpoint Flyer apart from most laptop bags.

There are broad reports that TSA officers do not give any trouble for these bags, though I confess I have not yet had the opportunity to put mine to the test. I will say this: if it is half as easy as it seems like it could be, my stress levels during travel will go way down.

The Checkpoint Flyer is, in true Tom Bihn fashion, a well-designed bag. It is attractive, made of a nice, heavy 1050 denier ballistic nylon with hefty zip-

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[1] http://www.tombihn.com/page/001/PROD/checkpoint/TB1701
[2] http://www.atpm.com/Back/next-actions.shtml

[3] http://www.tsa.gov/press/happenings/simplifying_laptop_bag_procedures.shtm

pers and appealing color schemes. More than that, it packs a lot of function into the pleasant form.

The molded laptop case portion of the Flyer is very sturdy, offering more protection than a typical sleeve or insert. It has a heavy zipper, like the rest of the bag, and is molded to fit my 13″ MacBook perfectly. (When you order your bag, you specify what size laptop case you want with it; you may also order replacements or additional sizes separately[4] from Tom Bihn.) It attaches to the main carcass of the bag using small, sturdy clips of a design I've never seen before; what is more, it detaches with those clips as well, giving an option of using the molded case as a streamlined on-the-go case. A single handle mounted on the top makes this even easier.

Here is the "small, sturdy clip" that attaches the sleeve to the rest of the bag. The metal latch is spring-loaded and opens easily.

When the molded laptop case is attached to the bag carcass, it folds up under a large flap, which buckles over it to hold your laptop securely. The flap houses a couple of spacious pockets, and a slit in the flap allows the single handle on the molded case to become one of the two handles that you use to carry the bag. It's a clever design, combining security and protection for your computer with useful function, and smartly avoiding redundant handles while allowing for maximum flexibility.

The rest of the carcass is a large briefcase with more pockets inside and out. In fact, there are so

[4] http://www.tombihn.com/page/001/PROD/ACC/TB171

many pockets that I haven't decided how or when to use them all, even though I've used my Checkpoint Flyer daily for several weeks now. The main compartment of the briefcase is roomy enough for several books in addition to my Horizontal Freudian Slip (more on it in a moment). Since my work requires a lot of reading, it's great to be able to pack a single bag to take home from my office on most days. The briefcase is also well padded, and more cleverness is found on the back: a magazine-sized pocket and a map- or boarding-pass sized pocket, with a zip-open slot to allow the Checkpoint Flyer to slip over your rolling luggage handle.

The back of the Checkpoint Flyer: you can see the magazine pocket that also zips open to fit over luggage handles.

I like the Checkpoint Flyer a lot, and find it very comfortable for regular daily use. With other bags I've used, I tend to pack based on what I'll be doing: I have a smaller messenger bag that used to be my daily bag, and a nice laptop-carrying backpack for traveling. With the Flyer, though, I'll probably stick with it as my regular bag and travel bag. It has more than enough pockets for the accessories I use regularly, and space to stash extra accessories as needed for travel. And as I said before, there is enough room for books and a few files as well.

My one complaint about the Checkpoint Flyer is something that, given the special TSA-compliant design, is unavoidable: since the molded laptop case folds out for X-rays, it also folds out at other times. Basically, this part of the bag has a tendency to "flop" around unless you buckle it back in. This means that, when I get to my office, I have to buckle it closed

without my MacBook in it in order to use the bag during the day without the flop factor. Then I must unbuckle it again to re-load the computer into it at the end of the day. A niggly complaint, I know—but I have grown used to bags that I can get into very easily throughout the day without a lot of open-and-close to pack up. On my messenger bag, for example, the laptop compartment is closed by a velcro flap, and this is substantially less trouble to get into than the buckles of the Flyer.

This is a minor hassle—and one I'll surely get over after a few more weeks.

Let me make a mention of a few of the accessories that I got with my Tom Bihn bag: the Horizontal Freudian Slip and the Absolute Strap.

Horizontal Freudian Slip

Developer: Tom Bihn[5]
Price: $35
Trial: None

The Freudian Slip is Tom Bihn's answer to the problem of loose files and other paperwork in a briefcase. A file folder stuffed into a softside briefcase, along with a few books or other bulkier items, is bound to get crimped or bent. Loose papers are even worse, usually ending up crumpled and even unusable—certainly less presentable.

A lot of bags offer as a solution a designated file or paper section. (I should say, a lot of bags *used* to offer that solution; I haven't seen this on a laptop bag in a while, but then it has been a while since I abandoned my Targus laptop briefcase for other styles of bags.) But the problem here is space designated for a purpose that may not always be necessary, thereby rendering it useless space at times. Who wants to haul around a bag that has an empty compartment for some or much of the time?

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[5]http://www.tombihn.com/page/001/PROD/ACC/TB0345

The Freudian Slip from the back—accessory pocket side.

Tom Bihn designed the Freudian Slip to solve this problem. It is a semi-rigid insert, with pockets for files and paperwork on one side and smaller slots, pockets, and slips on the other. Think of it as the boardroom pull: when you sit down at a meeting, pull out your Freudian Slip and you'll find all that you need there—files, papers, pens, other tools.

Like all Bihn designs, the Freudian Slip a handsome design that is also surprisingly well thought-out. It's soft enough to work well in a soft bag: it flexes to fit around other things in your bag, so it won't suck up too much precious space. Most of the time, it fits up against the side, and I hardly notice that it is there (until I need it!). The file pockets on the horizontal version are wide enough to house legal-sized as well as letter-sized files (a Vertical Freudian Slip[6] is available as well, which doesn't hold legal-sized files but has more pockets for letter-sized files). And the pockets for pens, notepads, Post-It flags, and other tools are great—there's plenty of room for anything I carry, and none of it is loose in my bag. I love my Freudian Slip.

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[6]http://www.tombihn.com/Merchant2/merchant.mvc?Screen=PROD&Store_Code=001&Product_Code=TB0344

The Freudian Slip from the front—file folder side.

Absolute Strap

Developer: Tom Bihn[7]
Price: $30
Trial: None

The Absolute Strap is so called because of its claim to "absolute comfort." I'll grant that it is a very comfortable strap. Nylon Webbing makes up the part that connects to the bag, but the portion that sits on your shoulder is made of a heavy neoprene (think scuba wetsuits) that has a good amount of give and stretch to it, cushioning the weight and preventing the normal swing and movement of the bag from digging into your shoulder.

I've had neoprene straps like this before (especially for cameras), and they have always allowed too much bounce—but the Tom Bihn strap has a hem sewn into the neoprene that mitigates the bounce, while keeping the give and cushion. Well done.

The straps on the Absolute Strap work well, but the look and feel of the Web strap doesn't quite fit, either with the rest of the Absolute or with the Checkpoint Flyer. The weave on the web is coarse, and I have seen straps with smoother, more elegant webbing. Function is more important than form here, but Tom Bihn is usually so attentive to both function *and* form that I give a few small marks against the Absolute Strap for that.

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[7] http://www.tombihn.com/page/001/PROD/ACC/TB0505

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Overall, I can't recommend Tom Bihn bags and accessories highly enough. I've never known someone who owns a Bihn bag that is unhappy or dissatisfied with it, and I say the same about the Checkpoint Flyer and the accessories I got with it. In fact, I like the Bihn Checkpoint Flyer as much as any bag I own. The price isn't modest, and there are good bags available for less money—but for the quality of the Bihn bags, I consider the price reasonable.

ExpanDrive 1.3.1

Developer: Magnetk[1]
Price: $30
**Requirements:** Mac OS X 10.4.1, G4 processor. Universal[2].
Recommended: 1 GHz processor.
Trial: Fully-featured (30 days).

Ask most anyone who has attempted to connect to an FTP (File Transfer Protocol) file server natively from within the Mac OS X Finder, and they'll generally respond with advice to not bother with it. It *sort of* works, but it's not very pretty.

Enter ExpanDrive—a utility that brings FTP connectivity to the Finder in a way that Apple should've offered in the first place. Once installed, ExpanDrive begins its life as a menu bar icon where FTP servers can be quickly enabled.
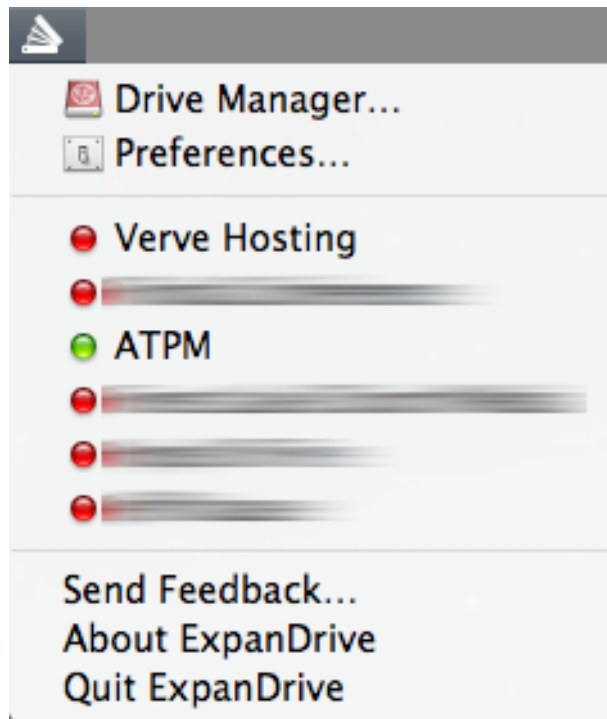
The ExpanDrive menu bar window lists all saved FTP servers and indicates with a green icon which servers are connected and usable.

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[1]http://magnetk.com/expandrive/
[2]http://www.apple.com/universal/

The Drive Manager reveals a simple window in which FTP servers are added, removed, or edited. They can be reordered in the list by dragging them to the desired order. The icon adjacent to the server name indicates whether the connection is standard FTP (yellow) or secure SFTP (red).
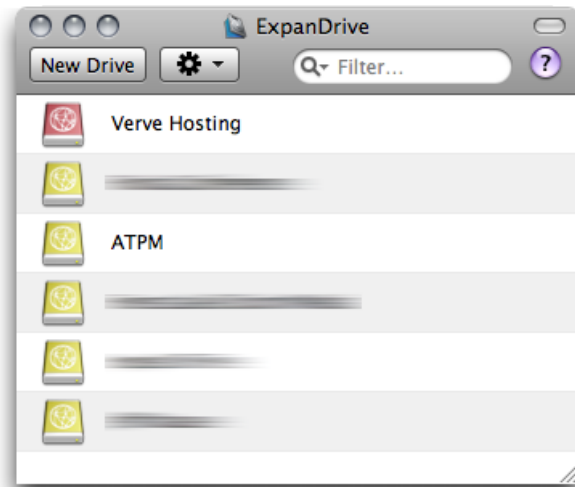
A list of saved FTP servers in ExpanDrive's Drive Manager window.
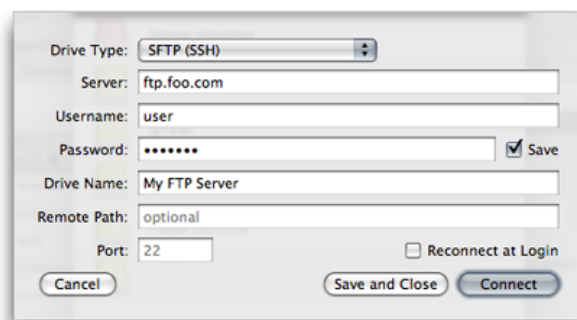
Connection information for an FTP server can be daunting, but ExpanDrive makes it as non-stressful as it can possibly be.

Adding a new FTP server only requires knowing whether it is standard (FTP) or secure (SFTP), the server's address, a user name, and a password. Nam-

ing the new Drive is optional (the server address is automatically used if no custom name is provided) as is the choice to begin in a specific subdirectory located on the FTP server.

Once a server is connected, it appears in the Finder window as a mounted drive, much the same as if an external hard drive had been attached.
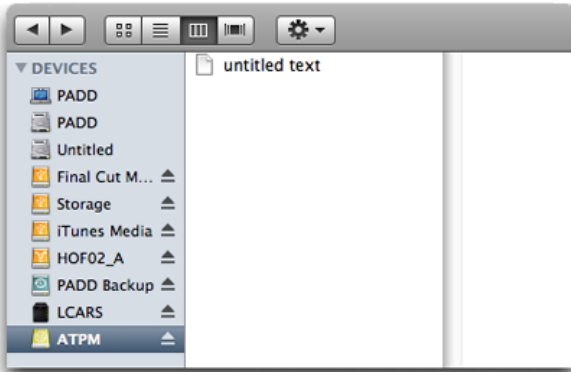
FTP servers connected via ExpanDrive are navigated in a Finder window in the same way as any other mounted drive.

If I were to end this review right here, I'd be leaving the impression that ExpanDrive is practically a must-own for any Mac user who regularly works with FTP servers. Unfortunately, I cannot describe ExpanDrive as a must-own.

Even before I actually began using ExpanDrive, two issues had appeared. The first involved the installation (or upgrade) of [MacFUSE](http://code.google.com/p/macfuse/)[3] which is required for ExpanDrive to work. The ExpanDrive installer indicates it will install or upgrade MacFUSE automatically and that no restart will be needed.

Yet, after installation of both MacFUSE and ExpanDrive had completed, I received a warning of a conflict with MacFUSE. Apparently I had an older version of MacFUSE previously installed, and ExpanDrive's installer somehow didn't fully suss out the upgrade. Each time I tried to mount an FTP server, I received the same error about the conflict and a suggestion to either restart ExpanDrive or restart my computer. Restarting ExpanDrive didn't make the warnings go away, and I did end up restarting my computer.

Once I was back up and running, the first FTP server I set up seemed to mount properly, so I decided my next step should be registering the software. This procedure had me stumped for a few moments. The

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[3]http://code.google.com/p/macfuse/

developer provided ATPM with a license file via e-mail, but no instructions on what to do with it. Moreover, I found nothing within the ExpanDrive interface nor the help files on how to register the product.

Admittedly, ATPM received the registration file in a manner that a typical customer would not. I discovered by trial and error that I only needed to double-click the file, and ExpanDrive automatically recognized this action and registered itself.

I do hope that any information (e-mail or otherwise) that accompanies the registration file delivered to a typical customer includes the instruction to double-click the file.

As I continued experimenting with ExpanDrive and added more servers to the Drive Manager, I noticed a significant amount of delay in accessing directory listings from most servers. I do know that directly listings never come from FTP servers as quickly as they would from a remote volume over standard Apple File Sharing, but my preferred FTP application retrieved the listings in less than half the time that ExpanDrive took.

Furthermore, with some connections, I was completely unable to upload a file. Doing so resulted in an error message that incorrectly claimed the file I was uploading might be corrupt.
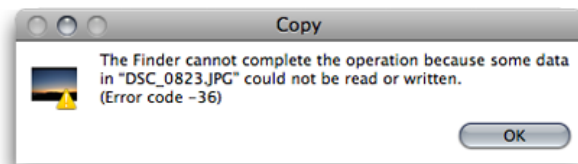
Two different FTP servers used with ExpanDrive produced messages like this. One was a standard FTP connection, and the other was an SFTP connection.

I know this error message was bogus because I repeated the upload with my preferred FTP application, and the transfer went through without so much as a burp.

A transfer attempt to yet another FTP server started normally, but caused my Finder to hang moments after the upload began. I might have wondered if my computer, and not ExpanDrive, were the source of these issues, but that notion doesn't seem likely since I experienced them both on a MacBook Pro at home and a G5 tower at my office.

ExpanDrive is still a rather young product. Its approach to making FTP servers more easily accessible within the Mac Finder is splendid. If I were rating only the interface, ExpanDrive would

at least merit ATPM's Very Nice designation. Conversely, ExpanDrive's performance needs refinement and improvement if it's to be representative of the "ridiculously simple" and "perfectly transparent" descriptions that appear on the developer's Web site.

Foundations of Mac OS X Leopard Security

Publisher: Apress[1]
Authors: Charles S. Edge Jr., William
  Barker, and Zack Smith
Price: $40 (paper); $28 (eBook)
Trial: Chapter 1[2].

Most computer users have some data
on their computers that they would not want to get
into the wrong hands. But given that desire, what
do they do about it? Mac users in particular, who
aren't under frequent attack from hordes of malware,
might be content to set a good password and trust
default system settings to handle the rest. But of
course there's a lot more to computer security than
that.
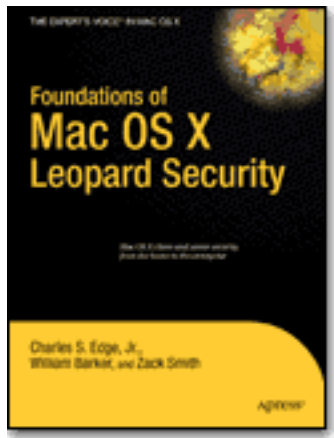
Edge, Barker, and Smith's *Foundations of Mac
OS X Leopard Security* covers a great variety of
security-related topics, from things most users take
for granted to decidedly user-unfriendly third-party
command-line applications that take security beyond
the built-in capabilities of Mac OS X. There are
chapters on such topics as file sharing, reviewing
logs, and wireless networking. Just in case security
fails, backup and forensics are also covered.

As expected, there are lots of screenshots, step-
by-step instructions, and practical suggestions in this
book. But the authors also go beyond that level

[1]http://www.apress.com/book/view/1590599896
[2]http://www.apress.com/book/downloadfile/3985

and try to give the reader an understanding of how
security-related technologies work. The "Securing
Network Traffic" chapter, for example, consists al-
most entirely of discussion of network technologies:
TCP/IP, types of networks, routing, and switches
and hubs are defined and described at length. Simi-
larly the "Malware Security" chapter doesn't just lay
out the various anti-malware utilities; it describes the
various kinds of malware, allowing the reader to un-
derstand the threats he is trying to stop.

Considering the great range of topics covered
in this book, it's reasonable to wonder, who is this
book meant for? The back cover says "User level:
Beginner-Intermediate," and it's fair to say that
members of either of those groups would benefit
from reading *Foundations of Mac OS X Leopard
Security*. But there's no denying that parts of this
book are pretty advanced, or simply go well beyond
the needs (and likely, interests) of beginning or
home users. And Mac OS X's Unix underpinnings
mean that a good discussion of security requires
references to and use of the command line, which in
my experience can be intimidating to beginners.

Unfortunately, the book does have its share of er-
rors and omissions. Most of them, like the not un-
common use of Tiger screenshots, wouldn't bother
an advanced reader but may confuse a beginner, par-
ticularly in cases where the differences between the
picture in the book and the screen in Leopard aren't
merely cosmetic. For example, Leopard's Print & Fax
System Preferences pane neither looks nor works like
the Tiger screenshot in the book. The text also some-
times reflects an earlier version of OS X: while the
screenshot of the Sharing pane of System Preferences
is definitely Leopard, the table that follows, describ-
ing the different services available, reflects Tiger's op-
tions instead of Leopard's. These kinds of flaws limit
the book's value as a how-to guide for beginners.

Other omissions in the book are rather more se-
rious, possibly confusing even intermediate readers.
For example, it is true that the Firmware Password
application can be found in `/Applications/Utilities`
on the Leopard install DVD, but the book doesn't
mention that `/Applications` is invisible. And the

"Server Security" chapter doesn't mention the somewhat complicated procedure for binding a client computer to an Open Directory server using SSL. Even an intermediate server administrator would likely be unable to make this work without help from afp548[3] or some other online resource.

Finally, there's one major security-related topic that's not covered in this book: using the firewall GUI on Leopard Server. The "Server Security" chapter covers other parts of the Server Admin GUI (like AFP, Web sharing, and Open Directory), and even advanced topics like Active Directory integration and enhancing LDAP security. The Leopard client firewall is covered in the "Setting up the Mac OS X Firewall" chapter, as is `ipfw`, which allows control of the (client and server) firewall from the command line. All of which makes the omission of the server firewall GUI rather strange, particularly if we are to believe the book is meant to be suitable for beginners: beginners use the GUI. Personally, I dislike the GUI and prefer to keep my settings in an `ipfw.conf` file, but a good treatment of the GUI might reveal it to have some advantages I'm unaware of.

If you're interested in security and you're thinking of buying this book, you need to ask yourself a simple question: will I read it? There's a tendency to use computer books merely as references, and if that's what you want, well, let me introduce you to my friend Google. If you treat this book merely as a reference, you'll learn only what you know you need to know, and remain ignorant of what you don't know you need to know. The value of this book—and it only works if you read it—is its ability to teach you things you didn't know you needed to know, but which are nonetheless important to understanding and achieving Leopard security.

Mac users who just have the occasional quick question about security or who are seeking nothing more than a basic how-to guide should probably pass on this book, not because it's inadequate but because it's a lot more than they need. But anyone who has a serious interest in Leopard security and who is experienced administering Macs and using the command line would be well-served by *Foundations of Mac OS X Leopard Security*.

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[3] `http://www.afp548.com/article.php?story=2007120301` `1158936`

GL Golf 2.1.8

Developer: Nuclear Nova Software[1]
Price: $15 (bundles with more courses available)
Requirements: Mac OS X 10.3.9. Universal[2].
Recommended: 1 GHz processor.
**Trial:** Feature-limited (6 holes).

I poke around at golf (the real kind, with carts, humidity, and frustration) but not enough to warrant playing the harder courses. Still, like anyone who plays, it's fun to dream about what a round would be like on Pebble Beach or Augusta National.

Let's be clear: GL Golf isn't going to take away your dreams of playing St. Andrews or Torrey Pines. But if you like golf, GL Golf *will* offer you a lot of fun in a surprisingly realistic game.

It begins with the main menu screen, where you can choose from an almost-dizzying selection of options. Naturally, you can select which course you want—and there are a lot of them. (The developers are always adding more, and you can subscribe to receive the new ones, or periodically buy a new set.)

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[1]http://nuclearnova.com/glgolf.php
[2]http://www.apple.com/universal/
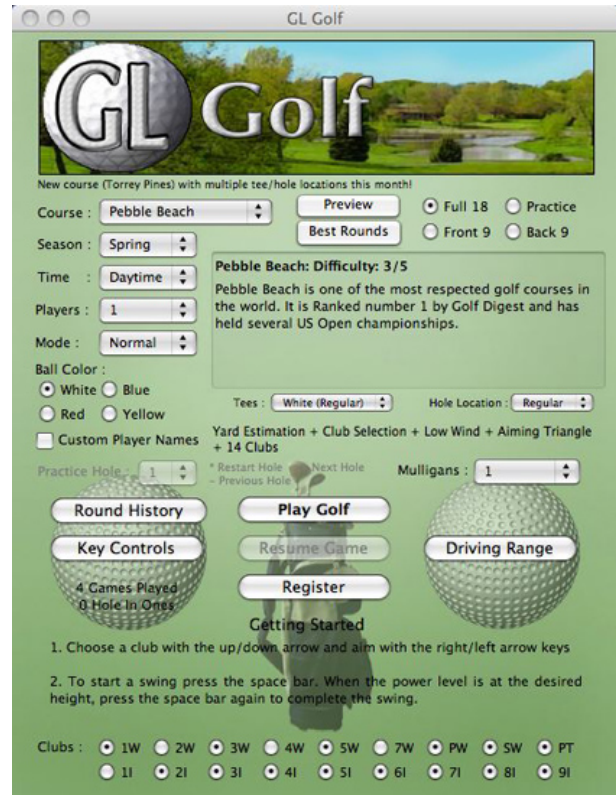
You can also select which season to play in—which basically changes only the scenery—as well as the time of day and the number of holes. Choose from Normal, Expert, or Pro modes for varying levels of difficulty. Some courses also offer more than one set of tees and hole placements. You can even select the ball color, which clubs you'll carry, and how many mulligans you'll be allowed during the game.

Once you've set all of your options, it's time to play. GL Golf will show you an overview of each hole before you play it, and then you are taken to the play interface. Gameplay is straightforward, and basically what you would expect: choose your club, adjust your aim, and swing. You control the power of the swing, so you can finesse your shots. The window will offer you some feedback, including help with aiming and a mini-map that offers information on the range of the selected club.

But don't think that because gameplay is so fundamentally basic your game will be easy. One thing that makes GL Golf a challenge is the attention given to the courses and their realism. The topography of the courses is surprisingly accurate, with slopes, dips, and terrain changes having dramatic effect on the way your ball plays. Trees and sand are not just visual obstacles, but play much like real life: I can get stuck in a sand trap for multiple shots in GL Golf just like I do on the real links.

This is especially true on the greens, which can be incredibly difficult to play. I would even go so far as to suggest that the realism of putting in GL Golf is a good exercise in building a golfer's understanding of how balls play on real topography; it can be a challenge to learn how a ball will roll under various conditions. Paying attention in GL Golf will teach you some helpful lessons.

Once you've finished a round, you can upload your score to the online database of score-cards. In fact, you can compete in online tournaments that are hosted by the Nuclear Nova Web site.

My only complaint is with the representation of the golfing experience. By that I mean both the visual and audible representation. Visually, the graphics leave a good bit to be desired. The only time I've played a golf game on a computer was back in the 90s when I played Microsoft Golf on a friend's Windows PC; yet, my memory of the graphics from Microsoft's courses there is that they were far superior to GL Golf's. Especially given the beauty of so many of the famous courses that GL Golf offers, something more visually realistic is certainly in order—and given today's graphics technology, in reach. You can adjust the graphics capabilities of GL Golf a lot—there are

many preferences, and you can certainly improve on the defaults—but, in the end, they are still cartoonish. GL Golf is excellent in its gameplay, and it deserves better graphics.

Similarly, why is there no player? It strikes me as odd that there is just a floating club, rather than an avatar of some sort. With all of the customizing options that GL Golf offers, a customized avatar seems in order.

With regard to audio, I say the same. While the sound effects aren't bad, they aren't up to the level of the gameplay that GL Golf offers. I'd also love to have a caddy who could give advice about the course: "Watch out for the slopes on the left side; they'll land you in the sand traps!" or "I'd suggest you play this green a little to the right, to accommodate that rise." It would fit, and it would make gameplay even more fun and satisfying.

By and large, GL Golf is a fun game. You're not going to give up your tee time, but it may be a fun way to pass a few minutes after work.

Hardware Review

by Lee Bennett, lbennett@atpm.com

iRecord Pro

Developer: Streaming Networks[1]
Price: $260
Requirements: USB device for recording (e.g., iPod video, USB flash drive, USB hard drive, etc.). Mac OS X 10.4 and iTunes 5.2 required for computer sync and/or iRecord Desktop software. Universal[2].
Trial: None.

The iRecord Pro hardware is a sleeker-looking box than its predecessor.

Two years ago, ATPM went for a spin with the iRecord[3], a small simple box that encoded analog video input into H.264 and saved the resulting files to an iPod or to a USB hard drive or flash drive. This year, a second-generation recorder, the iRecord Pro, was released, and it's time to see if this successor measures up to the original.

Same Simplicity

Just like the original iRecord, the iRecord Pro features very simple one-touch recording. But, in addition to this simplicity, the iRecord Pro now allows timed recordings. Repeated clicks of the record button will set the device to stop recording after 30, 60, 120, or 180 minutes, respectively. These recording times are clearly indicated on the front of the device.

Perhaps the best new feature is the iRecord Pro's ability to save larger resolution videos. The exact size

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[1] http://www.irecord.com
[2] http://www.apple.com/universal/
[3] http://www.atpm.com/12.12/irecord.shtml

and encoding bit rate are predetermined depending on which storage device is attached, but these settings can be manually chosen using the new iRecord Desktop software. More on that, later.

Going Remote

A remote control is also bundled with the iRecord Pro. There are two things I liked a lot about the remote. First, it includes a secondary record button to initiate an audio-only (192Kbps, MP3 format) recording. Without this, the only way to record an MP3 file is to unplug all the video cables from the back of the iRecord Pro and leave only the audio cables attached. Second, the remote allows recordings to be paused and continued without creating a new recording file.

I found at least one scenario, however, that could be problematic when using the remote. The iRecord Pro automatically shuts off after a period of time if nothing is being recorded. Even though there is a power button on the remote, I couldn't leave the device turned on and ready to record in an instant if I'm sitting on my sofa with the remote nearby. It takes a moment to power up the iRecord Pro and recognize the recording device.

Do You Hear What I Hear?

Depending on the environment in which the iRecord Pro is used, there could be a significant problem involving the device's noisy cooling fan. The original iRecord had no fan at all. The presence of a fan in the iRecord Pro would suggest that encoding the larger video files resulted in a considerable amount of heat from the circuitry, and a fan was included to address this problem. There are, however, quieter fans of this size that should've been used.

Choosing a Storage Device

I may have implied only two years ago that a USB flash drive or hard drive is the better choice for pairing with the iRecord. This time, the same is true, and I won't just make a suggestion to that effect. Besides gaining access to full D1 size (720 × 480 at 2.5 Mbps encoding) recordings, as well as the typi-

cally increased storage space, a hard drive or flash drive does not carry the stigma that Apple seems to have about anything other than iTunes trying to work with an iPod or iPhone.

Virtually everything I described in the original iRecord review about the caveats of recording through the device to an iPod is essentially the same with the iRecord Pro. The iPod is automatically switched to manual sync mode because iTunes will otherwise want to erase media that it doesn't have in its own library.

Using iPods and iPhones

Anyone who read the original iRecord review might remember the grief I encountered because I was not on the very latest version of iTunes—not that 7.0 and 7.0.1 were unsupported, but that a bug (fixed in 7.0.2) caused iTunes to freeze every time I plugged in my iPod after recording something with the iRecord.

This time around, though iTunes didn't crash, my iPod may as well have. My first attempt at recording to a 5G iPod resulted in a quickly flashing red LED on the iRecord Pro. According to the troubleshooting guide, the best answer was that I needed to update the firmware. When I attempted to do this, I was informed that the device was already up to date.

I took the iRecord Pro back to try recording again. This time, the recording appeared to go smoothly, until I tried retrieving the recording. With the external disk mode already activated for my iPod, I found the MP4 files and copied them to my computer (samples are below). After doing so, I wanted to put my iPod back into auto-sync mode, knowing full well that iTunes would want to remove the parasitic iRecord files. That's when I noticed in the iTunes sync window that the status bar claimed my iPod was full of "other" files instead of the usual breakdown of music, videos, etc. When I attempted to sync, only the remaining 13 GB were seen by iTunes as available space, and it asked me if I wanted to let it auto-generate a playlist to sync.

Long story short, I had to do a full restore of my iPod and, as I wrote this article, my iPod was in the midst of fully re-synchronizing all of my media.

Thankfully, the sample recording to my iPhone was far less traumatic, but it still came with a caveat. Unlike the iPod, I was able to watch a video on my iPhone immediately after the recording was completed. However, due to the iPhone not supporting external disk mode, I found absolutely no way to retrieve the video to my computer. As expected, as soon as I restored auto sync to my iPhone, the recorded video disappeared.

Other Storage Devices

The iRecord Pro also supports other portable media devices as recording destinations: Sony PSP, Video Walkman, Creative Zen Vision, Toshiba Gigabeat S, and Sandisk Sansa. I personally do not have access to any of these devices and, as such, cannot test them.

Improved Splash Screen

Streaming Networks made a wise adjustment to the splash screen that appears for a couple of seconds at the beginning of each recording. Instead of a large graphic covering the center of the video, it's now a small, slightly translucent graphic bug that peeks up from the lower left corner. A similar graphic appears in the bottom right corner at the end of the recording, but it's equally unobtrusive.

Recording Quality

As stated earlier, when recording to a USB thumb drive or hard drive, the resulting video is a full-size D1 ratio (720 × 480) at a high quality 2.5 Mbps. On an iPod, the files are 640 × 480 at 1.5 Mbps. Other devices, including iPhones, are either 480 × 320 or 480 × 272 at 1 Mbps. The iRecord Desktop software also allows defining 320 × 240 videos at 768Kbps when recording through the iRecord Pro directly to a computer.

A short clip from a PBS station was the source of these two short samples: one recorded to a USB flash drive[4] (12.6 MB) and another to an iPod[5] (8.9 MB). Recordings made to other devices or through the iRecord Desktop software are of similar quality at their respective sizes.

I felt the gamma levels of these recordings were a bit on the dark side. This is especially disappointing considering that the lower resolution recordings[6] from the original iRecord were brighter. In addition, the audio levels seem softer. This might be a good thing so as to reduce the chance of audio-peaking distortion, but I had to turn my computer volume to maximum to get what I felt was a listenable level for the sample recordings (above).

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[4] http://www.atpm.com/14.12/USB_Drive.mp4
[5] http://www.atpm.com/14.12/iPod.mp4
[6] http://www.atpm.com/12.12/iRecord_Sample.mp4

iRecord Desktop Software

Had I only been reviewing the iRecord Pro device by itself, I may have been inclined to match the original iRecord's rating of Very Nice. But this review covers the device as well as the software, and I had to consider both for the rating.

In a word, the software is disappointing. With the exception of being able to schedule recordings, record video in other sizes, or record audio in other formats, I'd sooner just attach an external hard drive to the iRecord Pro than use the software interface.
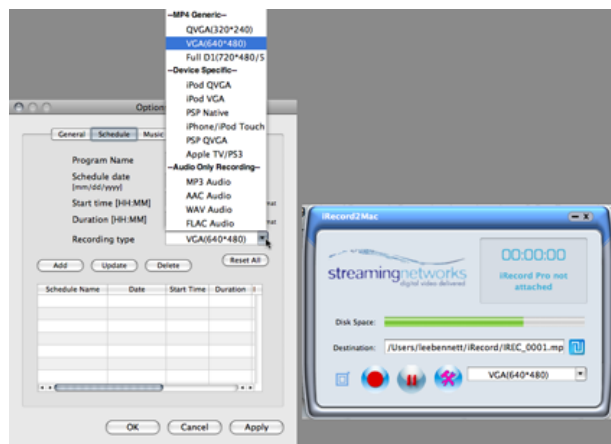
iRecord Desktop software's interface for setting up a scheduled recording.

A featured touted for the iRecord Pro is the ability to transcode MPEG-2 video (such as .VOB files from DVDs) to .MP4 videos.
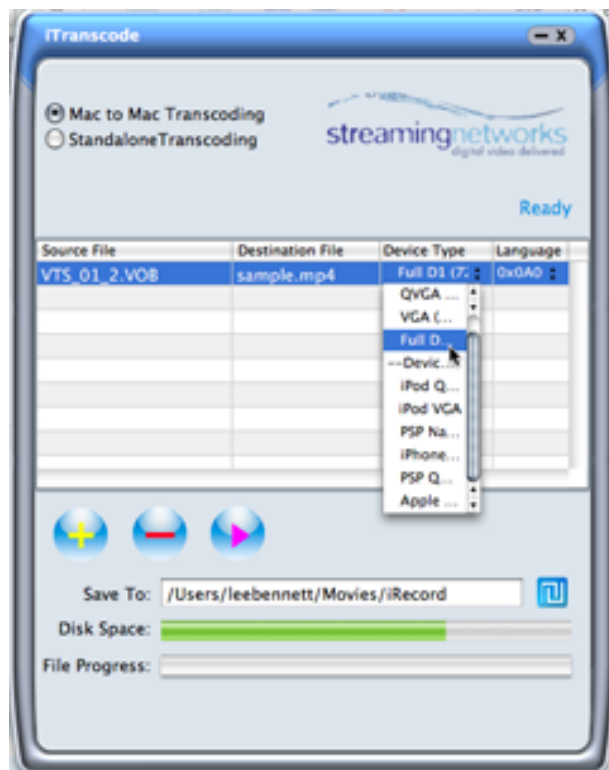
The interface for MPEG-2 video transcoding.

While the conversion on my sample file was very fast on my 2.2 GHz MacBook Pro and the video quality was acceptable, the resulting MP4 file was unusable because the audio was out of sync.

If conversion of MPEG-2 files is a primary goal, a far less expensive option would be to download the free MPEG Streamclip[7] software and spend a meager $20 on Apple's MPEG-2 Playback Component[8] for QuickTime. (Note, users of Final Cut Pro already have this add-on and do not need to purchase it.)

The Bottom Line

As with its cousin, the iRecord Pro remains probably the simplest of all the devices in this category, especially when using only the device and staying away from the clumsy software. Whether or not the additional $60 is a worthwhile premium for the higher-quality recordings and ability to schedule recordings with the software is a tough call—one that is made no simpler when considering the fan noise and the iPod/iTunes sync caveats.

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[7]http://www.atpm.com/12.03/howto.shtml
[8]http://www.apple.com/quicktime/mpeg2/

FAQ: Frequently Asked Questions

What Is *ATPM*?

About This Particular Macintosh (ATPM) is, among other things, a monthly Internet magazine or "e-zine." ATPM was created to celebrate the personal computing experience. For us this means the most personal of all personal computers—the Apple Macintosh. About This Particular Macintosh is intended to be about your Macintosh, our Macintoshes, and the creative, personal ideas and experiences of everyone who uses a Mac. We hope that we will continue to be faithful to our mission.

Are You Looking for New Staff Members?

ATPM is looking to add more regular reviewers to our staff. Though all positions with *About This Particular Macintosh* are volunteer, reviewing is a great way to share your product knowledge and experience with fellow members of the Macintosh community. If you're interested, contact ATPM's Reviews Editor, [Paul Fatula](mailto:reviews@atpm.com)[1].

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- The **Online Webzine** edition is for people who want to view ATPM in their Web browser, while connected to the Internet. It provides sharp text, lots of navigation options, and live links to ATPM back issues and other Web pages.

- The **Offline Webzine** is an HTML version of ATPM that is formatted for viewing offline and made available in a Mac OS X disk image. The graphics, content, and navigation elements are the same as with the Online Webzine, but you can view it without being connected to the Internet. It requires a Web browser.

- The **Print PDF** edition is saved in Adobe PDF format. It has a two-column layout with smaller text and higher-resolution graphics that are optimized for printing. It may be viewed online in a browser, or downloaded and viewed in Apple's Preview or Adobe Reader on Macintosh or

Windows. PDFs may be magnified to any size and searched with ease.

- The **Screen PDF** edition is also saved in Adobe PDF format. It's a one-column layout with larger text that's optimized for reading on-screen.

How Can I Submit Cover Art?

We enjoy the opportunity to display new, original cover art every month. We're also very proud of the people who have come forward to offer us cover art for each issue. If you're a Macintosh artist and interested in preparing a cover for ATPM, please e-mail us. The way the process works is pretty simple. As soon as we have a topic or theme for the upcoming issue we let you know about it. Then, it's up to you. We do not pay for cover art but we are an international publication with a broad readership and we give appropriate credit alongside your work. There's space for an e-mail address and a Web page URL, too. Write to editor@atpm.com for more information.

How Can I Send a Letter to the Editor?

Got a comment about an article that you read in ATPM? Is there something you'd like us to write about in a future issue? We'd love to hear from you. Send your e-mail to editor@atpm.com. We often publish the e-mail that comes our way.

How Can I Contribute to *ATPM*?

There are several sections of ATPM to which readers frequently contribute:

Segments: Slices from the Macintosh Life

This is one of our most successful spaces and one of our favorite places. We think of it as kind of the ATPM "guest room." This is where we will publish that sentimental Macintosh story that you promised yourself you would one day write. It's that special place in ATPM that's specifically designated for your stories. We'd really like to hear from you. Several Segments contributors have gone on to become ATPM columnists. Send your stuff to editor@atpm.com.

Hardware and Software Reviews

ATPM publishes hardware and software reviews. However, we do things in a rather unique way. Techno-

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[1] mailto:reviews@atpm.com
[2] http://www.atpm.com/subscribe

jargon can be useful to engineers but is not always a help to most Mac users. We like reviews that inform our readers about how a particular piece of hardware or software will help their Macintosh lives. We want them to know what works, how it may help them in their work, and how strongly we recommend it. Please contact our reviews editor[3], before you begin writing, if you have a piece of hardware or software that you'd like to review.

Which Products Have You Reviewed?

Check our reviews index[4] for the complete list.

What is Your Rating Scale?

ATPM uses the following ratings (in order from best to worst): Excellent, Very Nice, Good, Okay, Rotten. Products rated Good or better are ones that we recommend. Okay products get the job done. We recommend avoiding Rotten products.

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If you or your company has a product that you'd like to see reviewed, send a copy our way. We're always looking for interesting pieces of software to try out. Contact reviews@atpm.com for shipping information. You can send press releases to news@atpm.com.

Where Can I Find Back Issues of *ATPM*?

Back issues[5] of ATPM, dating since April 1995, are available in DOCMaker stand-alone format and as PDF. In addition, all issues since ATPM 2.05 (May 1996) are available in HTML format.

What If My Question Isn't Answered Above?

We hope by now that you've found what you're looking for (We can't imagine there's something else about ATPM that you'd like to know.). But just in case you've read this far (We appreciate your tenacity.) and still haven't found that little piece of information about ATPM that you came here to find, please feel free to e-mail us at (You guessed it.) editor@atpm.com.

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[3] mailto:reviews@atpm.com
[4] http://www.atpm.com/reviews/
[5] http://www.atpm.com/Back/