ATPM

15.09 / September 2009 Volume 15, Number 9

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

Cover Art

"The New Office" Copyright © 2009 Catherine von Dennefeld. We need new cover art each month. Write to us!

The ATPM Staff

Publisher/Editor	Michael Tsai
Managing Editor	Christopher Turner
Reviews Editor	Paul Fatula
Web Editor	Lee Bennett
Copy Editors	Chris Lawson
	Linus Ly
	Ellyn Ritterskamp
	Brooke Smith
	Vacant
Webmaster	Michael Tsai
Beta Testers	The Staff
Contributing Editors	Eric Blair
	Mike Chamberlain
	Ed Eubanks Jr.
	Matthew Glidden
	Ted Goranson
	Andrew Kator
	Robert Paul Leitao
	Wes Meltzer
	Sylvester Roque
	Charles Ross
	Mark Tennent
	Evan Trent
	Vacant

Artwork & Design

Layout and Design	Michael Tsai
Web Design	Simon Griffee
Cartoonists	Matt Johnson, Linus Ly
Blue Apple Icons	Mark Robinson
Other Art	RD Novo
Graphics Director	*Vacant*

Emeritus

RD Novo, Robert Madill, Belinda Wagner, Jamal Ghandour, Edward Goss, Tom Iovino, Daniel Chvatik, Mike Shields, Grant Osborne, Gregory Tetrault, Raena Armitage, Johann Campbell, David Ozab.

Contributors

Lee Bennett, Matt Johnson, Chris Lawson, Robert Paul Leitao, Linus Ly, Ellyn Ritterskamp, Mark Tennent, Angus Wong, *Macintosh users like you.*

Subscriptions

Sign up for **free** subscriptions using the Web form.

Where to Find ATPM

Online and downloadable issues are available at the ATPM Web Site. ATPM is a product of ATPM, Inc. © 1995–2009. All Rights Reserved. ISSN: 1093-2909.

Production Tools

Acorn, Apache, AppleScript, BBEdit, Docutils, DropDMG, FileMaker Pro, Git, GraphicConverter, LaTeX, make, Mailman, MySQL, Name Mangler, optipng, Perl, Photoshop Elements, PyMesh, PyObjC, Python, rsync, Snapz Pro X, ssh, TextMate.

Reprints

Articles, original art, and desktop pictures may not be reproduced without the express permission of the author or artist, unless otherwise noted. You may, however, print or distribute copies of this issue of ATPM as a whole, provided that it is not modified in any way. Authors may be contacted through ATPM's editorial staff, or at their e-mail addresses, when provided.

Legal Stuff

About This Particular Macintosh may be uploaded to any online area or included on a CD-ROM compilation, so long as the file remains intact and unaltered, but all other rights are reserved. All information contained in this issue is correct to the best of our knowledge. The opinions expressed in ATPM are not necessarily those of the entire ATPM staff. Product and company names and logos may be registered trademarks of their respective companies. Thank you for reading this far, and we hope that the rest of the magazine is more interesting than this.

• • •

Thanks for reading ATPM.

Sponsors

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 our links.

Welcome

by Robert Paul Leitao, rleitao@atpm.com

Welcome to the September issue of *About This Particular Macintosh!* It's the waning days of summer, yet Apple is spreading product coolness all over the globe. Snow Leopard has been released, and the iPhone 3GS continues its global rollout, abated only by supply issues in meeting popular demand. Both the Mac and the iPhone are changing the economic climate in their respective markets. The Mac is realizing unit sales growth in a PC market that's otherwise languished in challenging economic times, and the iPhone is reshaping the economic environment for consumer adoption of what are called smartphones.

Consequently we've dubbed this issue the first official "Climate Change" issue of your favorite monthly Internet-based magazine. We thank you for joining us this month as we explore the Apple product world in our unique and often entertaining way and observe the various ways Apple products are changing the global climate for digital devices.

Snow Leopard

At press time, Snow Leopard was making its global debut as the most recent commercial iteration of Apple's popular Unix-based operating system. Available for Leopard users at the cost of $29 for a single-user license and $49 for a family pack offering up to five licenses for a home, Snow Leopard is the least expensive commercial upgrade to Mac OS X since its original release.

Why? Snow Leopard is being positioned by Apple as a refinement of Leopard, Apple's most popular version of Mac OS X to date. Rather than hyping new features, the company is emphasizing Snow Leopard's speed enhancements and reduced space requirements. Because Snow Leopard is only available for Intel-based Macs, code for PowerPC-based Macs has been removed in this release, along with the items such as printer drivers that are readily available for download from the Internet. There's no reason to bloat the OS with thousands of drivers when most users need to install only one.

Apple has also re-written much of the underlying code to make operations more efficient, and technologies such as Grand Central Dispatch and OpenCL will improve performance.

The iPhone 3GS

The iPhone 3GS is having a spectacular run with a sales performance two months following release that's bested the iPhone's previous versions by a conspicuous margin. The reasons include more global channels for product sales, tens of thousands of apps available through the App Store, and increasing consumer desires for smartphones.

I recently jumped from the original iPhone to a 3GS after spending a few days on vacation in June with my original iPhone as his primary news reader. While I waited and waited for pages to load (maybe) over AT&T's EDGE network, other vacationers in the party were zipping around the Internet in much higher-speed fashion.

The iPhone 3GS is a noticeable leap forward from the original iPhone, and firsthand experiences indicate it's faster than its most recent predecessor. Apple claims the "S" in 3GS stand for "speed." I believe it.

The iPhone's Slow Boat to China

The term "Slow Boat To China" is considered an idiom. An idiom is a term with an intended meaning not immediately discernible from the string of words. It's also the name of a mid-20th century popular song. In common usage it's a creative expression to describe methods that might take a long time or use of a meandering route to reach a destination.

At press time, China Unicom announced a non-exclusive deal to sell iPhones as an official and sanctioned carrier in China. iPhones have been pouring into China's mainland through unofficial routes such as Hong Kong. The China Unicom deal will bring millions of iPhone units to the mainland with warranties and sanctioned service packages for consumers.

To many impatient observers, the China deal has been too long in coming as if negotiations were being held on a slow boat to China. It is a bit ironic it's taken time to officially open a market in which iPhones are made. Early reports indicate that iPhones will be sold to China Unicom at prices below that charged by Apple in western regions of the globe. Further, the iPhones will be sold by China Unicom without Wi-Fi capabilities due to the central government's concerns about potentially millions of broadband-equipped digital devices entering the nation.

While it may appear that discussions between Apple and China Unicom were held on a slow boat to China, it's the carrier's hopes the iPhone will quickly improve the company's competitive position in the country. China Unicom recently reported falling earnings, and the company desires to improve its competitive position and revenue and earnings mix through the sale of 3G phones.

Time will tell if the perceived slow pace of discussions has yielded a highly profitable and high volume deal for Apple and whether or not China Unicom will find success as the first sanctioned iPhone carrier on China's mainland.

Back-To-School, Back To Life

September is kind of an awkward month. Summer weather remains, but the leisurely pace of the summer season abruptly comes to an end. Students of all ages return to school, and many of us return to time-worn routines for the fall and winter months.

ATPM chronicles what we call the "personal computing experience." Each monthly issue is filled with unique views and product reviews with you in mind. ATPM is a monthly Internet magazine for all months and seasons. We thank you for joining us this month as summer slowly yields to fall and the pace of new product releases quickens as families return home from summer travels and students trek back to school.

Our September issue includes:

MacMuser: Anti-Time

Mark Tennent continues the saga began in last month's installment of *MacMuser.*

Apple Talk: Quick Look

Angus Wong examines recent goings-on with Apple—contemplating what is going well and what is not going so well.

Segments: Macless Abroad

Lee Bennett shares his experience of traveling to the United Kingdom for 10 days using only an unlocked iPhone for Internet access and no laptop computer.

Desktop Pictures: United Kingdom

Coinciding with his *Segments* article in this issue, Lee Bennett also offers several favorites from the hundreds of photos taken during his trip to the United Kingdom.

Out at Five

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

Review: Crabble iPhone Stand

Simplicity and portability rule the day.

Review: Cram 1.0.1

Cram helps you study through multiple-choice flash cards, although I was hoping for a different kind of Flash.

Review: In Your Face

Facing up to clip-on gadgets.

Review: PowerBlock Reserve

Lee Bennett can now worry a lot less about rationing his iPhone usage on a lengthy excursion away from power outlets, knowing the PowerBlock Reserve will provide a quick boost to the iPhone's battery life.

Review: Take Control of Safari 4

Repeat after me: you are in charge of the browser.

E-Mail

The Zippy Quest for Jazzy Flash

Forget computer media! I got a bunch of Video 8 tapes (and in PAL format no less!) that I've got to figure how to digitize. Dang, I knew I should have worked harder to get them onto the Mac (and then onto one of the above-mentioned snazzy magnetic products) back when I had my 6100 AV. Boy, this article and these comments really date us geezers!

—*Angus Wong*

Life in a Post-Apple World?

Seriously my *favorite* thing about my Mac is...*no blue screen of death!* Woooohooo!!! It was the blue screen of death that ended my PC-ing days and converted me to a Mac user. Over five years later and I am happy as a very happy plum tree. From my MacBook Pro, to my current MacBook...from my first iPod...to my iPod touch...to my new iPod nano that will arrive this Friday...(and the Apple/Nike sports kit that just arrived) I am a happy camper. Happy I say...*happy!* My computer loves me. It doesn't take five minutes to boot up, it doesn't have useless IE that crashes every other important download...and it doesn't give me blue screens of death. I haven't had a virus, a worm, a trojan nor, had the hard drive corrupt, and I have not had to re-install the operating software. My software did not take two hours to install.

I love my Mac because my Mac is nice to me.

—*Avigayil*

Taming the Two-headed Monster

Here are some further hints about glitches related to sleep and also Dock location and a comment on mirroring.

I found that pulling the plug on the second monitor while the computer is asleep causes problems. (The cursor arrow registered on the screen but didn't appear on the screen—like an invisible ghost, still functioning but invisible!) This is easily correctable. Simply reverse the process. Put the computer to sleep using a touch of the off switch followed by the "s" key, plug the monitor back to the way it had been, and reawaken it. You can avoid the problem in the first place by attaching and removing the external monitor only while the computer is on or entirely off.

Next issue: Dock location. As mentioned, you can shift the menu bar to a different monitor in the preferences, thus changing the primary monitor, by dragging the menu bar stripe in the diagram to whichever one you prefer. The Dock location will be determined by the entire available screen area, rather than just the primary screen. Thus if you set your primary monitor to be above the secondary (by dragging in display prefs) and Dock is set

to "bottom," then it will pop from the bottom of the primary screen to the bottom of the secondary screen, as secondary is now the bottom screen of the two. Once I had a bug cause the Dock not to shift as predicted, but after I rebooted it came up as expected.

Lastly, I sometimes leave mirroring unchecked when doing presentations, so I can read my notes on one screen while the slide show is on the other, for the audience to see.

—Uncle Pea

A Bird in the Palm Is Worth...

This was an *excellent* wrap-up. I'm going to keep an eye on Wes' columns in future ATPMs. Thanks!

—David Zatz

Blinking Cursors

This article provides a vivid snapshot of what it's like for technocrats entering into corporate life.

As someone working at megabank, I've opined numerous times to the powers that be, suggesting that it will become increasingly difficult to attract young talent if you are going to make them check their iPhones at the door. It's a problem every lumbering, fear-mongering, and penny-pinching megacorp is going to have to face.

The CTO of BP gave a great talk on this very subject. They started a program where new employees are basically given some cash and told to buy whatever computer they want. All the corp apps are in the cloud, and the corp doesn't take any endpoint security position on the end-user machines. It's a security retreat, but it's also a recognition that you aren't going to be able to attract the techno-elite with your hokey beige boxes.

I also feel that my employer's choice of computers and software is cramping my style. However, I'm a PC tablet user.

Mac users are always comparing their home or hip creative agency machines with those used by mostly older, less techno-focused folks at megacorps and believing that they are comparing Macs to PCs. It's naive.

—thommango

Tethering a Mac to Your Cell Phone

Your mileage may vary, but I have had little difficulty connecting with my MacBook Pro (Mac OS X 10.5.6) and my Sprint Blackberry Curve using built-in Bluetooth on both. Adding data to my Blackberry plan cost $15 a month. It is very useful for checking e-mail and light surfing/commenting when I'm on the road, and it even saves me charges at hotels with pay-to-play Internet.

Once both are configured, connection is simply a matter of opening the MacBook Pro, choosing the Bluetooth/Blackberry connection via the modem icon, and getting online. In areas with a good Sprint signal, I sometimes just leave the Blackberry in my belt holster, and it looks like I'm connecting by magic.

My wife uses a Verizon USB data modem to connect her MacBook. Again, configuration was straightforward using VZ Access Manager, which comes with the modem or is a free download.

We are about to switch to a Verizon MiFi, which combines the data modem and a small WiFi hotspot in a single device, allowing up to five computers to get online if they are within 30 feet or so of the device.

I haven't started using the MiFi yet, so I can't report on how well it works, but using the Verizon USB modem last year we drove from Texas to western New York and were only out of range of a signal for brief periods in the eastern mountains.

I'm hoping the MiFi will provide the same quality of cellular access, but make connecting easier via WiFi for our computers, iPhone, and even our iPod touch.

Based on my experience only, tethering is more convenient (you usually have your phone already with you) and is cheaper, but the dedicated data modem seems to deliver faster and more reliable connections at greater cost (approx. $60/month). I see that Sprint now has an occasional use plan—$15 for a 24-hour period—but I'm not sure which modems or phones support such a plan.

Incidentally, iPhones do not yet support tethering in the US—at least officially—but are supposed to get that capability later this year.

—Oliver Texeira

• • •

I just checked the EVDO page and followed a link to Verizon's data map. According to the map, my house is well within range, but my husband's USB modem says there is zero connectivity of any kind. This is what is so frustrating. Ever since cell phones have become ubiquitous, we have run into this issue of promises of excellent signal strength only to be disappointed, even experienced signal degradation after cellco's were no longer obligated to rent tower space to each other.

I have asked AT&T in the past about data signal strength (at the time, my home was on the edge of their coverage map), and all they could recommend was signing up and paying for a contract, buying the hardware, and seeing if I had a signal. If not, then they will refund my money. Anyone who has try to get their money back from a telco knows how frustrating this can be. Personally, I find this solution unreasonable, and it's kept me from trying the service out.

—M Geiger

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.*

Anti-Time

Week one in new job. It appears that I was over-hasty last time, thinking I couldn't turn on the Dell computer. What had happened was, I had entered a zone of anti-time.

This is a region between normal dimensional time and space, encountered by the likes of Dr. Who, Picard, Janeway, and Kirk, all of whom have the option to re-calibrate their forward arrays to emit tachyon anti-anti-time particles. In the office environment this is not feasible as this lecture may show, and especially so when dealing with a Dell.

In my efforts to turn on the Dell, one of the buttons I pressed had started the machine, but it took so long before anything happened, I had given up. Even ancient Mac IIs, circa 1989, played a start-up chime when power was switched on. The boot process was lengthy, but one knew something was about to happen, and one could watch a progression of icons across the screen as control panels and system resources sprang into being.

Working with Windows XP is, on the whole, an enormous chunk of anti-time for a Mac user. The delays between clicking on something and the result is not necessarily part of this. Instead it is one's continual attempts to get rid of the gross ugliness of the interface. Something so stupidly awkward, clunky, and downright obscene to one's eyes could only have been designed by a committee. They then sold it to a business world which has no idea of elegance and how it enhances productivity. Let's ignore for now the number of times Windows XP crashes or freezes, or programs just disappear for no apparent reason. One second they are there in front of you, and the next you are dumped back to the desktop. If this is how businesses use computers, no wonder the world is in a mess.

Of course, there are many other elements of anti-time common to most offices and especially local government. Self-employment for 20+ years makes you efficient. Start the day at 8 AM, attend to e-mails, do any correspondence or marketing, and start work. By 2 PM a day's tasks are nearly completed, the rest of the afternoon to 6 PM makes up an extra half day of productivity.

This is not what happens in offices around the world. Employees waste an hour or more getting to and from work, then start around 9 AM by making coffee and having a chat about last night's TV. Meetings, both formal and informal, are two of the biggest regions of anti-time and are usually a complete waste. Throughout the day, anti-time slips into your dimensional reality as colleagues interrupt work with offers of drinks, photos of the baby, jokes, or requests for help getting the photocopier to work. Productive time is an illusion which stretches through lunch and on to going-home time. Flexi-time enhances this illusion further as the gap between start and finish becomes less tangible.

On the other hand, regular pay means no more waiting 30, 60, 90, or 120 days for payment, or filling in VAT returns, end of year accounts, and dealing with cold-callers.

Nice work now that I've got it, but I pine for my Mac every second I spend with Windows, and I especially miss working from my own office. I'm looking into the latter, but it seems inevitable that the rest of my working life is destined to be ruined by Microsoft—a company which has held the world to ransom for too long with such poor quality software.

Copyright © 2009 Mark Tennent.

Apple Talk

by Angus Wong, http://www.anguswong.net

Quick Look

I think most of you will agree that things are going very well for Apple these days. I don't mean that to be an understatement. I just wanted to point out that not everyone is as clued in. Sure, many people in the computing, mobile, and media industries know that the iPhone is a success, that Macintosh computers are selling very well, and that the iTunes store has become the vendor of choice for consumers when it comes to digital media.

But do industry watchers *really* understand the bit storm that is going to hit? The storm that is very likely going to wipe out legacy technologies such as the Windows API, Palm OS, and probably even Symbian (which could eventually be relegated to esoteric embedded applications)? Extreme? I don't think so. The computing landscape (and technology in general) is replete with history lessons of things going obsolete post-haste, even though, due to certain shady arrangements, we've been stuck in stasis for a long time. But just as the automobile industry is being dragged slowly into the future, the tides of war have turned for operating systems.

Even so, it's not all smooth sailing. Rumblings have begun in certain official quarters, for instance, about Apple and Google getting too chummy. With the departure of Eric Schmidt from the Apple board, there's looser coupling between the two management teams and that's got to work in favor of Apple's "competition" further up north, even as more nefarious allegations emerge about Microsoft's ongoing counterattack. The ironic thing is that Apple and Google joining forces is actually a good thing, because a synchronized game plan from them will be able to accomplish quicker what nobody else could before: level the playing field. The sooner the tech field is truly leveled, the sooner the old guard will be forced to innovate, or at least step aside to allow the truly innovative to finally come to the fore.

The other thing that's not going as well for Apple as I would have thought is the pesky Psystar litigation. That's a whole soap opera in itself, and I am sure lots of people eagerly await the results of the trial to see whether or not there are indeed shadowy "backers" for this little unsanctioned clone-era anachronism. I look forward to renting the movie version from the iTunes store one day.

Speaking of iTunes, is anyone not downloading iPhone apps? All right, I was being facetious. Not everyone is using an iPhone. There are folks working on their bosses' pipe dreams, which are called the Zune phone, the Palm Pre, and the Dell mini3i. I can only hope these people are smart enough to be secretly writing OS X apps on the sly—if they want a migration path for their careers.

And speaking of iPhone wannabes, I reckon only Dell's horse has any chance of even finishing the race. Dell is selling its Android-powered phone to the Chinese market. Unless something disastrous happens, Dell could be selling quite a few of its newfangled gizmos. With legions of underpaid third-world programmers conceivably hacking out Android apps (do not be surprised if some sport more than just a passing resemblance to iPhone apps), it could mean quite a toehold for a PC-era company that I'm sure many of us have written off. I wouldn't be surprised if Dell eventually got out of the mass-market computer segment (the way IBM did) and just sold phones. What strikes me, though, is that, once again, Dell does not own the operating system. However, Android uses the Apache Software License, so Dell could make incremental proprietary improvements to differentiate itself, although it didn't really do so with the desktop Windows business.

We'll see if it figures out how to make more than just dull hand-held boxes.

P.S. As this article went to press, out comes news of Nokia's "Windows-based" also-ran jumping into an already-crowded children's pool. Notable is the press release title: "Nokia Booklet 3G brings all day mobility to the PC world."

Copyright © 2009 Angus Wong. Angus Wong is a technology business development professional. To read more of his offbeat industry commentary, follow him at http://twitter.com/anguswong.

by Lee Bennett, lbennett@atpm.com

Macless Abroad

Two months ago, I made a startling decision.

Actually, I made two startling decisions—the second being a direct result of the first—to leave behind my MacBook Pro during an overseas vacation. This may not be so profound to some, but it was for me. Why? In the past 10+ years, four successive Macintosh laptops have served as my primary computer up until my purchase of a Mac Pro a few months ago. Even though my next laptop upgrade will probably only be a MacBook and not a MacBook Pro, I have no plan to ever not own a laptop, and portable computing has accompanied me on my vacations. All of them. Even weekend trips from Orlando to visit my parents in Tampa saw whichever laptop I owned at the time along for the ride more often than not.

But in early July, as I prepared for a 10-day trip to the United Kingdom, my goal was to pack as lightly as possible. You see, ever since I acquired a ZÜCA Pro, first used during my trip to the 2009 Macworld Conference and Expo, I made a vow to myself: from that trip, onward, I would never again check baggage on a plane if I didn't absolutely have to. This U.K. trip would see me flying across the pond, as opposed to only flying across the country, and I recalled the occasional nightmares with my checked baggage. I realized those nightmares could grow exponentially should I have problems while traveling abroad. No, I was most intent on only bringing what I could easily carry myself.

For the Macworld trip, in addition to cramming a week's worth of clothes into the ZÜCA, I also miraculously stuffed my laptop computer, its various supporting equipment, a Nikon D90 with a 24–200mm lens and dual-slot battery pack, boxes of ATPM business cards I'd had printed for myself and two other attendees, and a few other necessities for the trip into a Slappa Velocity Matrix backpack.

I managed fairly well in San Francisco with this large backpack. However, it only barely fit under the airplane seat. Also, after the first day of roaming the Expo halls carrying this backpack all day long, it ended up staying in the condo room for the rest of my excursions. I had absolutely no intention of wearing the big thing around the U.K., and I knew I would be doing a lot of walking in the various towns I'd be visiting. Yet, I would still need a pack of some sort to carry the camera, a water bottle, train tickets, etc.

That's when I chose to go without the computer. Those who know me are well aware of my penchant for staying connected, and that's why this big decision immediately gave way to the second: I would perform the process known as jailbreaking to unshackle my iPhone from the clutches of Apple and AT&T, allowing me to depart from the AT&T SIM card and use one from a U.K. carrier.

Sure, there are those who would think nothing of doing this to avoid the exorbitant costs of using it overseas, but I'm something of a rule-follower and have never had any intention of possibly messing up my phone by doing something I'm technically not supposed to do.

Two events coaxed me to do it. First, earlier this year, a friend and former ATPM staff member did the same thing with his iPhone. He answered my questions about his experience and pointed me to the tools—ultrasn0w, among others—that I'd need.

The second event was the release of the iPhone 3GS. No, I didn't buy one, and I still haven't. I don't wish to spend $399 on something when others are only paying $199, especially when it's not a bad bet that a fourth-generation iPhone could be out next year. However, if the jailbreak had rendered my iPhone 3G irreversibly nonfunctional, I had resigned to this being an excuse to buy the 3GS for $399.

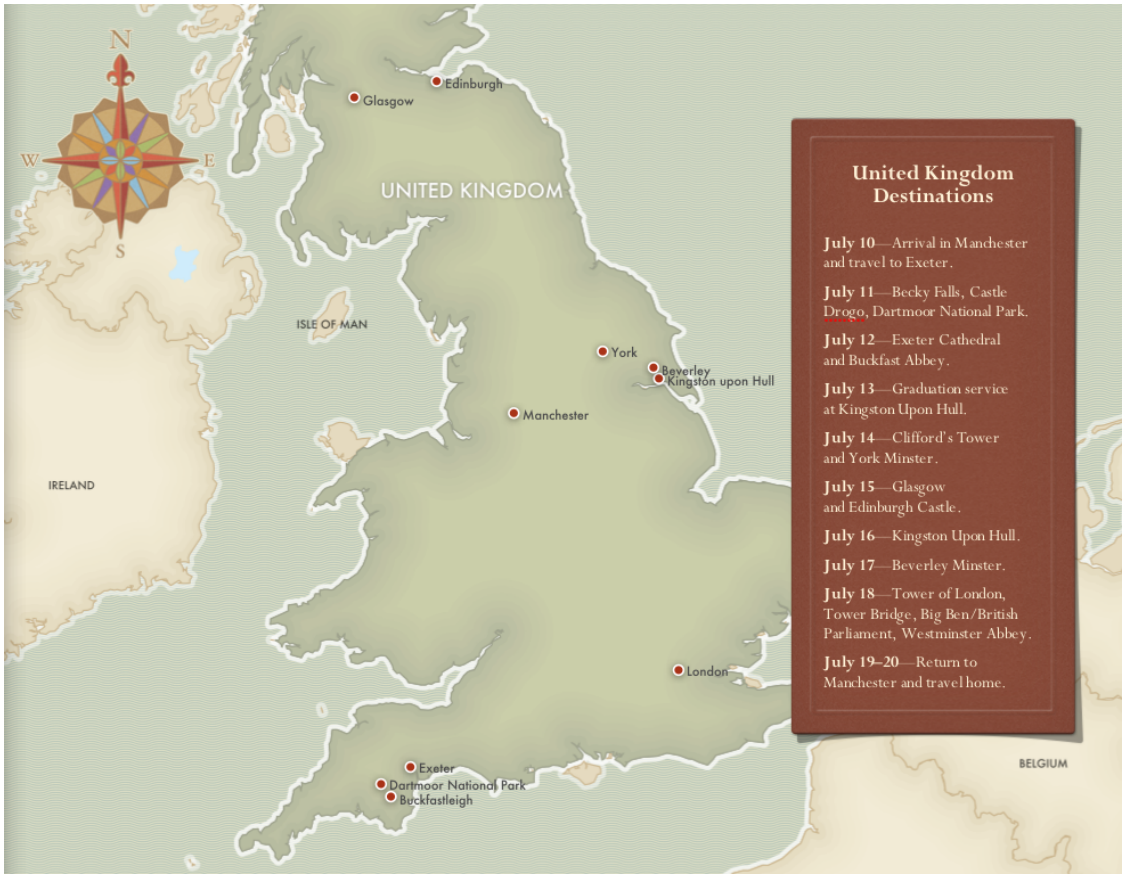
With the iPhone successfully unlocked and tested on a colleague's T-Mobile SIM, I picked up a Lowepro Fastpack 100 (alternate view #3 gives the best visual of its small size) to hold my Nikon D90, Garmin nüvi 775T (iPhone maps did fine for me walking around towns, but the Garmin is far better-suited for road trips), two international power outlet adapters, various cables and chargers, my passport, a mini first-aid kit, and a water bottle.

Shortly after arriving in Manchester, I made my way to an O2 store (the official iPhone service provider in the U.K.) and purchased a Pay-And-Go SIM card. Being in a rush to catch the next train, I failed to test that I had usable data because the store clerk told me it usually takes a little while, but not more than an hour, for the data to kick in. To my frustration, however, the all-afternoon train ride from Manchester to Exeter was without Internet access.

The O2 store in Exeter was already closed by the time I arrived, so it wasn't until the next day that I learned I had to modify the Cellular Data Network settings for Pay-And-Go data to work. If the clerk at the shop in Manchester had told me that, I'd have enjoyed being online during the train trip. There was even a power outlet on the train to keep the phone charged.

(Unfortunately, I cannot provide a direct link to the Cellular Data Network settings help page on O2's Web site due to dynamically generated URLs. If you wish to learn about these settings, start at the iPhone Help page, click "iPhone Setup" in the blue menu bar on the left-hand side of the page, then "Activation Help For New Customers" in the middle of the page, and finally "How do I change my Pay & Go iPhone data settings?" on the Activation Help page.)

Once the data was functioning properly, I quickly realized I would do just fine without the laptop. I never got behind on friends' Twitter updates, and I stayed mostly caught up with friends' updates on Facebook. What little bit of non-spam e-mail I generally receive was easily handled on the iPhone, and I was mostly consistent in posting photo updates of my journey for friends and family. (In addition to these iPhone pictures, several favorites from my hundreds of photos taken with the Nikon D90 are available as this month's desktop photo series.)



Click to enlarge.

I feel my experience is a real testament to how far smartphones—and the iPhone, in particular—have advanced in the past two or three years. I remain astounded that the iPhone performed so admirably with every online task I threw at it: from looking up prices for attractions on Web pages, to using the iTrans application to help me plan which London Underground trains I needed to take, and even purchasing advance train tickets. I had considered posting blog updates as I traveled, making use of the WordPress application, but my desire to tell my friends what was happening was adequately quenched by Facebook and lots and lots and lots of updates on Twitter. As it turned out, the only times I ever wished I had my laptop was to download pictures from the D90 and upload them to my home server. But at 4–7 megabytes per photo, it was probably a good thing that I saved this task until I got home.

Would I do it again—a visit to the United Kingdom with only the iPhone and no laptop? Not only would I, but I'm already thinking about whether I can return next year.

The laptop computer is in no danger of being usurped by smartphone usage. Case in point, I would definitely not have typed this article on my iPhone! But my strong advice to any vacationer who owns an iPhone is to follow my lead and leave the laptop behind if you have no solid, inescapable need to bring it.

P.S. Yes, I really am a rule-follower. Just a few days after returning home, I restored my iPhone back to its non-jailbroken state!

Copyright © 2009 Lee Bennett, lbennett@atpm.com. The Segments *section is open to anyone. If you have something interesting to say about life with your Mac, write us. Photos appear courtesy of Apple.*

Desktop Pictures

by Lee Bennett, lbennett@atpm.com

United Kingdom

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

This Month's Desktop Pictures

This month's photos are a selection from hundreds Lee Bennett shot with a Nikon D90 during a July vacation in the United Kingdom. All photos received a small color boost in Adobe Photoshop CS4. Read about Lee's experience in the U.K. using only an unlocked iPhone for Internet access and no laptop computer elsewhere in this issue of ATPM.

View Pictures

Previous Months' Desktop Pictures

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

Downloading All the Pictures at Once

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

Safari Use this Automator workflow.

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

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

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 10.6.x

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

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

Mac OS X 10.1.x and 10.2.x

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

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

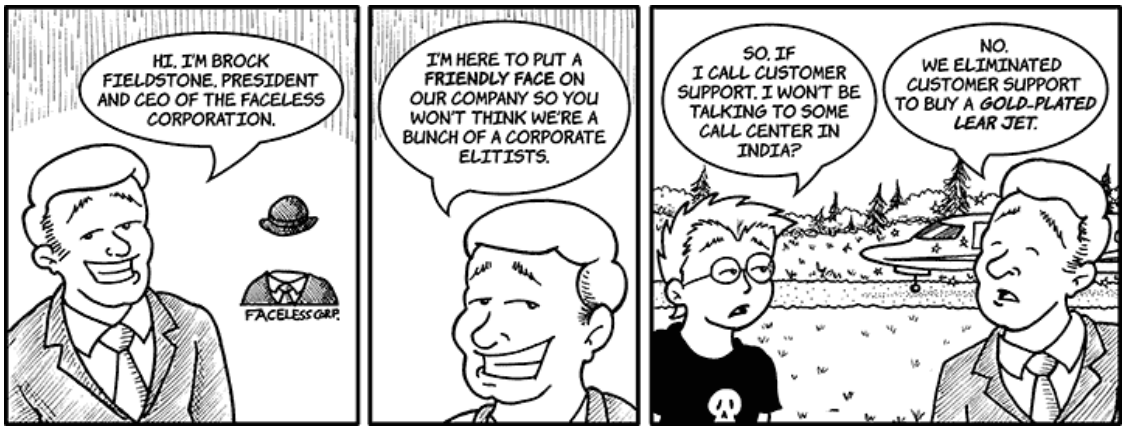
Mac OS X 10.0.x

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

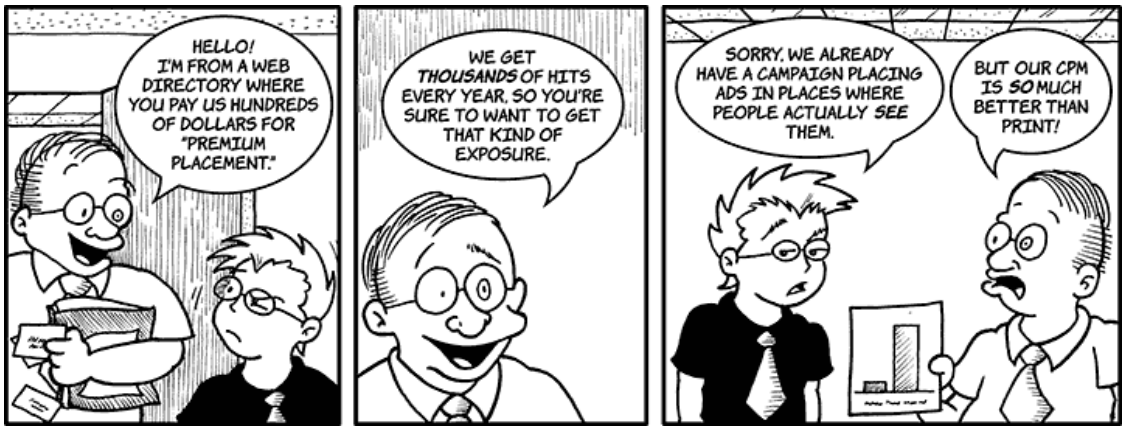
Out at Five

by Matt Johnson, mjohnson@atpm.com

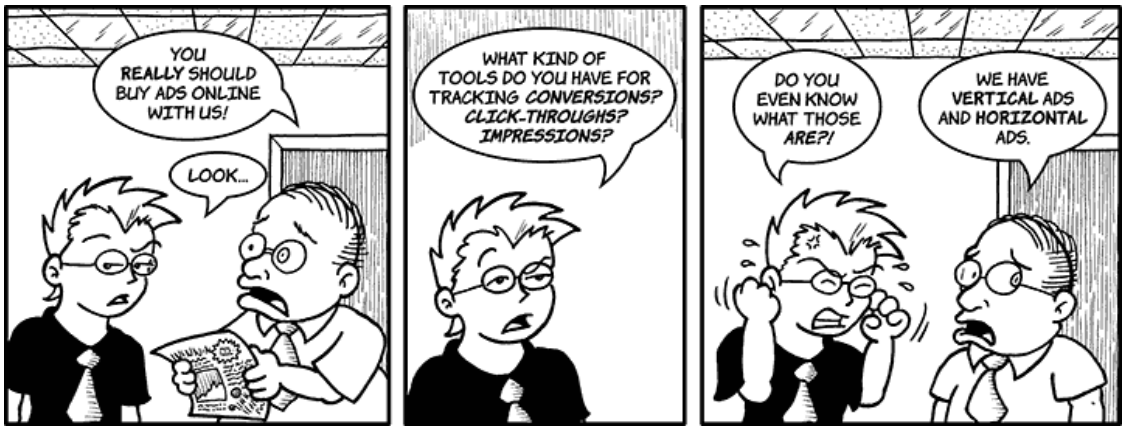
Brock Fieldstone



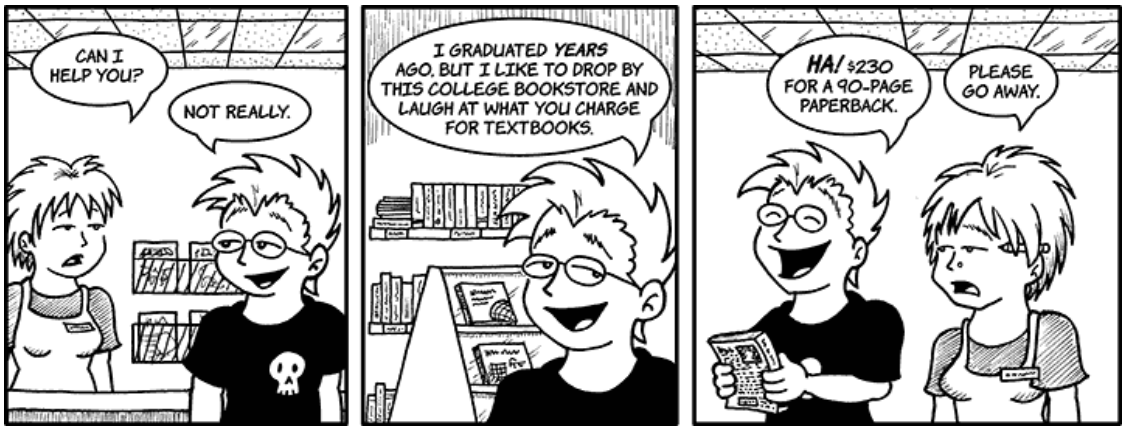
Web Badvertising



Clickthroughs? Impressions?

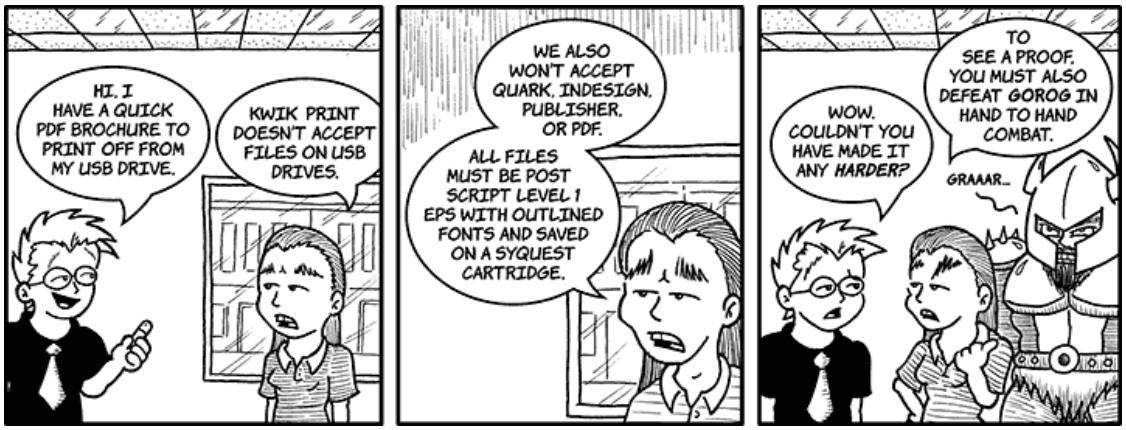


College Bookstore

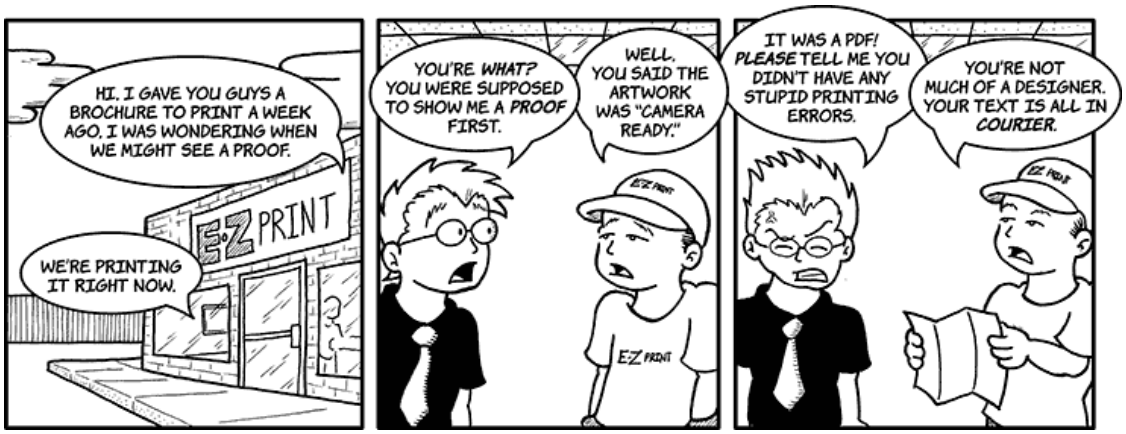


Life Cycle of a Blog

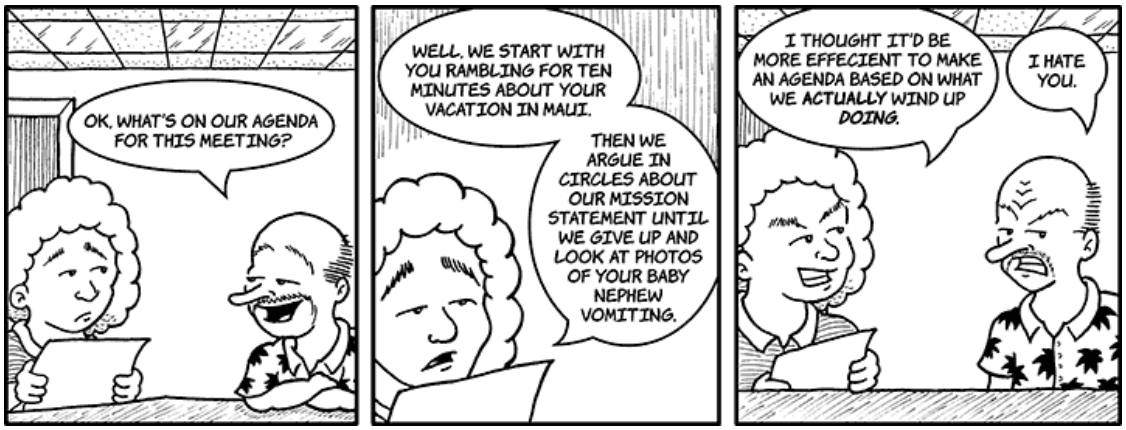
Difficult Printer



Who Needs a Proof?

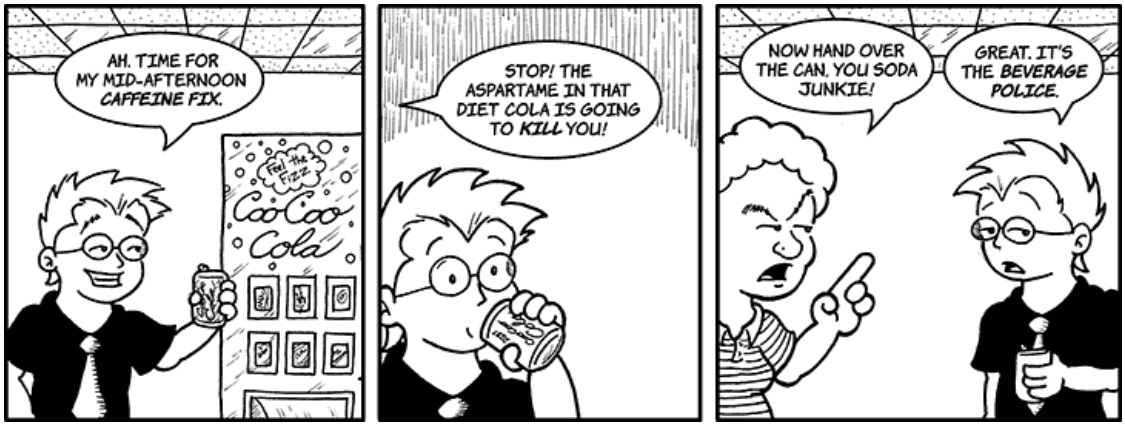


The Agenda



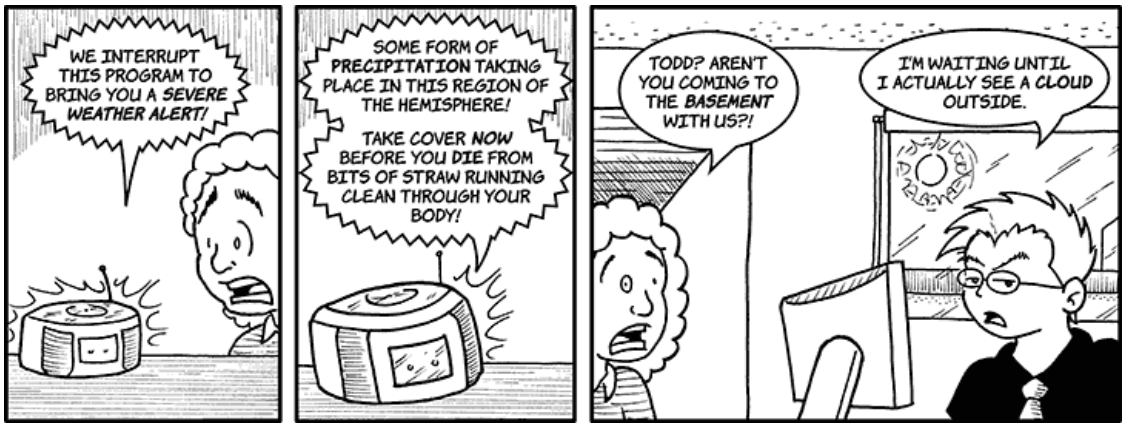
Thank-you Notes

The Beverage Police



Liquid Death

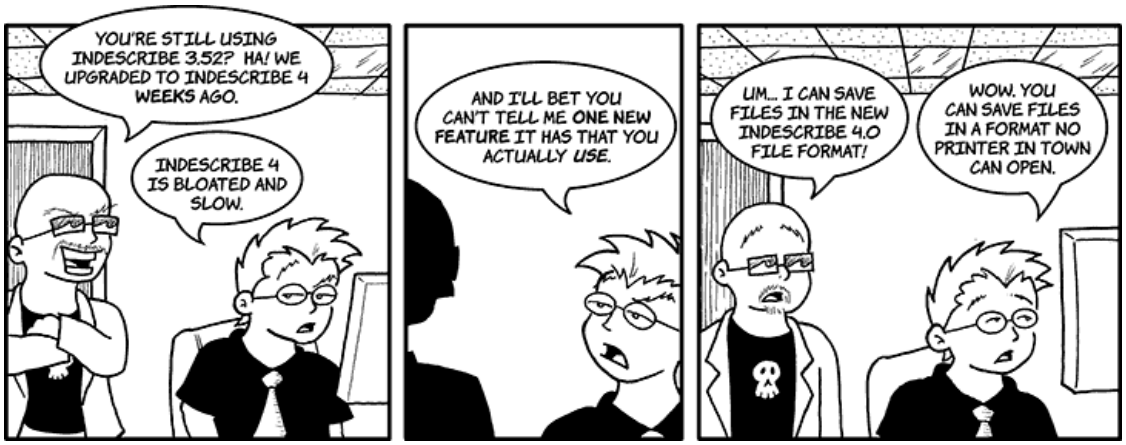
Severe Weather



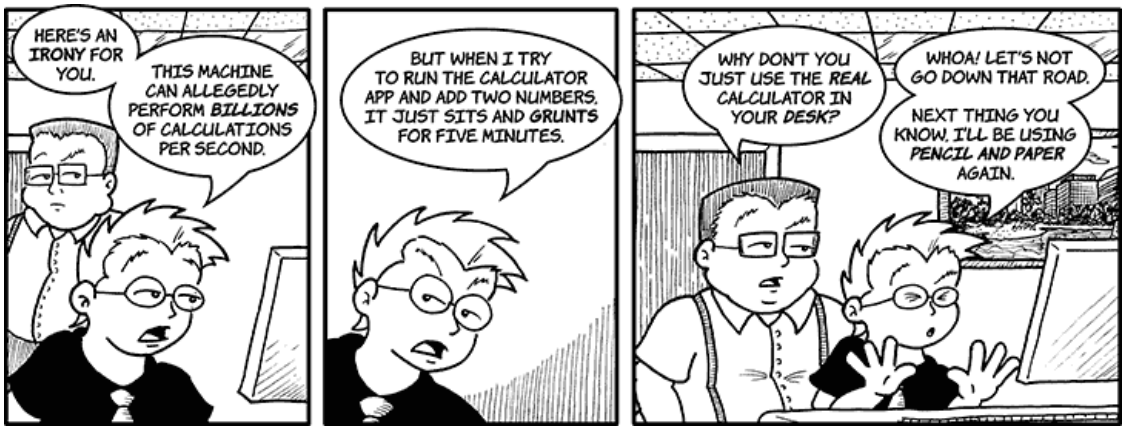
Downgrading

Craig's Last Day

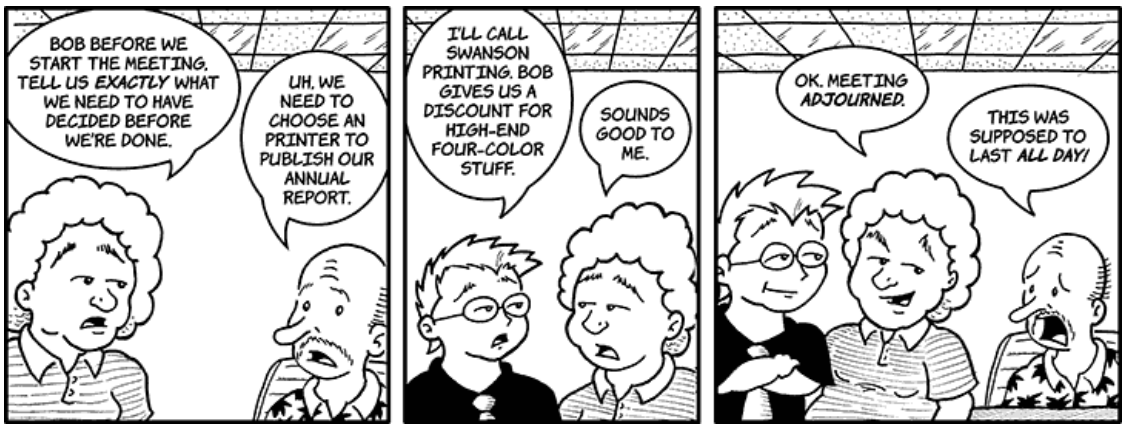
InDescribe 4.0



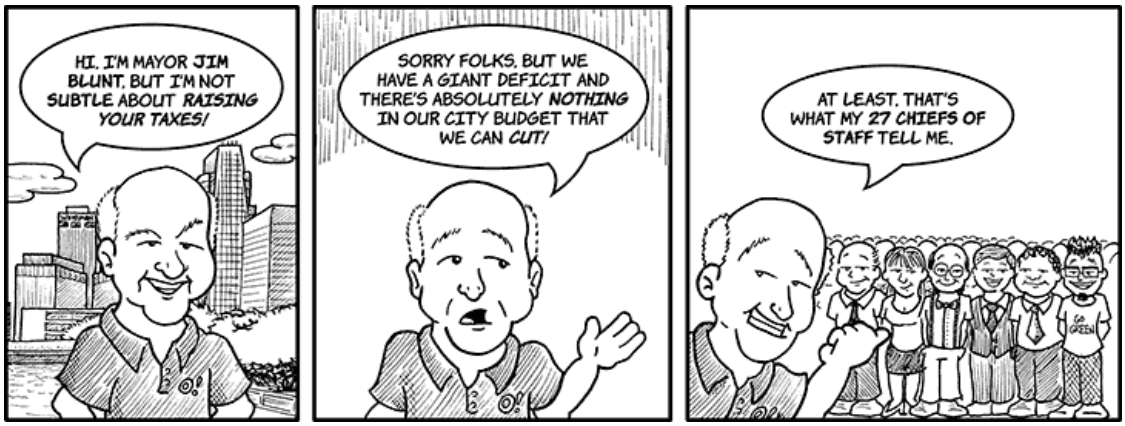
Speedy Calculator



Get to the Point



Mayor Jim Blunt



Copyright © 2009 Matt Johnson.

Accessory Review

by Chris Lawson, http://chrislawson.net

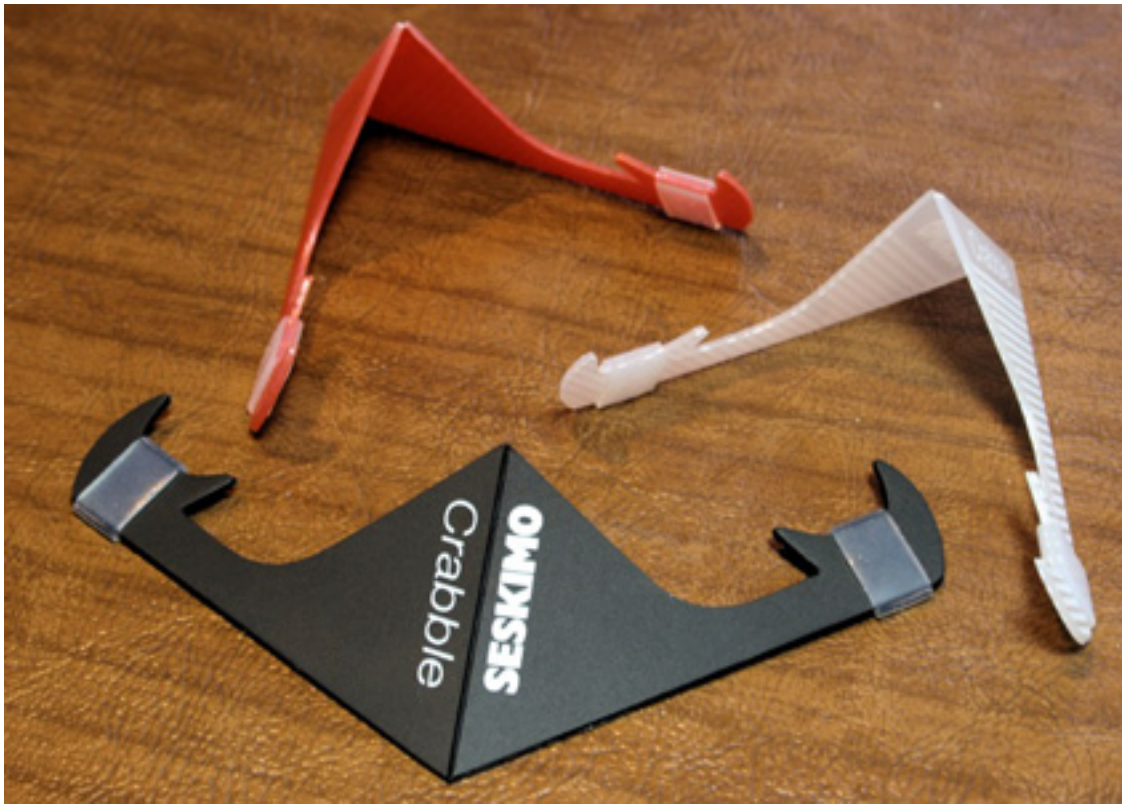
Crabble iPhone Stand

Developer: Seskimo
Price: $5
Requirements: iPhone or iPod touch.
Trial: None

Necessity, it's been said, is the mother of invention. It seems some people are willing to go to great lengths to repurpose simple household items into things like laptop stands and, just as the iRac was born from a coathanger, I'm almost certain the inspiration for the Crabble iPhone stand came from an index card.

The Crabble is a very simple, yet effective, iPhone stand, and most attractive in black.

I've yet to see a stand for the iPhone that's as simplistic and inexpensive as the Crabble. Made of a sheet of polyethylene with a crease in the middle and two silicone feet for grip, it's difficult to imagine a simpler means of supporting an iPhone in either portrait or landscape mode. Because the stand folds in half and is only about as thick as a credit card when laid flat, it easily fits in a wallet, purse, or pocket for portability.



Orange and clear are your other two color choices.

The Crabble is available in three color combinations: solid black with white lettering, translucent clear with white lettering and dots, and translucent orange with orange lettering and dots. Go with the black; it's by far the most attractive of the three.

The Crabble works in either portrait mode. . .

Deploying the stand is easy enough—just fold it in half and then adjust the fold to provide the optimal viewing angle for your iPhone. Want the phone to stand more upright? Just spread the stand open a bit. Want the phone at a shallower angle? Pinch the stand closed.

. . .or landscape mode.

There are plenty of stands out there that are totally incompatible with a lot of iPhone cases. The Crabble isn't one of them. In fact, you could have just about any case there is on your phone and it'll still fit just fine on the Crabble stand. Silicone skin-style cases, leather flip cases, plastic shells, no problem—the Crabble still supports the phone at a reasonable angle with no modifications to either stand or case.

Here's a back view of an iPhone standing on the Crabble.

The Crabble can go just about anywhere, and its compatibility with multiple case designs is a huge plus. It isn't the most attractive thing in the world, and it's not really at home in a moving vehicle, especially in a car (train and airplane riders only need apply if the ride is reasonably smooth). But it's a great way to stand an iPhone up on your desk to watch a video or even to browse the Web, and for five bucks, you'd be hard-pressed to find something better.

Copyright © 2009 Chris Lawson. Reviewing in ATPM is open to anyone. If you're interested, write to us at reviews@atpm.com.

Software Review

by Linus Ly, lly@atpm.com

Cram 1.0.1

Developer: SimpleLeap Software
Price: $35
Requirements: Mac OS X 10.5. Universal.
Trial: Feature-limited (five tests).

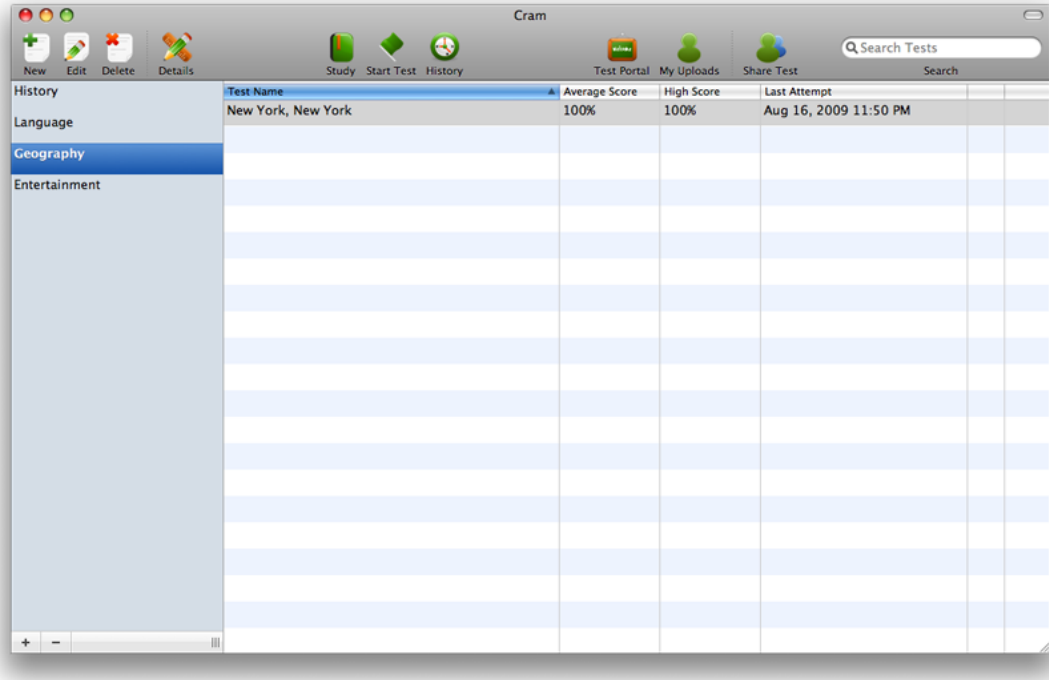
In first and second grades, my son excelled academically. As he grew up and discovered computer games and such, his school performance got worse. I looked for programs that make puzzles or tests to help make learning fun for him. The latest application I came across is Cram from SimpleLeap Software.

Installation

Installation of Cram involves downloading the ZIP file, which decompressed automatically, then moving the program into the Applications folder. If left unlicensed, Cram lets you use up to five tests, so enter the license number when prompted and you will be on your way to testing yourself to your heart's content.

Usage

Let's pretend I want to become a tour guide working in New York City and Cram will help me ace the certification exam. With Cram, you work with categories and tests, which hold the questions. Since Cram comes with only History and Language as categories, I had to first create a new category, say Geography. Inside my new category, I created the test called New York, New York. Categories are created using the plus and minus buttons in the main window's lower left corner, while tests and questions are managed using the toolbar. Each question can have up to five multiple choice answers. Oddly, each question can also have just one "multiple choice" answer. You can enhance each question with a picture or a sound by dragging the media file onto the Cram window. Pictures can be displayed inline, i.e. running alongside the question instead of opening in its own window when clicked. However, you need to select the option in Preferences.



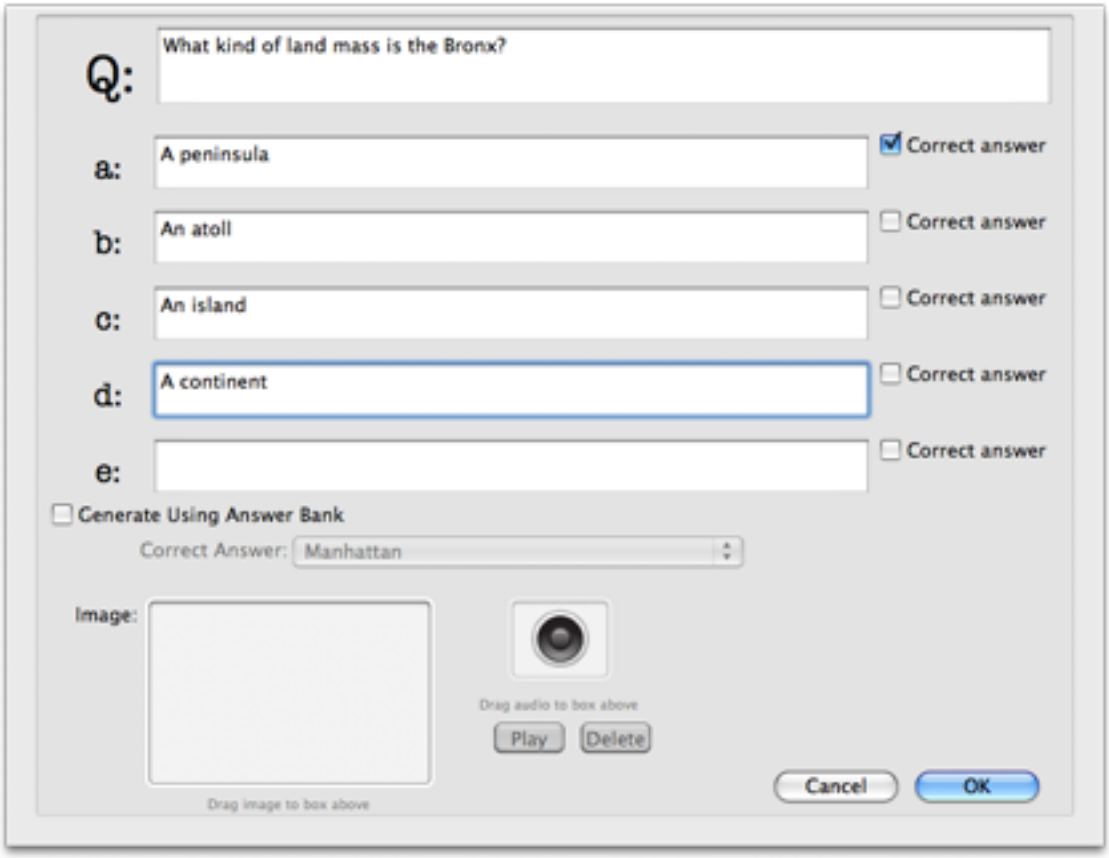
In Cram, you work with test categories, within which are the tests and questions.

To help you create questions faster, Cram includes the Answer Bank. You would enter all the answers for a test in the Answer Bank, one answer per line. While creating the questions, you would check Generate Using Answer Bank and select the correct answer from the list. Wrong multiple choice answers would be randomly selected for you from the remaining entries of the Bank. Each test can have its own Answer Bank. The Answer Bank feature is most useful if all the answers are of the same type. For example, in a quiz on capitals of countries of the world, all the answers are capital names like Hanoi, Washington D.C., or Moscow. I used the Answer Bank for my New York test, and it stupidly offered "Staten Island" as one of the choice for the question "Which of these Ivy League schools is in New York City?"

A typical Cram question and its multiple choice answers. You don't click on the word choices but rather the buttons along the bottom.

In Study mode, you work with flash cards, whereby the questions are presented and you would flip the cards over to see the answer. When you are ready, you can take the tests, and Cram keeps a record of your performance. The tests can be time-limited to better prepare you for the real thing. By default, the questions are presented randomly. When you create the questions, the first answer, choice A, is the correct answer by default. With the random option enabled, the correct answer is not necessarily choice A. Whichever answer you tagged as the correct answer will be presented correctly.

I find the placements of the multiple choice answers a bit confusing. The choices are listed with their corresponding letters, A through E usually, then the letters are shown again, as buttons, along the bottom of the window. You are supposed to click the buttons to make pick your choices but I can envision some people unwittingly click the answers themselves instead. I think the buttons are unnecessary. Just make the answers themselves clickable and save some screen real estate and some confusion.



Answer Bank can help if all your answers are of the same kind.

Extra Credits

SimpleLeap tries to build a community of users around Cram by including a Test Portal with the product. You need to create an account with SimpleLeap, and thankfully, Cram can remember your user name and password for you. You can then upload your tests and download other tests. The idea is noble, but as with anything that is used by the general public (think YouTube comments or Yahoo!Answers responses), the content can leave much to be desired. Currently there are almost 3,000 tests, but most of them are in the Misc section. Many of the tests have identical titles and no descriptions. Luckily, there is a search function to better locate tests. Ideally, the tests are rigorously reviewed before they become available, but I doubt computer technology is that advanced, so the task would be too time-consuming for humans at a small company to handle. The next best thing would be to have a list of the most popular tests or some kind of ranking system to separate the noises from the signals.

Speaking of noises and signals, a much-touted feature of Cram is the ability to post one's test score to Twitter. You would need to tell Cram your Twitter user name and password and in return receive a code to submit to Cram. Your Twitter post would be something along the line of "I scored a 38% on New York, New York using #Cram." Recently a report

concluded that 40% of Twitter traffic is just a waste of everyone's time, that it doesn't provide any useful info. No surprise there, and I was at first tempted to count these Cram tweets. On second thought, these tweets are really advertisements for Cram. If you are in a test-taking mood and end up posting too many tweets about your Cram scores, you'll probably end up losing followers fast.

Testy

A few years ago, I thought I could learn how to make Flash-based Web content by playing around with a demo copy of Flash. It was a total failure, and I got nowhere by the time the 30-day expiration arrived. Flash is definitely powerful but, in my opinion, definitely difficult. As a result, I love apps that can output Flash content, like BannerZest (animated banners and slideshows) or Crossword Forge (interactive crossword puzzles). I was really hoping that Cram could output its tests as Flash applets for use on the Web. After all, Facebook users take similar quizzes all the time, and some users even make their own quizzes. Alas, Cram has no such feature. The way it is, if I really want my son to study better by taking Cram tests, I would have to let him use my account or somehow share the tests and application with his account on the same Mac. It would be much easier if I could just export the tests to, say MobileMe, and direct my son to the proper URL to take the test.

Finals

Cram makes a good tool in preparing oneself for exams. As long as you invest the time to enter the questions and answers, you can take the tests over and over and hopefully notice your performance improve as Cram keeps track of your scores. You can share your tests with the built-in Test Portal and download tests from others, but finding good content can be a challenge. While I like Cram's ability to present the questions in random order, with the correct answer among random choices, there are other areas I find less desirable. Multiple choice answers should be just that—multiple. Answer Bank is not that useful. The Test Portal seems to rely on quantity rather than quality. Twitter connection is overrated. Worst of all, there is no way to export the test for use on the Web.

Copyright © 2009 Linus Ly. Reviewing in ATPM is open to anyone. If you're interested, write to us at reviews@atpm.com.

In Your Face

Developer: In Your Face LLC
Price: $30
Requirements: iPhone or iPod touch (possibly earlier iPods and similarly sized devices).
Trial: None

Back in April, I took a look at the iFlyz, a "personal media solution stand" designed to clip your iPhone or iPod to an airline tray table, and found it somewhat lacking. Someone out there must have been listening—or had the same complaints—because another company, In Your Face LLC, has come out with the In Your Face, a very similar device that addresses most of my complaints about the iFlyz.

In Your Face clamps to pretty much any horizontal or vertical surface less than two inches thick.

The In Your Face "flexible holder" for the iPhone achieves much the same result as the iFlyz does but goes about its business slightly differently. Instead of a case-unfriendly suction cup, In Your Face uses a spring-loaded and padded sliding clip to securely grip both sides of the iPhone, case and all. The ball joint in the back allows for full and free rotation of the iPhone, and the eight-inch gooseneck lets you position the screen however you'd like.

Here's a close-up of the clamp. The lower jaw pivots to allow it to clamp onto surfaces that aren't parallel.

Instead of a sliding clamp designed with airline tray tables in mind (and rather less useful for other applications, like the car), In Your Face uses a spring clamp that securely attaches the stand to nearly any surface thinner than two inches. Want to use the In Your Face as a hands-free mount in the car? Sure, no problem, as long as you can find something to clip it to. Want to clip the iPhone to the tray table while you watch a movie? Done. Want your iPhone mounted onto the edge of your desk so you can work and use the speakerphone? Yep, that's easy, too.

This photo shows a top view of the phone clip and the ball joint in back.

My biggest complaint with In Your Face, other than the slightly silly name, is the device clip. The spring in the slider mechanism is very stiff, and it can be challenging to remove an iPhone once it's inserted. Other mechanisms exist out there—a threaded clip would be ideal, or even a screw-down or ratcheting slider would be better—but even the stiff slider is greatly preferable to a suction cup, because it works so much better with textured cases. I just wish it had a better device clip, even if it cost another five bucks.

A user's view of the In Your Face.

In Your Face claims that devices as large as a PlayStation Portable (PSP) will fit, though I can't imagine how difficult it would be to *remove* a PSP once you managed to insert it. It's ideally suited for something about the size of an iPhone or iPod touch, but the company claims anything with a width of 2.4 inches to 2.9 inches will work. Most iPhone cases should be compatible with it, but In Your Face doesn't play particularly well with Mophie's Juice Pack Air battery/case. (It works, but the extra depth of the Juice Pack Air makes it somewhat prone to popping out of the clip.) Older iPods should work well enough, though iPod minis and nanos are probably too narrow for the clip to engage (the clip is approximately 2.125 inches at the widest part) without being in a case of some sort.

The In Your Face device is far more versatile than the iFlyz, both in what the device itself can attach to and in the range of personal electronics it can work with. Both are the same price, so if you're in the market for this sort of thing, In Your Face is an easy call and well worth the money.

Copyright © 2009 Chris Lawson. Reviewing in ATPM is open to anyone. If you're interested, write to us at reviews@atpm.com.

by Lee Bennett, lbennett@atpm.com

PowerBlock Reserve

Developer: Griffin Technology
Price: $40
Requirements: iPhone or iPod with dock connector.
Trial: None

My favorite type of gadget remains the type that does one thing and does it well. In the case of the Griffin PowerBlock Reserve, that one thing is charging iPods and iPhones. Yes, there are countless gadgets for charging iPods and iPhones on the market, and essentially all of them do the job well.

The plus with the PowerBlock Reserve is the ability to carry a bit of extra juice along without adding a special case. This gadget comes in two parts: a wall plug charger that can completely replace the one provided with the iPod or iPhone, and a battery that fits within the charger. The charger includes the requisite USB jack for connecting an iPod or iPhone. A USB cable is not included, unlike many of Griffin's other charging devices, although this didn't concern me much since I treated the PowerBlock Reserve as a replacement for Apple's power plug.

The Griffin PowerBlock accommodates the Reserve battery via a magnetic connection without the need of the dock connector, as well as a USB jack for directly charging an iPod or iPhone. The 2-prong power socket plugs fold into the PowerBlock for easier storage.

It's a very nice touch that the battery attaches to the PowerBlock via a magnetic connection. The dock connector on the battery just rests inside of a space formed out of the PowerBlock, and the battery is charged through the same metal contacts that are magnetized to hold the battery in place.

Upon leaving for the day, I can simply retrieve the battery and drop it in a case or even my pocket. Although the iPhone's internal battery usually lasts me all of a typical day, there are some days I can wear it down by late afternoon. Rather than carefully rationing my use and trying to figure out how soon I can plug the iPhone into a power socket, I now just reach for the PowerBlock Reserve's battery and attach it to the bottom of the phone.

Overall, I'm very pleased with this product, but before I'm willing to hand it highest marks, there are a few areas I feel could be enhanced. For one, the dock connector on the battery just sticks out as if it were asking something to bend or break it off. A snap-on plastic cap (which, of course, would be completely optional to use) would undoubtedly add considerable life to batteries that are otherwise dropped in a pants pocket along with keys, change, or whatever else one might carry in their pockets.

Also, considering the size of the battery casing, I have the impression there's the same, if not more, physical capacity for whatever makes a battery work as what the iPhone has. Yet, Griffin indicates the actual capacity as 500mAh (milliamp hours) which, according to Wikipedia, is just less than half the capacity crammed into my iPhone 3G. Unsurprisingly, in about 30 minutes' time, the PowerBlock Reserve restored approximately 50% of a full charge. I'd be more impressed if the Reserve battery could provide nearly a full charge to a drained iPhone. However, for my own use, an extra half-capacity charge has proven adequate for the times I found myself running low on iPhone power.

I should point out that I only tested the PowerBlock Reserve on an iPhone 3G. The capacity of an 80 GB iPod classic is only 580mAh. Even though it's reasonable to assume the Reserve battery will come pretty close to fully charging an 80 GB iPod classic, I see the PowerBlock Reserve as a product marketed for iPhone use. Since iPods use so much less power than iPhones, even their lower capacity batteries last many times longer. Indeed, with my infrequent use of a 5th generation iPod, I hardly charge it even once a week. Few people are ever going to find themselves suddenly realizing they need to top off their iPod battery.

Another improvement Griffin could make is a simple one: the LED capacity indicator lights only function while the Reserve battery is attached to its charger, or when it is docked to an iPhone or iPod and the button on the front is pressed. There's no logical reason I can think of to not allow the capacity to be checked when the battery is not attached to anything.

Finally, it may be of interest to note that though I only tested the PowerBlock Reserve product, Griffin also sells the PowerJolt Reserve which is identical to the PowerBlock reserve in function and in price, except that it draws power from a car power port rather than a 2-prong wall socket. Customers can also choose the PowerDuo Reserve, which bundles both the PowerBlock and PowerJolt units with one battery which is interchangeable between both chargers and is sold for $60. Additional Reserve batteries are $20.

Suffice to say I'll now be more confident in my day-long outdoor excursions, knowing I have extra battery life for posting photos, tweets, and Facebook updates of my activities.

Copyright © 2009 Lee Bennett. Reviewing in ATPM is open to anyone. If you're interested, write to us at reviews@atpm.com.

Book Review

by Ellyn Ritterskamp, eritterskamp@atpm.com

Take Control of Safari 4

Author: Sharon Zardetto
Publisher: TidBITS Publishing, Inc.
Price: $10 (e-book); $20 (print version)
Requirements: PDF reader for e-book version.
Trial: Two chapters: Introduction and Quick Start.

I downloaded Safari 4 when the Software Update utility said it was time. I experienced many crashes. This e-book will not help you with that, but I will, a little.

The short version is, many of the sites we visit have helper applications and scripts that haven't caught up to Safari 4.

The long version is, I spent hours in Firefox at the Apple support forums looking for fixes. They ended up being instructions on how to delete those helper apps and scripts and cookies. I still don't know which one really fixed it, and users report several different methods that ended their troubles. I kept seeing complaints about Amazon shipping tickets being a huge problem. So if you still have Safari 4 page-loading issues, wander around the Apple Safari forum for help. Most of what you are asking has already been posted, so don't start a new topic right away.

Okay, on to *Take Control of Safari 4*.

You can use this e-book even if you haven't upgraded to Safari 4. Many features are similar (the book says 80%). The newest improvements: Top Sites, smart fields, full content searching, and the tab bar.

The e-book comes in PDF format and can be enlarged and fiddled with as you like. But it's best read onscreen, rather than on paper, as it's loaded with clickable links. And, you'll want to switch over to Safari after reading a tip to see how it works for you.

Customizing the Environment

I don't want to give away all the tips, or you'll have no need to buy the book. But here's one most of you have already figured out. If you have been pining for the Home Page button on the toolbar, use View ▷ Customize Toolbar to restore it and add other stuff you want.

If you don't want buttons in the toolbar but you want to use their functions, many have Command-key sequences instead. You can also find their equivalents in the menu bar (File, Edit, etc.).

Status Bar: This is the small bar at the bottom that most of us ignore. But because of this e-book, now I'll look at it when I hover over a link on the page to see where it might take me. Maybe I'll decide not to go there once I see the word "naked" in the URL.

Zoom-Zoom: Check out the Zoom Text Only setting in the View menu to avoid zooming text behind a picture or graphic.

Navigating Among Sites, Managing Top Sites

There is good stuff in here, which I am not giving away. Well, good stuff, if you want to use Top Sites or make it work better for you. I have not found myself wishing for it, as it seems a substitute for bookmarks.

Tabs

I use tabs on my work computer with a different browser, but for some reason I don't much use them in Safari. I am content to open multiple windows at home. But for those of you on a laptop or small screen, tabs would seem to be the way to go. This section has gobs of good stuff if you are just getting started on tabbing, and some new tricks in Safari 4.

Bookmarks

Tip one, from author Sharon Zardetto and from me: Name your bookmark something short, and choose an appropriate folder for it *when you are setting up the bookmark*. Don't say to yourself you will go back later and fix it. Nobody ever does that. File it correctly the first time, and the next time, you'll know where it is.

Tip two, from me: Keep things in your Bookmarks Bar only if you visit them almost daily. Put the rest in the folders under the Bookmarks Menu. (The icon that looks like an open book is the shortcut.)

Last tip from me: Go through your stuff and delete some bookmarks now and then—for example, the ones you haven't visited in. . .forever. Unless they represent very hard-to-find stuff, you can find them again if you need them.

Warning from Zardetto: Deleting a bookmark or folder of bookmarks is final. Well, not final. You can Edit ▷ Undo. But that's it. Then it's *final.*

Ha! I never thought of this. I know I'm the last one. Zardetto explains that when you put a folder in your Bookmarks Bar, click to open a pop-up menu of what's in the folder. So you're not limited to ten items or whatever will fit in one line of the Bookmarks Bar. You can put a massive number of links in there. Genius.

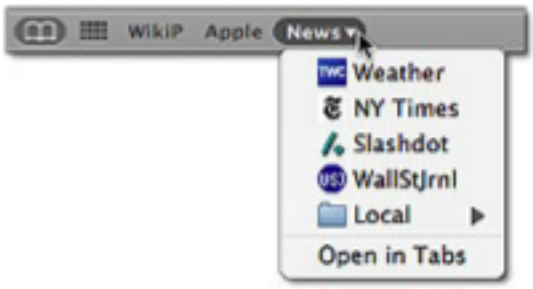


Figure 15: Bookmarked pages in the bookmarks bar (the first two items) are buttons; bookmarked folders turn into menus.

The bookmark on the right opens up a folder with multiple bookmarks. Way cool.

History, Searching, AutoFill, Tracking Downloads

Searching your own history and bookmarks is way cool. You know you've read or seen something recently but don't remember where. Rather than search the whole Web, you've already narrowed it to a known findable base. Awesome.

If you use the built-in Google search field, you can customize your Safari search results by customizing your Google search. Turn Safe Search on or off and ask for English language only (or whichever language you prefer). Safari will use the settings you told Google. Well, in some sense, Safari is just telling Google to run a search and display it on your browser. Whatever.

AutoFill: I discovered a small thing to fix because of reading this section. AutoFill is the best, especially if you like online sweepstakes.

RSS

This section was the best in the book for me. I didn't know squat about RSS feeds, and now I'm playing with them. However, I don't read much news, and I like real articles instead of blurbs, so maybe it won't work out. But back when I was playing fantasy football and baseball, I can see where it would have been very useful.

RSS means Really Simple Syndication, and it boils down a site into headlines and blurbs, if the designer/developer has made it that way.

Zardetto describes how to create your own clipping service, by collecting sites into one place and setting up an RSS treatment to gather items on whatever search terms you set up. Pretty slick. Or you can use a news reader, three of which Zardetto recommends.

Once you get used to RSSing, you can change to Mail as your delivery option instead of Safari.

Recommendations

I feel as though I've been getting efficient use out of my browsers for a while with efficient bookmark management.

But there was a bunch of stuff I learned in *Take Control of Safari 4*. I don't know how much of it I'll use, because I spend most of my time on the same five or six sites. But there'll come a day when I start looking for small publishers again for my own book, or when there'll be some special search that leads to complicated search paths, and I'll be glad I read *Take Control of Safari 4*.

If you feel as if you could spend less time hunting for things you know you've already seen, or want to explore some fancy toy on this thing, swing by the Web site and check out the topics list.

If you are a Power User—you know who you are—I don't know that I'd recommend the book. You might get only one good tip out of it that you didn't already know. But it's $10. Could be worth it.

Copyright © 2009 Ellyn Ritterskamp. Reviewing in ATPM is open to anyone. If you're interested, write to us at reviews@atpm.com.

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.

How Can I Subscribe to *ATPM*?

Visit the subscriptions page.

Which Format Is Best for Me?

- 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-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, 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 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.

Will You Review My Product?

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 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.