ATPM

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

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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 at Amazon.com using our link.

Welcome

by Robert Paul Leitao, rleitao@atpm.com

Welcome to the May issue of *About This Particular Macintosh!* We're encouraged by the Mac's recent strong sales performance and how our publication's enduring name is as relevant today as it was in the computing days of yesterday. We begin this month's issue with an overview of Apple's most recent quarterly results.

The iPhone Reigns Supreme

In the fiscal quarter ended March 26, 2011, Apple sold a record 18.647 million iPhones, an increase of 113% over the number of iPhone units sold in the prior-year period. In the United States, iPhone unit sales rose 155% due in part to the iPhone's availability on the Verizon network. Revenue generated from iPhone handset and related sales accounted for almost 50% of Apple's reported $24.667 billion in revenue. There's no disputing that the iPhone is currently the company's preeminent product. But let's not forget about the Mac.

The Mac's Ongoing Resurgence

Long-time readers of ATPM will remember a time when revenue generated from iPod sales was greater than the revenue generated from Mac sales. Following the Intel transition, the Macintosh has continued to gain new users and in the March quarter recaptured the #4 spot among domestic PC makers. In the March quarter, Apple shipped 3.76 million Macintosh computers led by a 53% gain in Mac laptop sales. Recent estimates from IDC and the Gartner Group forecast falling PC unit sales both in the US and in international markets. Set against negative growth in the PC industry, the Mac's 28% gain in unit sales is even more noteworthy. For 20 consecutive quarters, the Mac's unit sales performance has been better than the performance of the PC industry in general. Stepping back 20 quarters or 5 years, puts us at the start of Apple's Intel transition and the release of the first iMac with an Intel chip inside.

The iPod

In the March quarter sales of the iPhone and the iPad represented over 60% of Apple's reported revenue. Both products were introduced to consumers within the last four years. The popularity of the iPhone in particular has diminished the need for specific-use digital music players. As a consequence, iPod unit sales continue to fall, and in the March quarter iPod unit sales retrenched by 17% to just over 9 million units.

The iPod touch, an iOS-based device, now accounts for over 50% of the revenue generated from iPod sales. Although overall iPod sales continue to fall, the iPod touch is building the market for apps, games, and other content sold through the App Store.

The iPad

We'll close this month's *Welcome* section with a mention of the iPad's March quarter performance. Surprising many, Apple sold fewer than 5 million units in the period due to a

lack of supply. The iPad 2 was launched late in the quarter, and Apple could not keep up with product demand. This reduced global iPad inventories and left the market wanting more iPads than Apple could manufacture. Creating a global market for a new product isn't as easy for Apple as the iPad is easy to use for those who wait patiently to buy one.

Our May Issue

In our most recent excerpt from *The iPad Chronicles* titled "Two iPhones and a Rice Bowl," Robert Paul Leitao puts to good use a novel approach to resolving a drenched iPhone dilemma.

Our May issue also includes:

Bloggable

A monthly summary of Wes Meltzer's blogosphere news, originating from his Pinboard feed. This month: netbooks, Android, other wireless news, and more.

MacMuser: Da Pain, Da Pain

Mark Tennent explains why the latest version 9 release puts QuarkXPress back in the race as a contender against Adobe InDesign.

MacMuser: All Abroad for iPad 2 Alternative

While Mark Tennent awaits his iPad 2, he takes a moment to tell about how much he enjoys using the Apple Magic Trackpad.

The iPad Chronicles: Two iPhones and a Rice Bowl

Robert Paul Leitao shares two stories of iPhone resuscitation in uncooked rice.

The iPad Chronicles: Wonders Never Cease

For someone who practically ignored the PC era, having never used one, Robert Paul Leitao's mother is thrilled with using an iPad for reading news and books.

How To: Using the Free Disk Utility on Your Mac

Apple's Disk Utility application has grown up to become a respectable tool that may make you less dependent on third-party solutions.

Desktop Pictures: Arizona 2010

Chris Turner shares some photos from a mission trip he took part in last year, to build housing on the San Carlos Apache reservation in Arizona. The scenery was at once desolate and beautiful.

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: Escape Rosecliff Island HD

Hidden object game with variations to please everyone.

Review: Handoff 1.1

An alternative tool to Instapaper for passing off Web pages to be read on other devices.

Review: PDF Studio Pro 6.6

A somewhat more attractively priced alternative to Adobe's pricey Acrobat Pro.

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An Appreciation

Thank you for yet another copy of what has become my favorite Mac publication. I bought my first Apple in 1979 and first Mac in 1984, and I, too, was told by a Windows guy that Apple's days were over! Now he is a totally dedicated Mac user.

Again, this is a great publication.

—Chris Albertson

Reader Software

Is there an application that would allow me to buy e-books and read them on my iMac? I do not wish to buy an e-book reader or iPad as my iMac does all the work I can possibly do.

—Herman Hoffman

> Amazon has a [Kindle reader](#) for Mac OS X.
> *—Michael Tsai*

MacMuser: Help

As of 10 years ago, we published hardcopy manuals, but our process was designed to use the same writing efforts to produce PDFs that the customers could download. I got caught in the 2001 dot-bomb layoffs and found that the employment market had narrowed substantially, so I switched careers. In recent years, every tech-writing job I've looked into has mostly involved publishing on the Web, not on paper.

Times change. As a consumer, I miss the days of paper manuals.

—Ed Rush

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I have mostly used software for scientific and game purposes, so maybe things are different out there in the "real" world. Software documentation has never been great, online, in help files, or on paper. Even in the days of DOS and those cute little Macs (later called "Classic") I never saw the point of actually sitting down and reading fat paper manuals for software; instead, I flipped through the index and table of contents in order to find out how accomplish the specific task at the moment. In fact, if the paper manual lacked an index, I never opened it.

Either the way to do a particular task was obvious after a little fiddling and manual searching, or it was time to find a different program. I'm thinking of things like Excel, Cricket-Graph, Statdisk, StatView, Mathematica, Maple, Mathlab, Derive, MATLAB, and gnuplot.

—Michael G

Next Actions: iOS Apps Corrections

I note that while the Master List, April 2011 of GTD applications has been updated, it incorrectly indicates that OmniFocus has no iPad app. In fact, it does, and it's the best of the OmniFocus apps.

While the Mac application is very powerful, it's also cumbersome. The iPhone app's value is limited to adding occasional tasks (when away from iPad or computer) and checking them off (rarely). The iPad app takes good advantage of the screen real estate while maintaining ease of use. It's the app that has me yearning for a real keyboard for my iPad more than any other.

—Michael Dingerson

• • •

Great list but OmniFocus has an iPad app and ThinkingRock has an iPhone app.

—Todd

> Thanks for mentioning the discrepancy in the list. As you may have noticed, I discussed OmniFocus for iPad in a previous column, so the omission was just an oversight.
>
> As for your complaints about OmniFocus for the Mac (*not* the iOS versions): it's not an uncommon critique of OmniFocus for the Mac that it is a complex and sometimes difficult application to use. Some decide that it's just too much and go elsewhere—maybe to Things. Some dig in and find that what seems like an awkward layout or design decision is actually intended for a purpose. One thing is for sure: for a die-hard GTD devotee, OmniFocus has a level of power and implementation that is nearly unmatched.
>
> I think the Omni Group has a whole-ecosystem setup in view: heavy planning, project-building, and large-scale gathering and processing in OmniFocus for the Mac; weekly and daily reviews and small-scale reorganization in OmniFocus for iPad; and on-the-go checkoff and occasional input in OmniFocus for iPhone.
>
> Thanks for reading!
> *Ed Eubanks Jr.*

13-inch MacBook Air

I've decided to move to a 13″ MacBook Air for my main work computer. I teach at a small university. I know I'll have to pare down the "junk" I tend to load up my current MacBook Pro with, but that's a good thing.

Your article, plus the comments by other MacBook Air users, made me excited to get my new machine and very comfortable with my decision.

—Joe Dulak

My Work PC Has Become a Fork

I think Jobs said it best when he said PCs were trucks and post-PC devices were like cars (better analogy than a fork). You need a truck for the times you need to do the heavy lifting, but the car suffices in most cases for many uses.

—Lava

Out at Five

Still really enjoying the strip. Thank you! I really enjoyed Cortland. I was sorry to see it go, but things change.

—Grover Watson

Convert Stroke Masks to Transparency in Adobe Illustrator

Thank you for this! Illustrator is not always intuitive, and this is a great method when you're working on graphics for Web pages. You just really helped me out.

—LW

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.*

Remember the Netbook? Oh, Yeah...

Why Acer Failed at Upending the PC Market

An insight from Horace Dediu that I haven't read anywhere else: "You could not use a netbook in places or at times when you did not use any other laptop." He analyzes Acer's failure to overtake the PC market, and netbooks (cheap, small, lightweight laptops) were the centerpiece of their campaign. Unfortunately, all a netbook is is a small, underpowered laptop, not a new paradigm, and so as the prices for conventional laptops continued to drop unabated, the whole category lost its steam. Apple, at the same time, did something that Acer (who didn't pursue new software) couldn't do in introducing the iPhone and iPad: they reinvented the way people interact with computers. That's why Acer is in such hot water, and Apple is sitting pretty.

Woz: Tablet Is for "Normal People"

Worth note: Woz, the engineer of legend, said at Storage Networking World (ha!) that the iPad was "for the normal people in the world." He's astute enough that he sees the connection to the Newton, and even earlier, to some of the projects in the Jobs era. And he's not quite the pie-in-the-sky idealist that Jef Raskin is; no Humane Environment stuff. Woz lives in the here and now.

Josh Topolsky Reviews the BlackBerry PlayBook

Some of the guys at *Engadget* left recently to start a fantastic new blog, called *This is my next,* so here I am to offer you Josh Topolsky's excellent review of the RIM BlackBerry PlayBook tablet. (That's a lot of CamelCase.) He says that the device is surprisingly fantastic, including its new QNX OS. Even the Flash support is good, something that I am both glad to hear (as someone who sometimes develops in Flash) and sorry to hear (because for many things a non-Flash experience is superior). On the other hand, he points out that the cameras aren't bad, but they're also fixed-focus lenses. And the design is pretty utilitarian. He writes:

> [I]t's an incredibly sleek and stylish little tablet, solidly built and smartly unadorned... The second view, one taken by my good friend Chris Ziegler upon first seeing it up close, is that it looks something like a $99 photo frame you might find on the shelves of Walmart.

A 14-Year-Old's View of the iPad: Only Does "Less" to Geeks

J-P Teti—a 14-year-old blogger; god, I remember what I was like at 14—wrote a fantastic post last month about why the iPad is such a success, and why most computer geeks don't

get it. He frames it in the context of a conversation he had with a classmate of his: she was going to get an iPad instead of a laptop, she said, because "it's the same price and it does more." The thing that J-P points out that more computer-savvy users (including you, dear reader, if you are reading this column) don't understand that to most people, computers are significantly more complex than they need. They use their computers for Gmail, Facebook, YouTube, and Twitter. But all the raw power that people like us take for granted under the hood is like the V8 in my grandma's 1987 Audi: unused capacity. He makes a very astute inference from this, that the iPad "is actually opening up technology to more people...Apple is encouraging regular people to explore and play around."

Android: The Little Green Man Everywhere

PC World: Why Google Needs Android to Be Less Open
Tony Bradley of *PC World* makes a very astute point about Google and Android: the Android experience can be so fragmented for developers that a lot of them are probably throwing their hands up in exasperation. (He doesn't cite it, but the item about Netflix I blogged a few months ago is a great example: Netflix says that thanks to a lack of platform-level DRM and the infinite realm of handset-maker's customizations, they may eventually be able to support individual devices, but probably never "all Android devices" the way they support all iPhones, iPads, and iPod touch with iOS 3 or higher.) The fact that there are multiple, competing application stores, two branches of the OS, and ten thousand different possible hardware specs, is all working against Google and the Android ecosystem. He argues that Google needs Android to be less open (minimum spec requirements, universal App Store, one or two programming languages, locked down modifications to core OS components) to succeed in the long run.

Google Cracks Down on the Android Bazaar
Bloomberg Businessweek reports that Google is cracking down on the Android ecosystem's Wild West mentality. I think this is an interesting point: Google's always been the Bazaar in Eric S. Raymond's Cathedral and the Bazaar model, a counterpoint to Apple and Microsoft. But it seems that they're realizing that, in order to improve the OS experience and the consistency of the brand, they're going to have to limit the vendor customizations and user hacks, etc., in the ecosystem. Also, something I haven't seen widely reported elsewhere, is that Google is trying to reject Verizon devices that use Microsoft's Bing search instead of Google. That smells like antitrust to me...

Thought Exercise: Apple, Not Google, Delays OS Source Release
Not to bang on Google too much here, but Jim Dalrymple of *Loop Insight* tries an interesting thought exercise. Google recently announced that they were delaying the release of the source code to Honeycomb or making it available to phone makers, saying that they'd taken some "design tradeoffs" and "a shortcut" in order to get it done for tablets in time. Imagine what the shouting and hollering would be if this were Apple! Now, in fairness, Apple doesn't *have* an open-source OS, so it's hard to make a perfect analogy. But in general, Apple has learned to remain mum about such things, like the white iPhone 4 or iOS 4 for the iPad. If they'd said, "We took some shortcuts to get iOS 4 done for the iPhone

4, it won't be ready for the iPad for a while yet," there would be a great deal of chatter, let me tell you.

Google Puts the Asterisk in "Open"
Justin Williams of Second Gear takes a fun look at Google's version of "open," which I mentioned earlier. This is a fun one: as I will say to everyone who will listen, Android is not *about* open. It's about selling ads. As soon as anything imperiled that, like bad press for Android or a bad user experience, Google was going to tighten the reins. . .and here they are.

Why Google "Opens" Android, but Not PageRank
Marco Arment hits the nail on the head regarding Google's position on Android, in a much longer post on Facebook's Open Compute project. He's writing about Facebook making public their server infrastructure designs (at least to the best of my layman's understanding), which, he argues, is a pretty good example of companies commoditizing things that are complementary to their primary business model, as a kind of loss leader. Hence IBM's sizable contributions to the open source community, or Apple making WebKit open source. But, as Arment points out—and this is where the Google part comes in—companies never commoditize the part of their business model that pays the bills. So Android can be open; but search technology is kept just as close to the vest as Apple with their hardware. Google doesn't care if they make money off Android, because to them it's just another search and ad delivery platform.

So, in Spite of Android, What Makes the iPhone Different?

The App-Only Phone
Greg Cox takes a stab at answering the question, why *is* the iPhone unique in its app ecosystem? The biggest names in the app world have their feet in both camps, just as the Adobes and Microsofts do today, but most small firms don't show any interest in Android. He argues that it's because Apple puts the apps front and center, where Microsoft and Android fragment the experience; I would argue that in some ways that's a consequence of the differences between the Mac OS X and Windows application ecosystems, too. There are tons of small firms that make their bread and butter selling software to Mac users with unusual or creative needs. Companies like Red Sweater or Realmac seem to scarcely exist in the Windows world. Warts and all, the iOS App Store is head and shoulders above the rest of the competition; if nothing else, the proportion of paid apps that sell well is a lot higher.

Time Warner, Bright House and Verizon Customers: Watch ESPN on Your iOS Device!
For those of us with Time Warner or Bright House cable or Verizon FiOS TV service, you can now watch ESPN on your iOS device thanks to the network's WatchESPN application. And not just ESPN, but ESPN2, ESPN3 (formerly ESPN360), and ESPNU. I love this, and not just because it must surely be the first time ever that it's been a positive rather than negative to be a Bright House customer. Now, you really can watch TV—as long as it's ESPN—anywhere in the house.

Following Up: *Why Do Android Apps Look Worse Than Their iOS Equivalents?*

From the guys at Android Gripes—who are, it's worth note, fans of Google but not of Android—a long list of examples where the Android app looks less polished, more geek-oriented, or just plain harder to use than the iOS equivalent. Why is that? Meebo is a fantastic example: would you want to use that? The iOS version is a little cartoony, but it also looks like it's been art directed.

In Other Wireless News...

"Galápagos Syndrome": *Why the U.S. Wireless System Is So Backward*

Horace Dediu, who has been on fire lately, takes a look at why it is that the US wireless market is such a mess. The short answer is that everything is incompatible with everything else: US regulators focused on the front end of consumer plans and choices, where European regulators focused on network incompatibility. The point I haven't heard anyone make, besides Dediu here, is that American wireless coverage is so bad precisely because each company had to build its own network. Around the world, carrier roaming is quite common, and I have to imagine European carriers all have common-carriage agreements. In the US, it's not even an option most of the time, except, e.g. T-Mobile's roaming agreement with SunCom, before they bought them. So, as Dediu says, "Operators are therefore keen to lock customers in to post-paid plans to ensure cash flows that drive capital allocations." Telefonica's coverage was better in a small mountain village in Spain than AT&T's in central Orlando.

How Hard Can a Mobile-OS Upgrade Be?

Horace Dediu asks what I think is a good question: how hard are mobile upgrades, really? Microsoft has been having an impossible time getting updates out, and there have been issues with hardware vendors not pushing out Android software updates. But, Dediu is saying, this is not just a question of technical difficulty: hardware vendors other than Apple don't have a stake in keeping devices they've already sold up to date, and the carriers would rather wait for universal updates than support the one-off updates many devices require. Hence, stasis: many Android users can't run newer versions of the OS, and Microsoft *still* doesn't have a Windows Phone 7 update out.

Other Odds and Ends of the Month

Question of 2011: *Smartphone Market 2011 = PC Market 1989?*

Jon-Erik Storm takes a look at the furious debate over the latest Comscore market-share numbers showing Android in the lead. (Problem No. 1: they aren't counting the iPad, 15 million-plus strong, because it's not a phone.) Storm catches Fred Wilson and Henry Blodget making a couple of points that are somewhat confusing: Blodget claims the iPhone is "dead in the water" because its market share didn't *increase.* (RIM lost market share! Can you be *more* dead?) But more interesting is the assumption that this is a zero-sum game: if Google wins, Apple loses. Neither Storm nor I am convinced this is true, although, as John Gruber pointed out in January, Apple's prize for "losing" the PC wars is to be

2011's most profitable computer manufacturer. But as far as the mobile space goes, it's not at all clear that the market will stabilize on only one OS. Take the example of video game console platforms in 3Q 2010: Wii 49%, PlayStation 31%, and Xbox 20%. No one predicts doomsday for Microsoft.

Camino Looks to Switch To WebKit, Gecko No Longer Embeddable

The guys at Firefox are more or less ending the project that allowed the embedding of its Gecko component in other browsers…and it sounds like, at least in the Mac world, that means one more WebKit browser. I remember when Camino (formerly known as Chimera) was the Next Big Thing, especially compared to IE and OmniWeb. Firefox sucked in those early days, you have to remember. But then along came Safari and WebKit. I hope this doesn't mean the end of the Camino project; I hope they can refactor the code to work with WebKit and keep moving forward. It's an extremely innovative browser, and I think it has a future. So I guess this means it's WebKit or bust for Mac users: only Firefox will still be using the Gecko engine, and Firefox's XUL elements are pretty un-Mac-like. Safari of course, Chrome, OmniWeb, et al., are all WebKit-based. (And yes, I know about Opera, but they're just not a major player on the Mac.)

A Guide to Going Paperless

I wrote about this a couple of months ago for ATPM, so I'm glad to hear I'm not the only one. Are you drowning in paper? *Macworld* had a fantastic article about what it takes to cut down on paper. A few are the easy, low-hanging fruit—get banks to stop mailing you statements, for instance—but when it comes time to buckle down and scan in new and old documents, I suggest you read this article to help you find your way.

Apple to Add "Do Not Track" Support to Safari

The FTC has asked advertisers to offer a better opt-out mechanism for consumers who don't want to be tracked by advertising networks as they traverse the Web. (Imagine that!) The FTC is recommending a browser-based solution, and Mozilla suggested an HTTP header. Apple is getting on board with the solution, along with Microsoft, and will release something with Mac OS X Lion this fall. So that leaves Google out in the cold. I think *that's* interesting, if unsurprising: unlike the other major browser vendors, who, respectively, sell the OS or support an open-source product with a foundation, Google makes their money from the very thing this attempts to regulate. It remains to be seen whether the FTC will force this on recalcitrant vendors, but Apple wants to be on the right side of this voluntarily.

FTC Calls Google on the Mat Over Do Not Track

We mentioned a few days ago that Google was the lone holdout among major browser vendors for Do Not Track. (We also wondered, a tad facetiously, why *that* might be…) Now comes word that the FTC is calling Google on the mat over their reluctance; after all, the only other major vendor not supporting Do Not Track is Opera, and Google has a lot more market share than Opera (17.4% vs 2%). And *Macworld* points out an interesting wrinkle: their sources at Stanford presume that Do Not Track will be part of WebKit, with only the user-facing preference controlled in the browser application. Will Google expose the setting? Will they figure out how to suppress it outright for Chrome users? Keep your eyes on this one.

Holy Grail for Artists: Adobe Connects Tablets to Photoshop

In the Holy Grail of convergence, Adobe has announced something I've wished I could have since I bought an iPad: an SDK interface to use your tablet's screen like it's a tablet interface, except with your hands instead of a stylus. I am not crazy about the Magic Trackpad, and a Wacom tablet only works with a stylus or mouse, but thanks to Adobe, I will soon be able to draw with my fingers in Photoshop. They've developed an SDK that allows apps to connect to Photoshop CS5 over a TCP connection, and are opening the SDK up to developers. I can't wait to see what people come up with for this. On the other hand, first I need Photoshop CS5...

Da Pain, Da Pain

How can life be so cruel? Here I am with a copy of QuarkXPress 9 to play with, and I haven't got time to give it more than a cursory glance. One thing is for sure: this is the most exciting version of QuarkXPress…ever. It has jumped miles ahead of InDesign, even though Adobe fans will never admit it.

QuarkXPress 9 has become the best production tool encompassing digital publishing in just about all formats, from books and magazines, through Web and Flash to the new world of e-books and apps. All in one package that even designers from the era of QuarkXPress 3 will feel comfortable with. The cycle will be complete when the iPad app creation plug-in is available (for free) in a couple of month's time.

So What's New?

As a long-time jobbing designer, I've done just about anything in print. Each design job needs different tools: for press ads and one-page designs I usually reach for InDesign, but for anything heavy-weight or requiring superb typography, QuarkXPress is the tool for me. Especially for 300-page, heavily illustrated books of which I must have designed near-on 2000 or more.

I can't wait to get my next book because of the new tricks Quark has given me to play with. The list is beyond the scope of a column, and the 45-minute introduction to QuarkXPress 9 is well worth watching.

For me as a book designer, the best elements of QuarkXpress 9 include the new and amazing conditional styles, which can automate the formatting for an entire book. Once styles are set up in the new palette, text is formatted word-by-word, line-by-line. It is a bit like the nested stylesheet idea in InDesign—but with a turbocharger. Quark has taken it to new level by looking for certain conditions such as a return, column break, tab, or whatever you set as a conditional style marker. Then repeat the action until it reaches the last conditional style marker. You can even format text forwards or backwards.

This really is easier to see demonstrated, and to set things up is a bit of a mind bender involving a certain amount of experimenting. Once done, styling even a whole manuscript is a case of a click or two instead of an hour or two. There is even a new story editor, dragged in from Quark's Publishing Solution (as used by daily newspapers and the like). So it's taken Quark 20 years to copy one tiny part of PageMaker, Calamus, and just about every other DTP package, but it makes life so much easier.

Got the Bullet

Also new are bullet, numbering, and outline styles, which can also reflect the formatting of imported text. As can Quark's new import filters which are, at last, smart enough to leave in place local styles such as bold and italic. If it could even change the typeface rather than the local style, it would be perfection. Before sending any job off, one should really search for incidences of text being turned bold, italic, small caps, etc, and swap it for the bold, italic, small caps version of the typeface. It is the matter of moments to do, and usually one finds spurious fonts, colours, and so on which have been retained from imported text.

Another big plus is the way QuarkXPress handles text flows. It used to be a pain in the proverbial to unlink and reflow text and often a sure way to accidentally lose text in long chains. In QuarkXPress 9, text boxes can be linked even if they contain text, or unlinked retaining the text already in the box. I'm just not sure about the controller's name, Linkster. It just sounds too much like a Batman arch enemy.

Calling All Outs

My favourite feature, apart from the new and as yet untested (by me) e-book publishing, is graphics and call-out handling. If I am designing a book on the uniforms of the KGB (which I have to admit is one of mine), I want to make sure the photo of the cap badge sits neatly beside the text referring to it. This used to be a matter of attention to detail, but when one cap badge looks almost the same as the next, and you are already finding yourself bored to death by the subject, it was easy to let the two get separated. Not so now with QuarkXPress 9's new Callout Styles, which anchors text and graphics or other text boxes together, even to the point of positioning on the page. As text flows back and forth due to author's changes, the graphics move with it.

The latest *MacUser* says that the Table tool now handles text and graphics, but as far as I'm concerned, it did in version 6 or 7 and I have the books to prove it. However they also say that live links can be created between Excel and QuarkXPress. Something I didn't know. It all sounds similar to that what Apple tried to achieve in System 7 or 8 but developers weren't as forward looking in those days.

Finally, and again as a book designer, another great improvement is the way QuarkXPress 9 handles repeated graphics. This is a further escapee from Batman called the Cloner. In reality, it controls copies of anything across multiple pages or even documents, and even replicates stylesheets.

When a 300-page book has five images per spread, the designer has to establish a means to communicate with the editor over which picture goes where. The easiest way is to make a contact sheet which, until QuarkXPress 9 and Cloner, meant using an AppleScript to automatically import graphics into a grid, but they arrived naked with no caption. It was easier to import the images into something like iView and create the contact sheet complete with labels. Cloner solves this dilemma.

There is just so much to learn and like in QuarkXPress 9 that it is going to take me two or three months to get to the bottom of it, if ever do. It is the first version of QuarkXPress

which makes me feel completely de-skilled because there are just so many new features. Even so, the interface after two decades will still be familiar and immediately usable by a DTP pro from the early 1990s.

Even so, there are one or two minor anachronisms, such as the PPD selection list, which still has a too small window, and the book palette still needs attention.

As far as e-books and apps, they will have to wait until the final elements of QuarkXPress 9 are in place.

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All Abroad for iPad 2 Alternative

Did we queue up at the local Apple Store for an iPad 2? You must be joking! We lunched in Barfleur, on the Cotentin Peninsular, sitting alongside the harbour and enjoying the year's first really hot sunny day to eat our assiette des fruits de mer washed down with a delicious bouteille de cider artesanal.

So what if it meant getting up at 5 AM to catch the fast cat ferry? Or the night before, French dockers decided to strike, meaning instead of the day trip to Caen and Ouistreham, we were rerouted to Cherbourg. We didn't even worry when the downstairs toilet suddenly started to gush water uncontrollably at 9 PM the night before.

The following day, £350 unexpectedly appeared in my bank account, and I was handed a "Birthday Voucher" saying it was only to be used for an iPad. A quick ring around all the local Apple dealers showed we had chosen the best option. It had been either get up at 5 AM to join the queues at the Apple Store or snooze in comfort as we were whisked across the English Channel. The former with no guarantee of actually finding any iPads left to buy, whilst the latter meant conspicuous consumption in the restaurant followed by Carrefours, to top up with all the goodies English shops don't sell. Such as unsweetened squash drinks and fizzy water with a lemon taste. Can't people in Britain drink anything without a ton of sugar or aspartemin?

Our trip was also the anniversary of a year ago less one day when the sudden closure of a door in a wood burning stove left my index finger broken in two places. The painful year has seen my guitar playing shrink to zero and computer mice become hurtful things. A trackpad was the obvious answer and very good it is, too.

The Apple Magic Trackpad is about half the size of an A5 Wacom graphics table, connects via Bluetooth, and runs off two long-lasting AA batteries. Setup is simply turning it on, pairing in Bluetooth, and that's it. A tiny green indicator light shows when it is turned on or off, its location becoming indistinguishable from the aluminium trackpad when the lamp turns off. I bet the Apple guys had fun with that trick.

A control panel lets you set all manner of ways to use the trackpad, which includes one-, two-, three-, and four-finger inputs and swipes. It is exactly the same as using a MacBook multi-gesture trackpad but larger. There is even a click function as two little rubber feet operate a microswitch by gentle pressure on the trackpad. This guy here sums it all up.

It didn't take more than a moment or two to adapt to the trackpad. Anyone with experience of a modern Apple laptop, iPad, or iPhone will use it instinctively, and for Web browsing

it is the easiest way to navigate. The Bluetooth range is longer than we could get across two rooms and a wall. This makes the trackpad ideal for controlling a Mac linked to a TV, for example, and at prices up to half that of Apple's own, the trackpad can be bought from Amazon or eBay.

As for an iPad 2, that has been ordered from Apple's online store with the hope that anticipation of getting it in a week or so time will not be sweeter than owning it.

Two iPhones and a Rice Bowl

This is a tale of two iPhones and one big bowl of uncooked rice.

In mid-January, my sister called because she had lost her iPhone 3GS. The iPhone was off, so she couldn't call it or send a "Find My iPhone" signal. She suspected it had fallen from her pocket while shoveling out from one of the winter's biggest storms. As a precaution, she had the iPhone deactivated and considered it a loss. She reckoned that if it were lost under a couple of feet of snow, there was no way it would be found weeks later in working order when the snow eventually melted away. The next day, she purchased an iPhone 4 as a replacement. The Apple Store staffer suggested that if the iPhone 3GS was found as the snow melted to immediately place it in a big bowl of uncooked rice to draw out the moisture.

A little over a month later—and following snow accumulations of an additional four feet, subfreezing temperatures, and a few sub-zero overnights—there was one sunny 60-degree February day. The rapidly melting snow left a shimmering black iPhone in its wake. To her astonishment, the phone started up with all of her apps and data available. Because the phone had been deactivated, the only thing she couldn't do was make a call.

Two months hence and on the other side of the continent, my daughter accidentally dropped her iPhone 3G into a small man-made bowl of water commonly found in restroom stalls. (That's as descriptive as I want to get in this story.) This was an obvious cause of upset. When I saw the phone after she brought it home, it was undeniable that water had penetrated the device. You could see the water move when the touch screen was pressed. Recalling the conversation I had with my sister back in January, I immediately filled a mixing bowl with uncooked white rice from the pantry and gently pushed the iPhone into the middle of the bowl with the touch screen facing down.

Eager to see if the rice advice would work, the following day I pulled the phone from the mixing bowl. The iPhone was dry to the touch but unresponsive to attempts to start up the device. Only slightly discouraged, I put the iPhone back in the bowl and waited for a second day. The next day I pulled the phone from the mixing bowl, and while the phone wasn't immediately responsive, there was no hint of moisture in or around the device. I plugged the iPhone in to charge it and, sure enough, the Apple logo appeared. A few minutes later, the phone began to beep, and a stream of previously unreceived text messages appeared on the screen. Although the iPhone was now encased in a thin film of dry rice residue and the battery was taking a much-needed charge, it was apparently no worse for wear. Yesterday, day three, my daughter took her iPhone to school, and it worked as if the mishap had never happened.

Two iPhones and one big bowl of uncooked rice have proven that the iPhone is made to be a resilient device.

Wonders Never Cease

My mother is getting an iPad. The dear woman blissfully bypassed the PC era and has never used a personal computer. This isn't to say she doesn't have one. There has been a designated Mac in the house for use by grandchildren, and by my mother's wayward adult children who are challenged to spend more than a day in an Internet-free zone on trips home.

To provide Internet access in the post dial-up era, I labored one summer day to extend an AirPort network from my sister's house on an adjacent property to and through my mother's house, via relay stations. Still, my mother, until now, has never used the Internet, and the closest she has come to using a Mac is dusting the dust cover on the keyboard.

That's all about to change. It's not that she is information-starved in any way. She has an amazing capacity for news and information consumption from traditional sources such as books, magazines, and TV. Thanks to satellite TV, if my hectic workday keeps me from reading the headlines, a quick call to my mother during my evening commute will usually provide an earful of the day's top stories filtered through her unique editorial outlook. For years, she has supported and endorsed the use of Apple devices in the educational lives of her grandchildren, but she has never once touched a keyboard.

When the iPad was released last April, my sister and I thought this was a natural device for my mother's interest in news and information. Perhaps it was my nephew's enthusiasm for the profusion of apps available, but showcasing Angry Birds and similar digital wares wasn't an enticement. For all my mother has experienced and endured in life, spending time engaged in aerial assaults of digital pigs isn't among her desired hobbies. But recently she has come to realize that, as a news and book reader, the iPad is beyond compare. The home screen and icons that will deliver the tailored content she desires makes sense for a no-nonsense consumer. The abundance of easy-to-use news apps and the iBookstore are a winner.

The iPad is an engaging device. Piercing a demographic of older consumers who view the physical keyboard as a step back and not a step forward is an example of how Apple's tablet product transcends the PC and is ushering in a new era of more intuitive and useful digital devices.

Using the Free Disk Utility on Your Mac

OK. I admit it. In my early days as a Mac user, I was a little jealous of my PC-using buddies. After all, their machines came with so much pre-installed software. Our Macs seemed to have very little free or demo software by comparison. Even the software that was present never seemed to be very useful for me.

When I bought the initial release of Mac OS X, I noticed something interesting: since it was a major shift in the OS there seemed to be even less in the way of free software included, but what was there was actually useful. That trend has continued over the years with more and more potentially useful applications included with each new Mac. That shift from almost useless software to often useful software has been the reason for this series of articles. This month we take a peek inside the Utilities folder and examine Disk Utility.

A Tinkerer's Toolbox

I've always tinkered with the configurations of our Macs in ways that I've never been comfortable doing with Windows-based machines. That's part of the reason my wife and I have different computers: She's never sure when one of my experiments won't backfire horribly. Unfortunately, they have on several occasions. Apple builds some remarkable machines, but try as they might the engineers can't seem to protect me from myself. Over the years I've relied on various incarnations of Norton Utilities for Macintosh, DiskWarrior, and Drive Genius just to name a few. In fact, I reviewed Drive Genius 2 for ATPM some time ago.

Although Norton Utilities for the Macintosh has long since ceased to exist as a viable utility, I have current versions of the latter programs on my hard drive. I bought, and used, them because the Apple disk utilities included in the System 7 days just didn't seem to get the job done as efficiently. Sometimes they didn't get the job done at all. As recent incarnations of Mac OS X's Disk Utility have improved, I have relied on it more often and third-party utilities less often.

Why Use Disk Utility

If there are good third-party utilities available, why use Disk Utility? I must admit that I started using Disk Utility out of necessity. As is often the case, a major OS upgrade brought changes that meant several utilities needed to be upgraded. Using older utilities on a new version of the operating system is not just a matter of hurting system performance—it's asking for trouble. Utilities that are not aware of important changes can wreck your system installation. When you upgrade your OS, make sure your favorite utilities have been tested with the new OS before using them. You have been warned.

That's the first instance where Disk Utility shines. A new version of Disk Utility will be included free on any upgrade disc that you purchase. It will be aware of important file system changes. While you're waiting for developers to release new versions of their software, or in my case to save the money for the new software, Disk Utility can be your best friend.

In addition to being included free with your new Mac, Disk Utility is pretty simple to use for most tasks. Not all utilities can make this claim. Normally I don't mind a little complexity or confusion, but in a disk utility unnecessary complexity can lead to mistakes—and data loss.
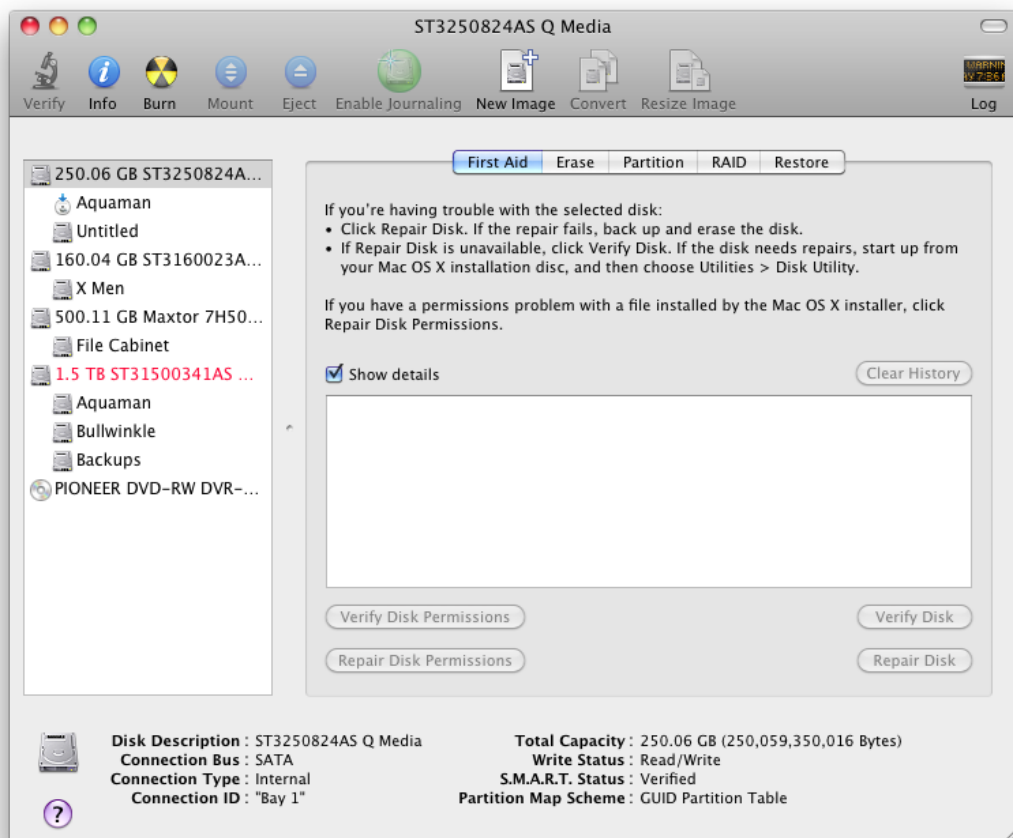
What Can I Do With It?

Disk Utility is a more versatile program than its somewhat spartan interface would suggest. I won't cover everything that the program does in this *How To,* but I will get to the things that I think you are going to find most important. Let's go through each tab step-by-step and look at some of my most used functions:
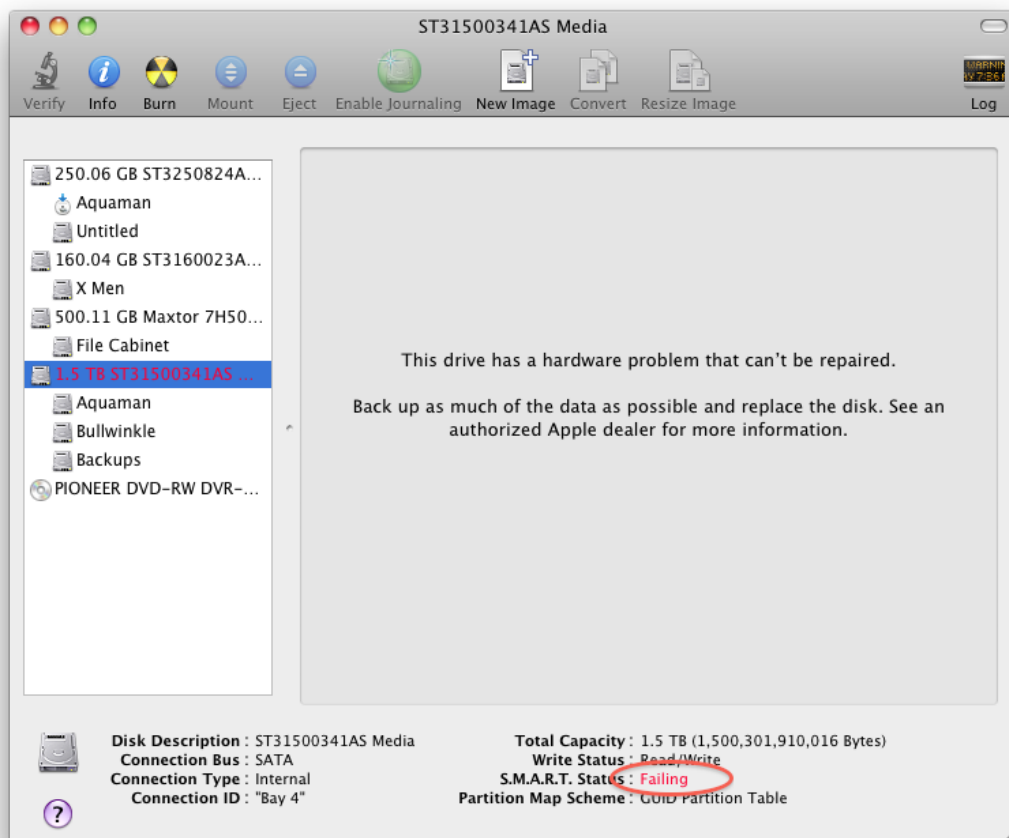
Verifying S.M.A.R.T. Status

Most modern hard drives offer some level of Self-Monitoring and Reporting Technology in an effort to detect potential hard drive problems and report them to the user *before* a drive failure. Disk Utility does not provide as much information about a drive's S.M.A.R.T. status as some other utilities, but it does show overall status.

Checking S.M.A.R.T. status with Disk Utility is easy. Launch the program and select a drive from the list in the left pane. Now look at the lower right corner of the Disk Utility window. If the status shows as verified, the drive is reporting that the parameters being examined are OK. Ideally, you want to see a drive that is functioning properly.

S.M.A.R.T. Status Verified

If you see the failing drive indicator, get your data backed up quickly. The drive may not fail right this moment, but I wouldn't trust it for long. The name of the failing drive appears in red in the list on the left of the screen.
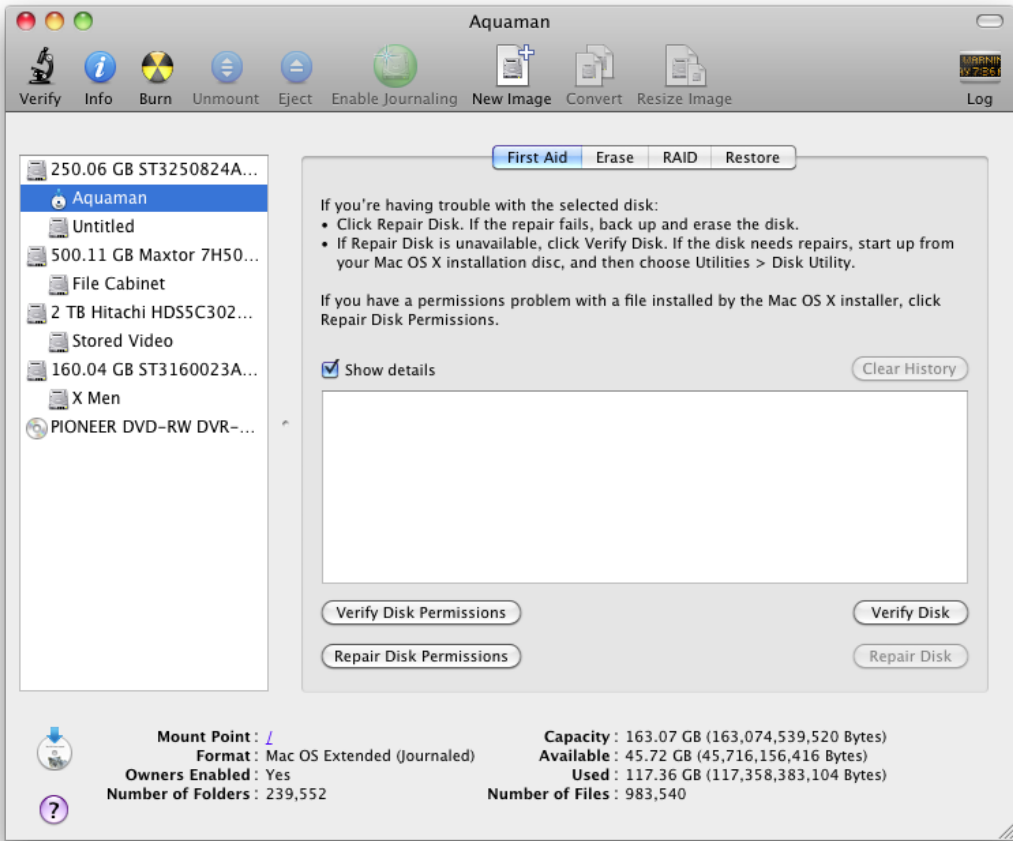
Potentially Failing Drive

Useful Tip: I currently have a drive that is failing Disk Utility's S.M.A.R.T. test. As a result, I discovered that Disk Utility shows the model number of all directly attached drives in its list on the left side of the window. If a drive is failing, its model number appears in red. On Mac Pro systems, which have more than one drive bay, Disk Utility will also show you which drive bay contains the failing drive. Look for the "Connection ID" in the lower left corner of the screen.

Performing a Little First Aid

Hardware problems are not the only thing that can lead to loss or corruption of data. Over time, hard drives can develop a variety of directory structure errors that make data retrieval almost impossible. Imagine going to a sporting event with your buddy. You go to the concession stand in search of refreshment knowing that your friend is sitting in Section C, Row 1, Seat 27. While you are gone, someone paints over the markers. Try finding your friend now among all those people.

Computers have similar problems finding things when a hard drive's directory structure is damaged. Fortunately, Disk Utility can fix many of these errors. To run this test, simply select a drive from the list on the left and click the First Aid tab.
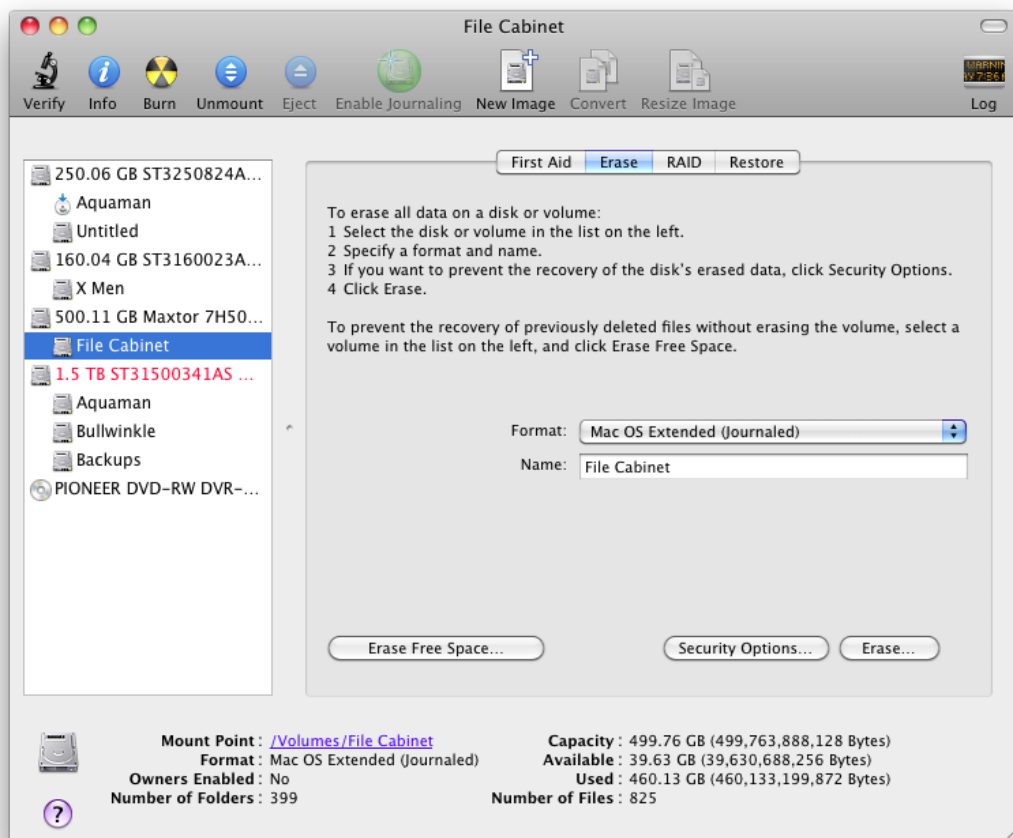

The First Aid Tab

From there you can choose either Verify Disk to check for errors or Repair Disk to fix any errors that are found. The other two buttons in this window fix or repair file permissions errors respectively.

If you have selected a drive and these buttons remain grayed out, it usually means that you are attempting to repair your boot drive. Many repairs on your boot drive must be performed from the Mac OS X DVD or from a backup of the boot drive.

Anyone Got an Eraser?

The Erase tab contains functions that do exactly what the name implies—erase data from your hard drive. Select the target drive from the list at the left and choose the drive format from the Format pop-up menu. If you will be using the drive exclusively with a Mac, use the Format pop-up to choose one of the variations of Mac OS Extended.

The Erase Tab

The journaled options allow saving of some additional information on the drive that may assist recovery of directory problems. You can find additional information about journaling and its benefits here. If you need to format the drive for use with both Mac and Windows, FAT is an option though it limits individual files to less than 4 GB each.

Clicking the Security Options button controls how data will be erased on the target hard drive. "Don't Erase Data" is the default option and quickest because it leaves the data behind, erasing only the catalog information that Mac OS X uses to find the data. When drives are erased this way, recovery utilities may be able to recover the data unless it has been overwritten by new data.

Each of the other options takes longer and offers increasing levels of security. In addition to erasing the catalog information, zeros are written over the existing data. The choices offered provide for 1, 7, or 35 passes of zeros. The more passes the less likely it is that data recovery software will find any files. The 7- and 35-pass options can take quite some time.

Partitioning

I don't partition my drives as often as I used to. When you think about it that seems odd given how much drive capacities have increased. The controls for this tab are for the most part self-explanatory. It's possible to chose the volume scheme (number of partitions), name each partition, and set its size.

If you have partitioned a drive and later find that you need to enlarge a specific partition, Disk Utility may be able to help with a little preparation. First, back up any data on the drive that you will be changing. Pay particular attention to the partition you will be enlarging/shrinking and the following partition.

Second, follow these directions.

Ready for a RAID

Although I have not used it for this purpose, Disk Utility can harness several disk drives into a RAID array. Creating RAID sets permits users to either protect against the possibility of data loss due to hardware failure or speed up access to data. If protecting your data is your top priority, consider creating a mirrored RAID. Perhaps I'll have a bit more information about the pros and cons of RAID arrangements in a future article.

Restoring Data

Being someone who likes to tinker with Macs, I try to keep a current "clone" of my boot drives around. In an emergency, such as a failure of the boot drive, it's possible to boot from a clone and restore things. I wrote about cloning way back in October 2002. The tools mentioned in that article are somewhat outdated, but the basic principles and benefits remain the same.

Although my current cloning tools of choice are SuperDuper and Carbon Copy Cloner, it's possible to clone your drive using Disk Utility. The process is actually quite simple:

Select the Drive That Will Contain Your Clone
When cloning your boot drive, you will need a drive that is at least as large as your boot drive. If you have partitioned your boot drive, it is possible to have the "clone" reside on another partition, assuming the partition is large enough. As a general rule, I don't recommend that, though. Using a partition to hold your clone presents one major problem: if the drive fails, you may not only lose your boot drive but the clone as well. I prefer using an external drive for any clones I make. If you are using a drive which already contains data, make sure you have taken steps to save the data before you begin the cloning process.
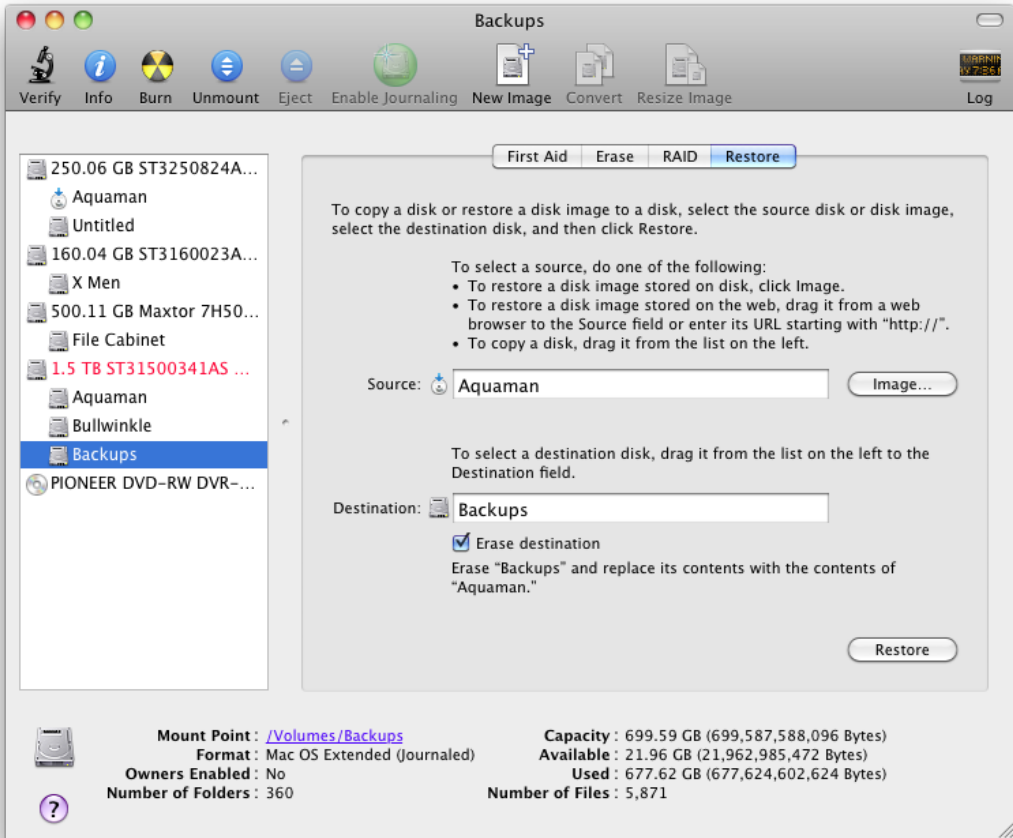
Connect the Drive That Will Hold Your Clone
Current Mac models will boot from internal drives or external drives (FireWire, or USB). USB is generally a bit slower than the other protocols, but it will work. Some PowerPC Macs will not boot from an external USB drive, so check the specifics for your Mac.

Launch Disk Utility and Select a Drive
Once you've selected a drive from the list at the left click, the "Restore" tab. Select your boot drive from the list on the left and drag it to the blank space marked Source. Drag the

drive that will contain your clone from the list on the left to the pane marked Destination. When everything is set up, your Restore tab will resemble the screenshot.

Completed Restore Tab

It's important to make sure that you have your source and destination drives designated correctly. When the "Erase destination" option is checked, all information on the destination drive is erased before the copying process begins. Once you have set this option, you're ready to begin the cloning process by clicking Restore.

Disk Utility is not as versatile as other cloning utilities I use. It can't, for example, perform an incremental update to your clone. Each time you run a restore it's an "all or nothing" process. It will, however, get the job done until you find your favorite utility.

Final Thought

Unlike some of its predecessors, the current incarnation of Disk Utility easily meets the criteria for inclusion as one of the useful applications included with current Macs. It has a few other tricks up its sleeve, as well, including burning discs and creating disk images.

Personally, I find its process of creating disc images a bit cumbersome. As I result, I don't use that feature often. If this is something you need to do regularly, I suggest DropDMG (developed by ATPM publisher Michael Tsai) as an alternative. Until next time the lab is closed.

Arizona 2010

We need new desktop pictures each month. <u>Write</u> to us!

This Month's Desktop Pictures

Chris Turner shares some photos from a mission trip he took part in last year, to build housing on the San Carlos Apache reservation in Arizona. The scenery was at once desolate and beautiful.

<u>View Pictures</u>

Contributing Your Own Desktop Pictures

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

Previous Months' Desktop Pictures

Pictures from previous months are listed in the desktop pictures <u>archives</u>.

Downloading All the Pictures at Once

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

Safari Create a workflow in Automator with these three actions:

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

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

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

Placing Desktop Pictures

Mac OS X 10.3.x Through 10.6.x
Choose "System Preferences. . ." from the Apple menu, click the "Desktop & Screen Saver" button, then choose the Desktop tab. In the left-side menu, select the desktop pictures folder you want to use.

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

Mac OS X 10.1.x and 10.2.x
Choose "System Preferences. . ." from the Apple menu and click the Desktop button. With the pop-up menu, select the desktop pictures folder you want to use.

You can also use the pictures with Mac OS X's built-in screen saver. Choose "System Preferences. . ." from the Apple menu. Click the Screen Saver (10.1.x) or Screen Effects (10.2.x) button. Then click on Custom Slide Show in the list of screen savers. If you put the ATPM pictures in your Pictures folder, you're all set. Otherwise, click Configure to tell the screen saver which pictures to use.
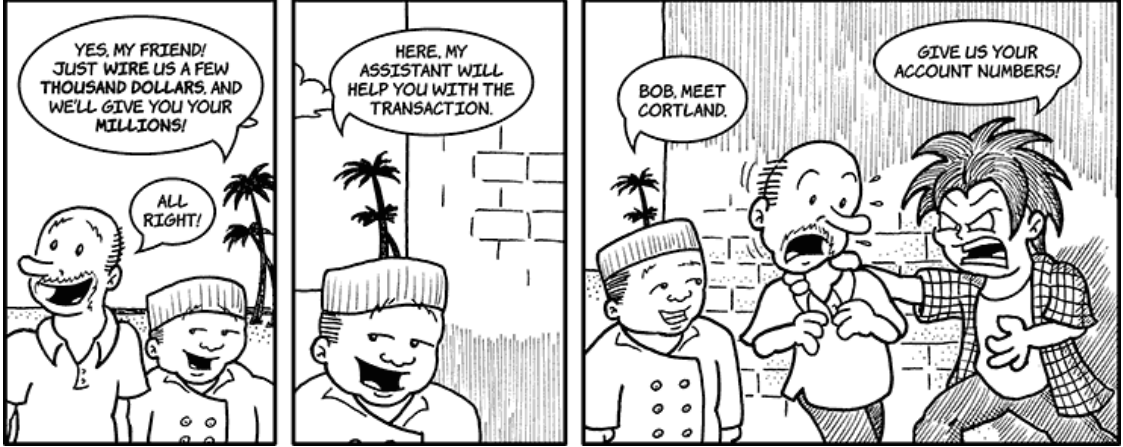
Mac OS X 10.0.x
Switch to the Finder. Choose "Preferences. . ." from the "Finder" menu. Click on the "Select Picture. . ." button on the right. In the Open Panel, select the desktop picture you want to use. The panel defaults to your `~/Library/Desktop Pictures` folder. Close the "Finder Preferences" window when you are done.

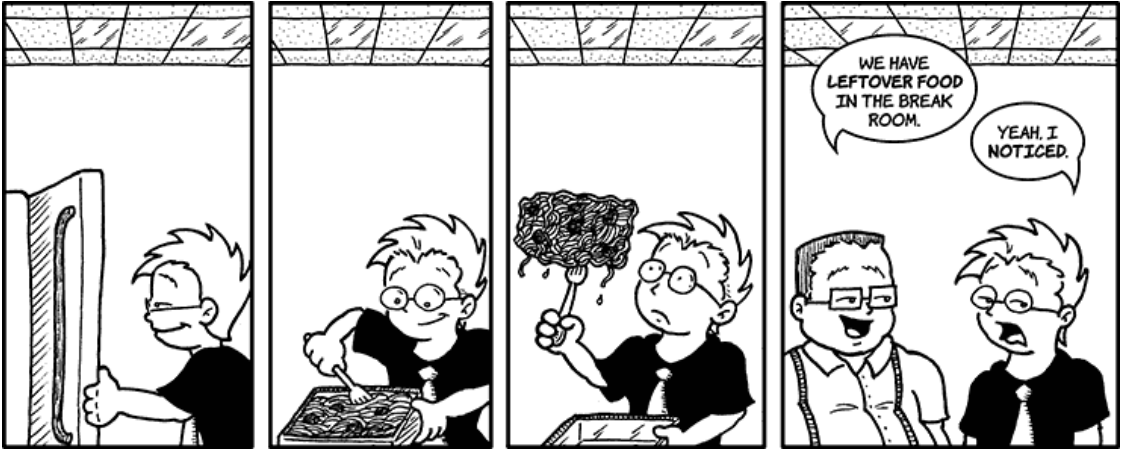# Out at Five
by Matt Johnson, mjohnson@atpm.com
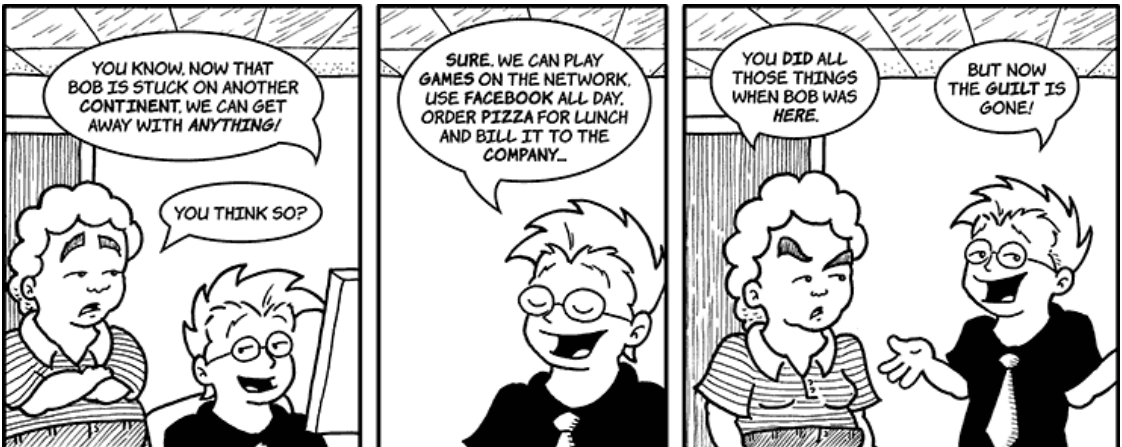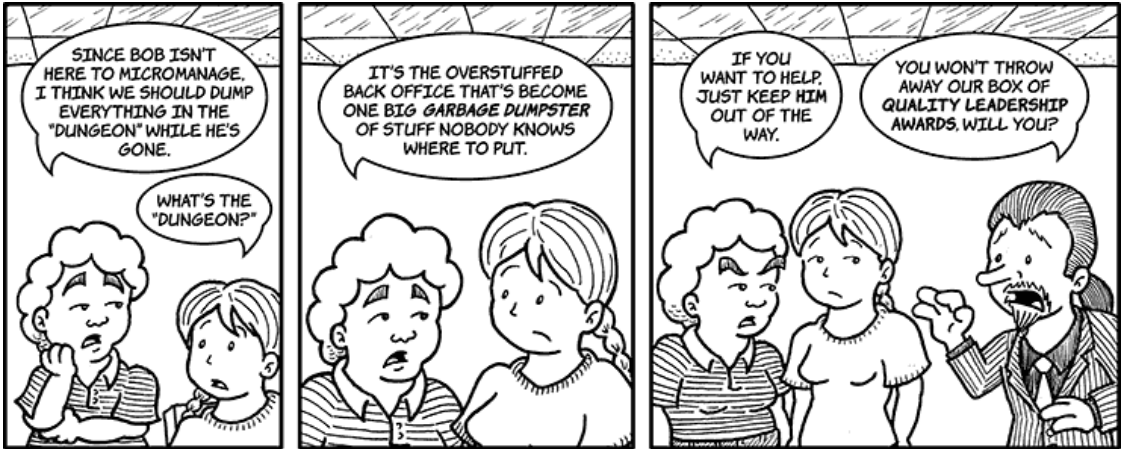
The First

Budget Problems

Leftovers

WE HAVE LEFTOVER FOOD IN THE BREAK ROOM.

YEAH, I NOTICED.

Coping

THINGS SURE ARE QUIET AROUND HERE WITHOUT *BOB* BUZZING AROUND.

NO KIDDING.

HOW'S THE REST OF THE TEAM HANDLING IT?

THEY'RE COPING.

OH, HOMESTAR RUNNER, WHAT DID OUR OFFICE EVER DO WITHOUT YOU?

WORK!

BOB WIESER

Guilt-Free

YOU KNOW, NOW THAT BOB IS STUCK ON ANOTHER CONTINENT, WE CAN GET AWAY WITH *ANYTHING!*

YOU THINK SO?

SURE. WE CAN PLAY GAMES ON THE NETWORK, USE FACEBOOK ALL DAY, ORDER PIZZA FOR LUNCH AND BILL IT TO THE COMPANY...

YOU DID ALL THOSE THINGS WHEN BOB WAS *HERE.*

BUT NOW THE *GUILT* IS GONE!

Tech Support

Cleanup

Cleanup 2

Real Life

Escape Rosecliff Island HD 1.0

Function: Hidden object game adapted for the iPad.
Developer: PopCap Games
Price: $3
Requirements: iOS 3.2.
Trial: None.

I am one of those parents who use their children to somewhat have a second childhood. While my son enjoyed playing "I Spy" games on the Mac before, by the time I got the iPad last year, 10-year-old Justin was not that interested in the Waldo game and others in the genre. Yet when PopCap had a fundraising weekend for Japan, I quickly bought Escape Rosecliff Island HD.

Your Almost-Typical Hidden Object Game

The background story of the game is that you've survived a shipwreck and now find yourself on a deserted island. In an abandoned mansion on the island, you find hidden objects and proceed to collect items to help you escape the island.

There are many levels to work through to complete the game. Each level has five scenes, and each scene has ten objects to find. Hints are available, but you lose points and hints build up slowly. If you wish, you can enable unlimited hints. Likewise, although you are allowed limited time to complete each level, you can choose the Relaxed mode to play the game with no time limit.

A typical scene with time limit, as shown in the upper right of the screen.

As you finish each level, you have to solve a puzzle before you can move to the next level. The extra puzzles can involve matching tiles, assembling pieces, aligning pieces, etc. As a reward for solving a mini-puzzle, you earn a piece of survival gear, such as a flare gun or a life jacket. I haven't completed the game, but I'm sure I'll need these bonus items in one final challenge.

Some mini-puzzles.

A bonus prize.

If matching tiles is your preferred game, you will be glad to know that as you find objects and earn enough points, you unlock the Match 3 Bonus Game. Any time you want to get away from the main game, choose the Bonus Game from the main menu. Likewise, if finding ten objects per scene does not whet your appetite, just find all 50 locks as you locate the regular objects. With the Unlimited Seek mode unlocked, you can play the same familiar scenes, but now there are 70 or more objects per scene.

The main menu with the extras unlocked.

Unlimited Seek & Find mode pleases the hard-core "I Spy" player.

The Rosecliff Difference

The market for hidden object games on the iPad is crowded. Even though my iPad has fewer such games when compared with my MacBook Pro, the iPad still has about five or six games. A mix of paid and free games, they make a good sample of the genre.

Long-time fans of the "I Spy" game genre know that a game's difficulty lies in how the objects are placed and how the clues are provided. Objects of similar colors are grouped together, with the smaller objects in the foreground. A long object is usually aligned with the length of a larger object, such as a baseball bat lying on the edge of a table. Rosecliff uses both hiding techniques and then some.

One way objects are made harder to find is by making them larger than life, literally, like the screwdriver in the barn (see the first picture below). Another twist (pun intended) Rosecliff adds to the game is having misshaped objects. In the second picture below, can you find the curved wrench in the center, near the teddy bear and boomerang? I am not a handyman, and all my wrenches are straight. A Google search for "curved wrenches" actually produces a list of such tools, but prior to playing Rosecliff I didn't know that the things existed. That in itself makes for a more challenging search.

It may sound inconceivable, but finding a common object is actually harder when it's larger than its supposed size.

The curved wrench exists but is not that commonly found, except in Escape Rosecliff Island.

While Rosecliff adds only a few new tricks in hiding the objects, it really runs away with the clues. Whereas other games usually just list the objects by their names, Rosecliff always has a few of the ten items hinted at. Instead of "squirrel" you would be told to find a "nut gatherer." Likewise, the clue "Has 9 lives" is an alternate way of telling you to find a cat.

What I really like are the clues that pair up with an activity in the scene. One example is "Frame the Painting" (see the picture below). Not only do you need to find the painting (in the upper right corner), but you must then drag it onto the frame in the center of the picture. While not entirely original—as I do recall some of the original computerized "I Spy" games making use of such techniques—the extra work provides a little more challenge beyond clicking only.

Clearing an item sometimes requires more than clicking it.

As a punster, my favorite clues are those that involve popular phrases. For example, in the picture you would see something like "me repeat" and the clue would be "repeat after me." Or if the clue is "falling asleep," you would have to find the word "asleep" written vertically.

Some games, whether for iOS devices or the Mac, try to make the most of screen estate by having zooming and panning. I'm glad Rosecliff is not one of those games. Though novel at first, zooming and panning eventually just introduce dizziness. The HD version, made for the iPad, makes good use of the screen without the need to zoom.

Conclusion

I like Escape Rosecliff Island HD mostly for its generous difficulty levels. You can play it with no time limit and unlimited hints, or you can bang your head and pop your eyes out playing the most difficult settings. I've already paid for it, so I should be able to choose to relax or be challenged playing the game. The Match 3 Bonus game and the mini-games provide some variations from the genre, while the Unlimited Seek & Find mode keeps the hard-core player busy. Lastly, while objects in Rosecliff are not hidden too differently compared with other games, the clues are very cleverly provided. Escape Rosecliff Island HD is a Very Nice game to have if you like the "I Spy" genre.

Handoff 1.1

Function: Save and read Web pages to iPad and iPhone.
Developer: IdeaSwarm, LLC
Price: $2
Requirements: iOS 3.0.
Trial: None

In the year or so that I've had an iPad, I've noticed that I'm apt to put down the laptop and pick up the iPad when I stumble across something I'd like to read. For Web pages, I'd usually send the page to my Instapaper account and read the article in the Instapaper app. This largely worked, but it wasn't ideal. Each time I'd pick up the iPad, I'd have to wait for Instapaper to sync, and there were always some Web pages that just didn't work well with Instapaper's parser.

I originally heard about Handoff when the application first came out, and I had trouble understanding why I'd want another application for sending content to my mobile devices. Eventually, I found myself staring at an extended list of articles I wanted to read on my iPad, many of them from a site I knew occasionally proved problematic for Instapaper. At that point, I figured it was worth the $2 to check out Handoff.

Once I sat down and attacked my To Read list, I finally understood why Handoff and Instapaper filled different niches. In my mind, there are two main differences between the apps. First, where Instapaper downloads full articles on sync and supports offline reading, Handoff simply loads Web pages. You need an Internet connection to read the articles you've passed to Handoff.

The second big difference between Handoff and Instapaper is that Handoff doesn't require a lengthy sync process to get changes to your reading list. Instead, the Handoff Web service uses push notifications to send the URLs directly to your device. In my experience, there is very little lag in the delivery of these notifications. Usually, you end up seeing the familiar blue box pop up on your screen when you receive a push, but if Handoff's already running, the newly received URL is immediately loaded. It's almost like you're controlling your iPad from your computer.

I could go on at length about how I decide when I want to use Handoff and when I want to use Instapaper, but John Gruber already summed up my point-of-view in under 140 characters:

> Handoff to read something on my iPhone/iPad right now. Instapaper to read something on my iPhone/iPad later.
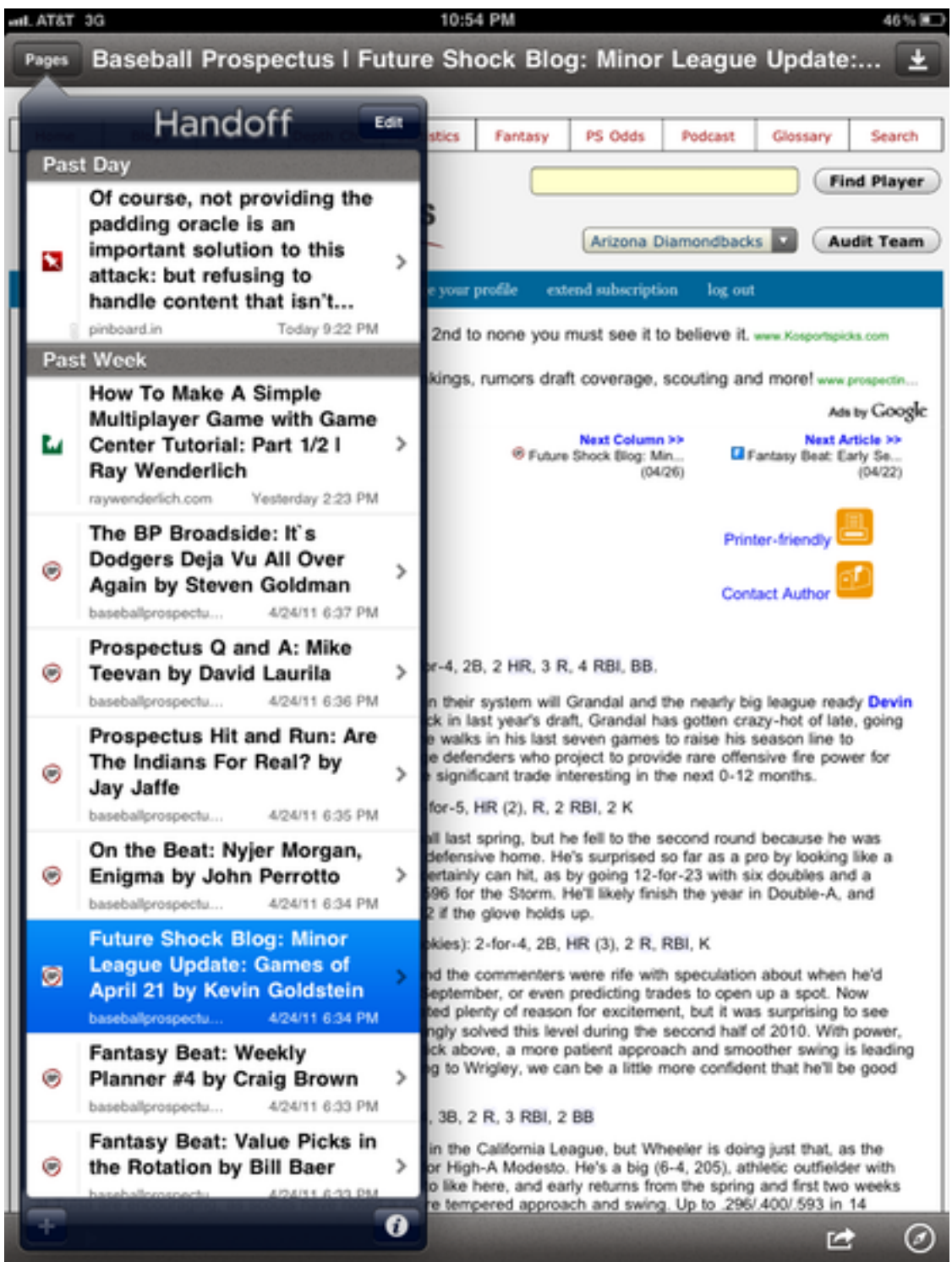
Loading Up

Handoff includes two relatively simple ways to get content onto your mobile device. It should be no surprise that the first of these is the near-ubiquitous a bookmarklet. The Handoff bookmarklets actually go a little bit beyond the basic bookmarklets you get from other services. If you use Handoff on multiple iOS devices, you can login to your account on handoffapp.com and choose from bookmarklets that target specific devices or all at once.

The other technique for sending content to your device is browser extensions. Handoff currently has extensions for Safari, Firefox, and Chrome. These extensions seem to offer the same set of functionality as the bookmarklets, so which one you choose seems to be a matter of personal preference. I use the Safari extension because it takes up less room when not in use—one button in the toolbar versus one or more items in my bookmarks bar. Of course, if you're using an iOS browser or something like Internet Explorer, the bookmarklets are your only option.

In addition to sending the the URL of the current Web page, Handoff also supports sending the selected text from a Web site.

Reading on the Go

When it comes to reading the content you've added to Handoff, most people will find the user interface quite familiar. Both the iPhone and iPad versions of Handoff use a Mail-style interface for selecting bookmarks and reading Web pages. The embedded Web browser is fairly basic, as is common in any number of iOS apps—it allows you to navigate back and forwards along your browsing history, though it doesn't have a reload button. The vast majority of the time, that's not a big deal, but I've had the rare occasion where I've missed the functionality.

Selecting a Web page on your iPad.

Although the feature set of Handoff's embedded browser pales in comparison to Safari's, it does offer a wide array of options for sharing your content outside of the app. These
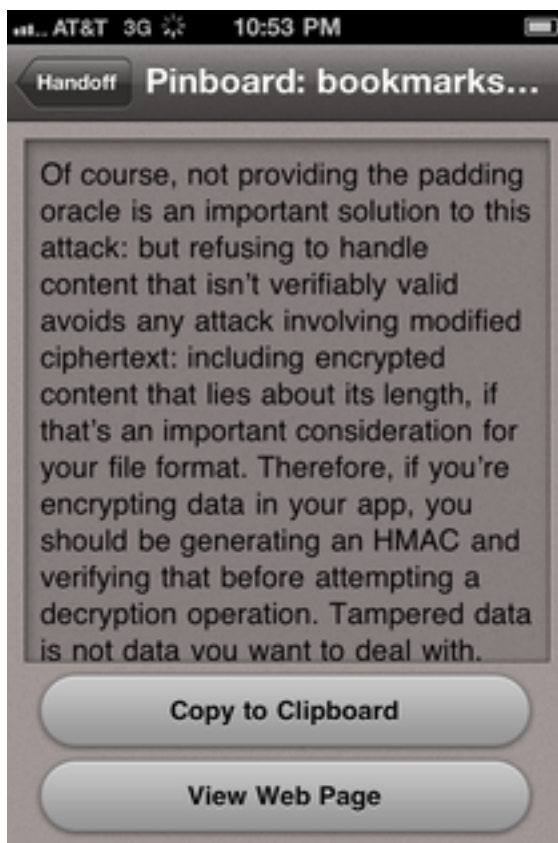
include the usual suspects like e-mail, Twitter, and Facebook. There's also support for sharing URLs with various third-party apps you might have installed on your iPad. For example, I'm able to send URLs to Shareables, Instapaper, and Pastebot.

I do have one nit to pick when the sharing functionality. If you have the Instapaper application installed, Handoff gives you the option of sending to both the Web service and the app. When you're viewing the full list of sharing options, the user interface differentiates between the two, but when you're viewing the short list of destinations (which appears to show your recent selections), there's no indication about which option you're selecting.

Handoff's browser also has an "Open In..." option. With most embedded browsers, this is always an "Open In Safari" option, but Handoff goes a little further and takes Apple's advice that "there's an app for that." Handoff detects when you're viewing certain Web pages and offers quick access for viewing the same information in the relevant native app. For instance, there's one-touch access for opening Wikipedia pages in Articles or YouTube pages in the YouTube app. This comes in particularly handy with native apps that take advantage of iOS capabilities that aren't available to or used by the Web page counterpart.

Handoff doesn't offload all of its smarts to third-parties, though. It has a few tricks of its own. For instance, Handoff properly deals with extracting information from Google Maps URLs instead of just displaying the maps.google.com link you often see in your browser's address field. When I loaded a map bookmark, I was surprised to see the mobile Google Maps interface in lieu of the iOS-native map interface. In hindsight, I shouldn't be too surprised, since I don't think the iOS interface supports directions. There are a pair of downsides to using the Web interface. The more minor of the two is that useless "Save to Homescreen" popup covers part of your map till you dismiss it. More annoyingly, I'm frequently prompted to let maps.google.com access my location. It seems like I get asked each time the app launches, but I'm not entirely sure. I guess the Web page can't leverage the permission I've already granted to Handoff.

The other special interface provided by Handoff is the text view. This view is pretty basic— it's just the text, plus the option to copy the text or open the originating Web page, but it's a pretty quick way to get text from your computer to your iPad. If you are using an iPhone, Handoff can also determine if the text is a phone number and give you the option to call it.

Viewing a text snippet on your iPhone.

I did stumble across one issue with text snippets on the iPhone—if you receive a text snippet while the app's running, the navigation stack gets a bit confused. Instead of replacing the previous Web page, multiple copies of the snippet view get pushed on top of the Web page. It's nothing major, but it's definitely unexpected.

Wrap-up

In the few weeks since I started using Handoff, I've gone from not understanding why I'd want it to considering it one of my utilities. It seems like an implementation of a fairly simple idea, but it's very good at what it does. If you ever want to quickly move a Web page over to your iPad, you can't really go wrong with spending $2 on such a seamless solution.

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PDF Studio Pro 6.6

Function: PDF annotation editor.
Developer: Qoppa Software
Price: $95 (Pro); $60 (Standard); $40 (upgrade).
Requirements: Mac OS X 10.4. Universal.
Trial: Feature-limited (watermark on each page of the PDF document).

The PDF format is everywhere. Its ascent began in the 1990s, when software manufacturers went paperless and included complimentary copies of Adobe Acrobat Reader on every disk. Then in the last decade, Mac OS X made saving PDFs as easy as printing them. Finally, in the last few years e-readers have multiplied, and anyone could upload a book to Amazon without a publisher or an agent (or, in some cases, a copy editor or proofreader).

Reading PDFs is easy, but editing them means buying software. Adobe Acrobat is by far the most-used application, but it also costs a minimum of $299 ($449 for Acrobat Pro). Other software companies make lower-priced alternatives, though, and last month I got to try out one of these applications: PDF Studio Pro.

Annotations

PDF Studio Pro features a wide array of annotating tools, including text highlighting, strike-through, and underline; a typewriter tool; various drawing tools; and custom stamps, all displayed in a toolbar at the top of the screen. In just a few lines of sample text, I made use of almost all these tools.

when

"Her cleft is incomplete." That was the first thing I noticed after Anna was laid up on

Julia's chest. The cleft only extended halfway up to her nose. An incomplete cleft was far easier

to repair than a complete one.

Julia didn't answer, so I leaned over and brushed the side of her face to get her attention.

"Hi," she said.

Replace Smart Quotes

"Her cleft is incomplete."

cliché

A glimmer of recognition; "Oh that's great news." The tone of her voice didn't change

show dont' tell

awk.

much, but I attributed that to exhaustion. "What time is it?"

adv.

"About a quarter past midnight." She wanted to know exactly when Anna was born, but I

wasn't watching the clock.

Correct term?

"Your baby was born about five minutes ago," Dr. Park said. "The official time of birth is

12:10 AM."

An Annotated Page

The custom stamps are my favorite annotation tool. When going through printed drafts, I find myself writing the same notes over and over. I use adverbs liberally, my clichés spread like the plague, and sometimes I even phrase sentences more awkwardly than I should, so I've made made stamps for all three. I saved each stamp in a custom category called "Editor's Notes," where I now keep all my most-used markups.

Input and Output

PDF Studio handles a variety of file formats, including PDF (of course), JPG, TIFF, GIF, text, and `.doc` (but not `.docx`—no one likes `.docx` files except Microsoft). It also includes options to open a PDF from a URL (though it won't open an HTML file), or from Google Docs or Acrobat.com, as well as options to create a PDF from multiple files, from a scanner, or from a blank page.
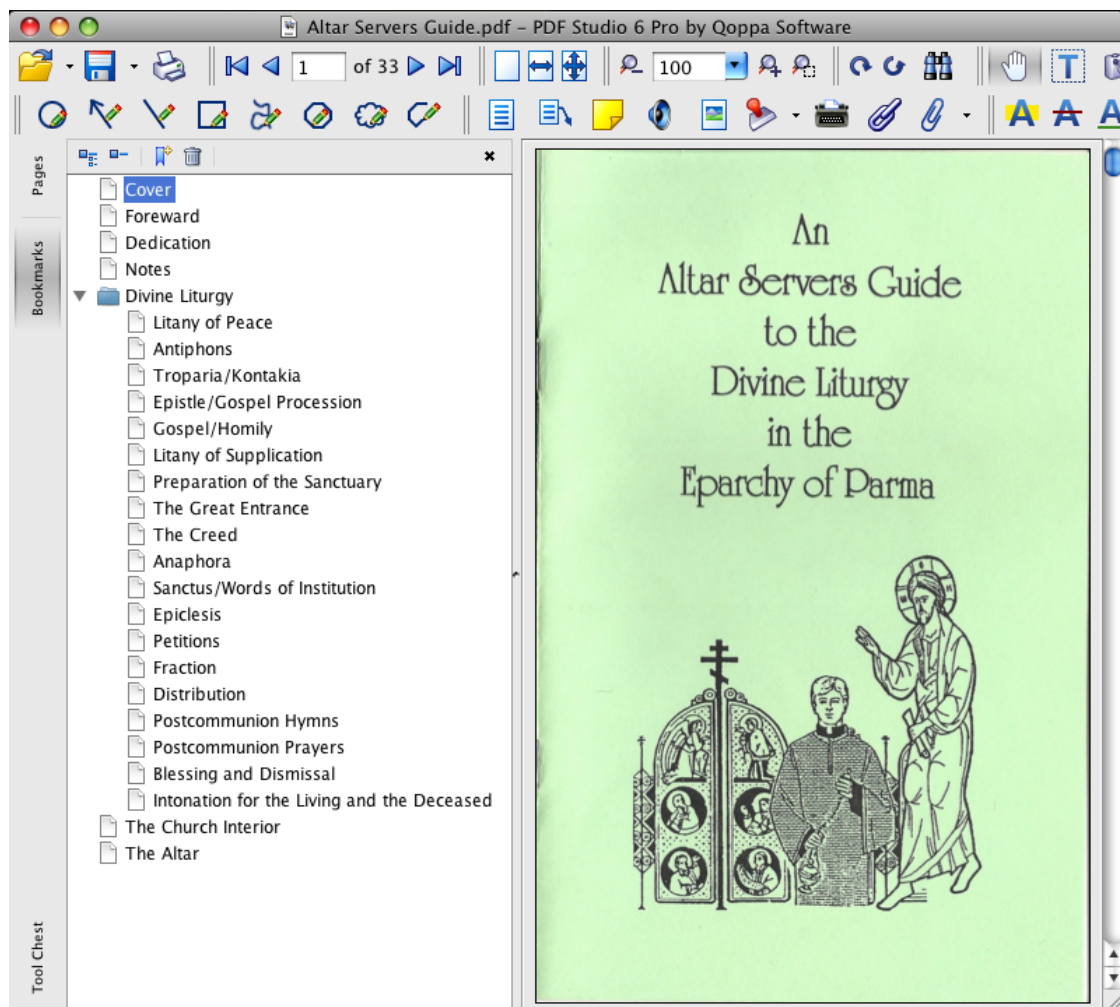
I selected "Create PDF from Multiple Files" (in the File menu) to combine a series of scanned JPEGs into a single PDF document. Ideally, I would have scanned the booklet myself—selecting "Create PDF from Scanner" in the same submenu, but these files had already been sent to me via e-mail and I didn't have the original booklet in my possession.

"Create PDF from Multiple Files" includes options to "Add Files" and "Add Folder." Since I had already edited and saved these scans in a folder on my desktop, I chose "Add Folder."

My only complaint is that I was placed at my root directory, and if I didn't know my computer's file system as well as I do it might have taken several minutes of digging to find the desktop. (The standard Command-Shift-D shortcut does not work in PDF Studio's file dialog.)

Once I selected the folder I wanted, the files were listed in alphabetical order—I prepared the files to list in page order—and opened up as a single, annotatable, PDF file.
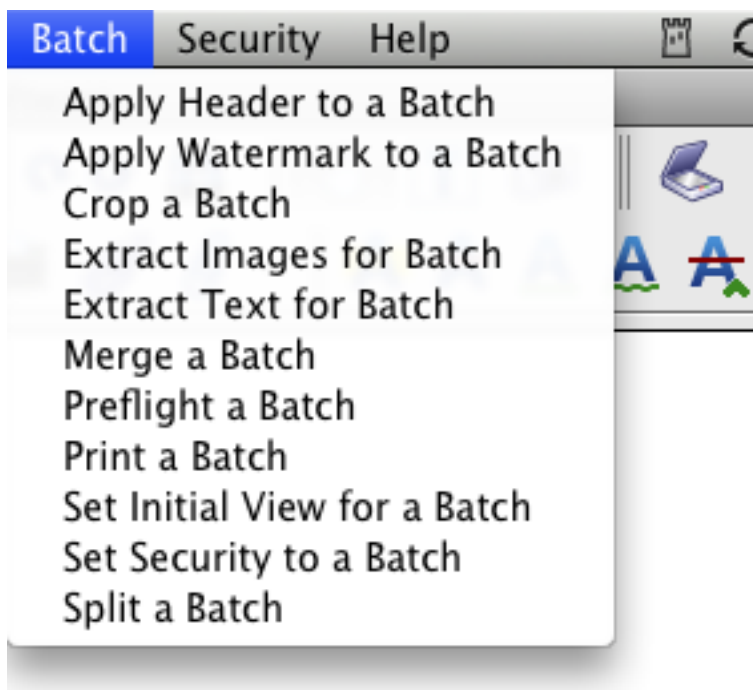
Once open, I added several bookmarks in the side menu, renaming each by right-clicking, and within a few minutes I had a functional table of contents.

A Booklet With a Table of Contents

Batch Processing

PDF Studio Pro also features robust batch processing. The example I gave above of creating a single PDF from multiple JPEGs is just one of many ways in which the Pro version works with batches. The Batch menu lists many others.

The Batch Menu

If I'd had a printed copy of the Altar Server Guide I used in the above example, I would have been able to scan it directly into PDF Studio and used the "Crop a Batch" option instead of individually cropping each JPEG in Preview. (Note: I tried batch-cropping the JPEGs, but PDF Studio only batch-processes PDFs.)

Forms and Signatures

PDF Studio recognizes interactive forms, just like Preview and Acrobat Reader do. It also lets you sign documents with a password-protected digital signature.

Digitally Signed Form

PDF Studio gives the user the option to change the appearance of the signature, either by changing the font or by importing a scanned signature. I chose the generic option for the above example, but I could have just as easily scanned my own signature.

The One Flaw

I was all set to give PDF Studio Pro an Excellent rating, but in the middle of annotating a file I made a mistake and hit Command-Z to undo. Nothing. I checked all the menus and could not find an undo option with or without a keyboard shortcut. For that flaw alone, I can give no more than a Very Nice rating, despite how much I like the application otherwise.

Last Thought

Looking at Qoppa's side-by-side comparison chart, one can see how PDF Studio Pro does everything Acrobat Pro ($449) does for less than a quarter of the price. I see myself using this application to edit essays, articles (including this one), and manuscripts. It is versatile, powerful, and affordable, and any near-starving writer will appreciate all three.

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.