

**SPECIAL
REPORT:**

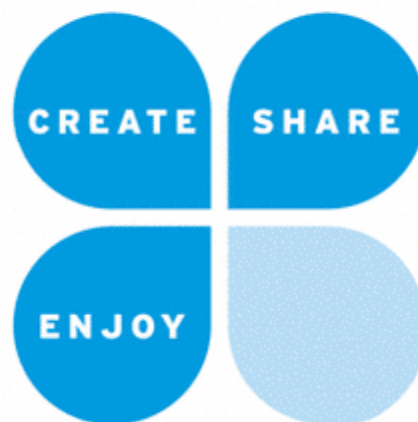


**TECH R&D
2011**

**REVIEWED: NEW
MACBOOK PROS,
PHOTOSHOP CS5**



Mac | Life



JULY 2010 NO.42

WWW.MACLIFE.COM

15 **ESSENTIAL** **iPAD** HOW-TOs!

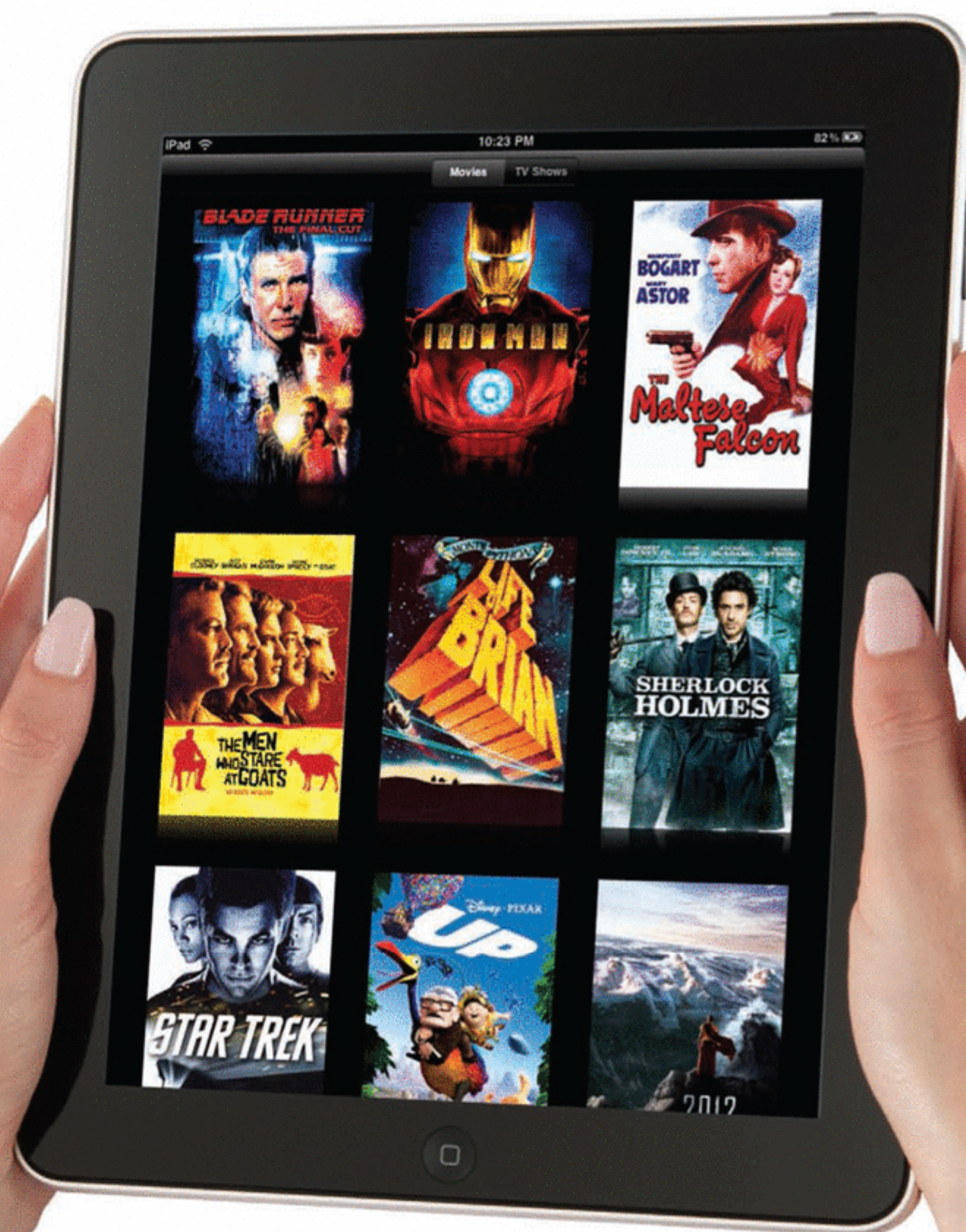
- » Rip & load DVDs
 - » Go mobile without 3G
 - » Find & create free e-books
 - » Make phone calls
 - » Send SMS & IM messages
- And much, much more!**

SSD SHOOTOUT!

- » Which solid-state drive reigns supreme? **p44**



How to control your Mac from your iPhone! **p84**



\$5.99US







Expand your range.

Travel Kit Plus
for iPad

Mac | Life



JULY 2010 VOL.4 NO.7



FEATURES

COVER STORY

20 Unleash Your iPad

We love our iPads. And we like the iTunes Store. But there's more to life than what Apple offers on its virtual shelves. We'll show you how to rip your own DVDs, create your own iBooks—and fill in missing features like texting, a camera, and more. **By Ray Aguilera, Roberto Baldwin, Cory Bohon, J.R. Bookwalter, Chris Brennan, and Steve Paris**

32 Mac to the Future

From 3D displays and OLED screens to USB 3.0 and wireless electricity, we look toward emerging technologies to see where Apple's gear is heading next.

By Adam Berenstein



44 Smooth Operators

Prices are falling, and capacities are rising. Is now the time to pump up your Mac with a solid-state drive?

By Christopher Phin



DEPARTMENTS

4 ONLINE AT MACLIFE.COM

Revel in the wealth of Mac news, how-to's, videos, rumors, and podcasts on MacLife.com.

6 CONSIDER

Dreaming of a better future for iTunes.

8 SHARE

Yup, we drank the iPad Kool-Aid. Plus: RAM fixes and other reader feedback.

10 START

Are the iPad's apps really worth the extra money? Plus: Mac viruses, and whatever happened to widgets?

16 WIN

Step right up to the internet for a chance to win a Zeppelin Mini from Bowers & Wilkins.

18 CRAVE

All the gear that's fit to covet—including new Polaroids and mousepads that double as weapons.

96 THE LIFER

It's the return of the Rik! In this month's column: Apple vs. Adobe.



10

CREATE

80 Ask Stream Pandora to your Airport Express. Fix fonts killed by Software Update. Should you buy a Time Capsule? Plus: iBooks, Dock freezes, saving audio from YouTube, and more. **By Susie Ochs & Scott Rose**

84 Control Your Mac From Your iPhone Put your Mac in the palm of your hand with LogMeIn Ignition. **By Scott Rose**

88 Tilt-Shift in Photoshop Miniaturize the world with some Photoshop trickery. **By Florence Ion**

91 Do More With Spotlight Finding stuff is only the beginning. Use Spotlight as an app launcher, calculator, phone book, and more. **By Susie Ochs**

APPS 50

- 50 iPhone Web Browsers roundup
- 52 SAS Survival Guide
- 52 Editors' Picks
- 53 James Cameron's Avatar adventure game
- 53 Qrank trivia game
- 53 Tony Hawk's Pro Skater 2 sports game
- 53 Angry Birds HD action puzzler
- 54 iPad Note-Takers roundup

REVIEWS (CONTINUED)

- 64 iPad Cases roundup
- 66 iPad Stands roundup
- 67 Bluetooth Keyboards roundup
- 68 iPad Wi-Fi+3G
- 69 Times RSS reader
- 70 iA5 iPod alarm clock
- 71 iConnect Wireless Data Station network drive hub
- 72 SE115m+ iPhone headset
- 73 Netboxx network receiver

REVIEWS 56

- 56 MacBook Pro 15-inch 2.4GHz Core i5
- 58 Illustrator CS5 vector-drawing app
- 59 InDesign CS5 graphic-design app
- 60 Photoshop CS5 image-editing app
- 61 Premiere Pro CS5 video-editing app
- 62 MiCoach fitness tracker

PLAY 75

- 75 Tiger Woods PGA Tour Online sports
- 76 Brothers In Arms: Double Time action
- 78 Sam & Max: The Devil's Playhouse point-n-click adventure



78



66



56

>>THE HOTTEST STORIES ON MACLIFE.COM

If you haven't been to MacLife.com lately, this is what you're missing:



PHOTOSHOP TOO PRICEY? SAVE \$\$\$ WITH GIMP

http://www.maclife.com/article/howtos/photoshop_too_pricey_save_gimp



99 AWESOME IPHONE & IPAD APPS YOU MUST DOWNLOAD

http://www.maclife.com/article/feature/99_awesome_iphone_apps_you_must_download



WILL AN IPHONE SIM CARD WORK IN THE IPAD? WE FIND OUT!

http://www.maclife.com/article/news/will_iphone_sim_work_ipad_we_find_out



CHARGE & SYNC YOUR IPHONE THE OLD-SCHOOL WAY

http://www.maclife.com/article/news/charge_sync_your_iphone_oldschool_way



IPAD VS. IPHONE: OUR FAVORITE APPS COMPARED

http://www.maclife.com/article/feature/your_iphone_favorites_versus_their_ipad_counterparts_0

>>GET THE MAC|LIFE IPHONE APP!

For fast, easy access to the latest stories on MacLife.com, download our iPhone app. It's free, it has a cool Tweetie-style drag-to-refresh, and you can grab it at bit.ly/9gGOST or by clicking the button on the home page of MacLife.com.



>>FOLLOW MAC|LIFE!

Become a fan of Mac|Life on Facebook at facebook.com/maclife and follow us on Twitter at twitter.com/maclife

EDITORIAL

EDITOR-IN-CHIEF **Paul Curthoys**

SENIOR EDITOR **Susie Ochs**

REVIEWS EDITOR **Ray Aguilera**

COPY EDITOR **Kristin Luce**

CONTRIBUTORS **Adam Berenstein, David Biedny, Cory Bohon, J.R. Bookwalter, Chris Brennan, John Cruise, Michelle Delio, Andrew Hayward, Rik Myslewski, Steve Paris, Christopher Phin, Scott Rose, Michael Simon, Zack Stern, Nic Vargus**

ONLINE

ONLINE EDITOR **Roberto Baldwin**

ASSOCIATE ONLINE EDITOR **Florence Ion**

ARCHDUKE OF THE INTERNET **Jason Amor**

ART

ART DIRECTOR **Robin Dick**

ASSOCIATE ART DIRECTOR **Mark Rosenthal**

PHOTOGRAPHERS **Samantha Berg, Mark Madeo**

PHOTO ASSISTANT **Patrick Kawahara**

ILLUSTRATOR **Artbombers**

BUSINESS

GENERAL MANAGER **Kate Byrne, 650-238-2049**

NATIONAL SALES DIRECTOR **Jane Evans, 650-238-2529**

REGIONAL SALES DIRECTOR **David White, 650-238-2502**

REGIONAL SALES DIRECTOR **Anthony Losanno**

SALES MANAGER **Aida Rodriguez, 708-562-0686**

SENIOR MARKETING MANAGER **Andrea Recio-Ang**

MARKETING COORDINATOR **Allyson Kardel**

ADVERTISING COORDINATOR **Jose Urrutia, 650-238-2498**

PRODUCTION

PRODUCTION DIRECTOR **Michael Hollister**

PRODUCTION COORDINATOR **Lewis Lee**

PRINT ORDER COORDINATOR **Jennifer Lim**

CONSUMER MARKETING

DIRECTOR OF CONSUMER MARKETING **Rich McCarthy**

CIRCULATION DIRECTOR **Crystal Hudson**

NEWSSTAND DIRECTOR **Bill Shewey**

CONSUMER MARKETING OPERATIONS DIRECTOR **Lisa Radler**

RENEWAL & BILLING MANAGER **Mike Hill**

BUSINESS MANAGER **Elliot Kiger**

SR. ONLINE CONSUMER MARKETING MANAGER **Jennifer Trinkner**

CUSTOMER SERVICE MANAGER **Mike Frassica**

FUTURE US, INC.

4000 Shoreline Court, Suite 400, South San Francisco, CA 94080

Tel: 650-872-1642 • Fax: 650-872-2207 • www.futureus.com

PRESIDENT **John Marcom**

VICE PRESIDENT & CHIEF FINANCIAL OFFICER **John Sutton**

VICE PRESIDENT/TECHNOLOGY & LIVING **Kate Byrne**

VICE PRESIDENT/GAMES **Kelley Corten**

VICE PRESIDENT/MUSIC **Anthony Danzi**

VICE PRESIDENT/SALES AND MARKETING **Rachelle Considine**

VICE PRESIDENT/FUTURE PLUS **John Gower**

VICE PRESIDENT/INTERNET DEVELOPMENT **Tyson Daugherty**

EDITORIAL DIRECTOR/TECHNOLOGY & LIVING **Jon Phillips**

EDITORIAL DIRECTOR/MUSIC **Brad Tolinski**

DIRECTOR OF HUMAN RESOURCES **Nancy Durlister DuBois**



Future US, Inc. is part of Future plc. Future produces carefully targeted magazines, websites and events for people with a passion. We publish more than 180 magazines, websites, and events, and we export or license our publications to 90 countries across the world. Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).

FUTURE PLC

30 Monmouth St., Bath, Avon, BA1 2BW, England

Tel: +44 (0)1225 442244 (Bath) • Tel: +44 (0)2070 424000 (London)

www.futureplc.com

CHIEF EXECUTIVE **Stevie Spring**

NON-EXECUTIVE CHAIRMAN **Roger Parry**

GROUP FINANCE DIRECTOR **John Bowman**

Volume 4, Issue 7

Mac|Life (ISSN 1935-4010) is published 12 times a year by Future US, Inc., 4000 Shoreline Court, Suite 400, South San Francisco, CA 94080. Periodicals Postage Paid at South San Francisco, CA, and at additional mailing offices. Newsstand distribution is handled by Time Warner Retail. Basic subscription rates: one year (12 issues) U.S. \$24.95, Canada \$29.95, U.S. prepaid funds only. Canadian price includes postage and GST #R128220688. Outside the U.S. and Canada, price is \$39.95, U.S. prepaid funds only. Subscriptions do not include newsstand-only specials. **POSTMASTER:** Send address changes to Mac|Life, P.O. Box 5126, Harlan, IA 51593-0626. Ride-Along Enclosure in the following editions: None. Standard Mail Enclosure in the following editions: None. Canadian returns should be sent to Bleuchip International, PO Box 25542, London ON N6C 6B2, PMA #40043631. Future US, Inc. also publishes *Maximum PC*, *Nintendo Power*, *PC Gamer*, *Official Xbox Magazine*, *PlayStation: The Official Magazine*, *World of Warcraft Official Magazine*, *NVISION*, *Guitar World*, *Revolver*, *Guitar Aficionado*, *Windows: The Official Magazine*, *MOM*, *Crochet Today!*, and *Pregnancy*. PRODUCED IN THE UNITED STATES OF AMERICA.

CUSTOMER SERVICE: Mac|Life Customer Care, PO Box 5126, Harlan, IA 51593-0626. Phone: 1-888-771-6222. Web: www.maclife.com/customerservice. Email: MCDcustserv@cdsfulfillment.com. Back issues can be purchased by calling 1-800-865-7240.

REPRINTS: Reprint Management Service. Phone: 717-399-1900 ext. 100.

AND NOW, A WORD FROM OUR LAWYERS: Entire contents copyright 2010, Future US, Inc. All rights reserved. Reproduction in whole or in part is prohibited. Future US, Inc. is not affiliated with the companies or products covered in Mac|Life. All information provided is, as far as Future is aware, based on information correct at the time of press. Readers are advised to contact manufacturers and retailers directly with regard to products/services referred to in this magazine. We welcome reader submissions, but cannot promise that they will be published or returned to you. By submitting materials to us, you agree to give Future the royalty-free, perpetual, non-exclusive right to publish and reuse your submission in any form in any and all media and to use your name and other information in connection with the submission.

COMING NEXT MONTH IN THE AUGUST ISSUE

Your Burning Questions...Answered!

We've been asking for your most urgent Mac, iPhone, iPad, and iPod conundrums for the past few months, and boy did you give them to us! We've got all the solutions next issue.

Type Less. Create More.

Effortlessly insert frequently-used words, phrases and graphics, by typing short abbreviations. Great for email, blogging and more!



"I can't work on a Mac without TextExpander!"

Michael Feters
Mac user



textexpander



Now Available!
TextExpander touch™ for iPad, iPhone & iPod touch

Download a trial version of TextExpander today...
www.smileonmymac.com/te



disclabel



PDFpen



pagesender



textexpander



HEY, iTUNES? THIS IS AN INTERVENTION!

We're generally a pretty cheerful bunch here at Mac|Life—after all, what's not to like about spending our days making a magazine and website about Macs, iPads, and iPhones? But when there *is* some grumping going on, it tends to be about what a pain in the arse iTunes is. And that reveals a shocking misstep by Apple.

After all, iTunes is the Apple software that Mac and PC owners use most. We dock our iDevices to it, interface with our music and entertainment there, and buy apps from it hand over first. There shouldn't be any better ambassador for the Apple ethos of clean, clever design.

But sadly, iTunes' interface can best be described as clunky, and its limitations frustrate us all on an almost daily basis. As fun as it'd be to go off on a rant here, I'll focus on what any good intervention should be about: productive solutions. Here's what I'd really, really like to see in iTunes 9.2. Or 9.3. Or 10. Please?

1. A smart solution for the multiple-computer problem. Who doesn't have a home and work machine these days, and who isn't endlessly frustrated by being allowed to sync to only one library? Look, I understand DRM—I'm not saying I like it, but I'm not naive. Modern business realities aside, Apple has the tech- and entertainment-industry clout to enact a solution that puts its customers first. There needs to be an iTunes-native way to let me buy apps and music on my work MacBook Pro, sync up my iDevices, and transfer everything to my home Mac mini without losing my ripped tunes, getting messages about wiping a device, or otherwise being treated like a freakin' pirate.

2. Much, much faster syncing. Sometimes I feel like I should sync my iPhone overnight. It's just ridiculous.

3. Make browsing possible in the iTunes Store. Sure, I can kludge my way around, but I want multiple layers of filters that let me sort and search by release date, genre, and every other possible category. It's sad to realize there are dozens of genius apps out there that I literally can't find.

4. Fix app syncing. When IMing with Ray, he phrased this perfectly: "I want an easy way to say 'these apps go to this device, while these other apps go to this other device.'

There shouldn't be any better ambassador for the Apple ethos of clean, clever design.

Organizing apps via that drag-and-drop is insanely frustrating! I also want to be able to organize apps and content while the device

isn't plugged in, and have those settings sync over the next time the device is plugged in." What he said!

5. An elegant, clever interface. Cover Flow might be the worst way to interface with music I've ever seen, but overall, clicking around iTunes is just painfully lame. Put all those brilliant designers who Apple employs to work on ways to enjoy album art yet still navigate my music library swiftly and smartly.

6. Don't forget the little things. Wi-Fi syncing. Background updating that doesn't involve re-downloading all of iTunes on what feels like a daily basis. An easier, more intuitive way to get photos off iDevices.

I could keep going, and I'm sure you could too, but those are the biggest ways that you need to shape up, iTunes. While we all wait, hit me with your biggest iTunes pet peeves—and solutions—at paul@maclife.com.

Paul Curthoys, EDITOR-IN-CHIEF

>>>OVERHEARD AT MAC|LIFE THIS MONTH...



"All this British junk food seems so much classier than our junk food. It must be the accent."

—Ray, as he enjoyed Mr. Kipling Cherry Bakewells, courtesy of our UK colleagues at MacFormat.



"But if he dies watching *Tron* on the iPad, he'll go straight to geek heaven."

—Susie, hearing Flo ask Ray if he was nervous to use his iPad in train cars full of potential muggers.



"This passive-aggressive back and forth between Apple and Adobe reminds me of my parents' divorce. I'm hoping one of them buys me a new bike."

—Robbie's take on the flame war du jour.



"Plan B? This is more like Plan F...Get it? Like F for Flo?"

—Flo to Ray, after helping him come up with another review idea after the first one fell through.



"Lady Gaga and Apple? Hey, that was my idea!"

—Robin's happy to know that her creative prognosticating skills are working properly (Feb/10, Consider, p6).



"Is it just a coincidence that an anagram for APPLE GAGA is GAG A PAPEL?"

—Mark, once again spending too much time trying to make connections between the, well, unconnected.



store.apple.com



at&t

amazon.com
and you're done.



mophie.com

mophie **juice pack air**™

Rechargeable external battery case for iPhone 3G & 3GS



The most *intelligent* case solution for any iPhone power user.



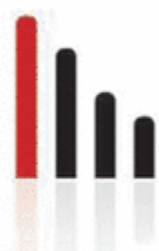
virtually doubles
battery life



USB charge
and sync



form-fitting
protective case



LED charge
status indicator

Since developing the first certified "Works with iPhone" external battery case, mophie has continued to create intelligent solutions that push your iPhone to the next level. Visit mophie.com to learn more.



LETTER OF THE MONTH

You Drank the Kool-Aid!

I have always loved Apple products, but the iPad's list of "not" features is as large as those it has. The iPad is nothing more than a giant iPod touch. No camera, no USB, no flash, no SD card slot, no changeable battery, no multitasking, no drag-and-drop file management, no HDMI out, no 1080p, no native widescreen, no full GPS, no open SDK, no...no...no! Yes, you drank a gallon of Kool-Aid. —*Ramón Sandoval*

The widespread dismissals of the iPad as just a "giant iPod touch" miss a crucial point—a giant iPod touch is really freakin' cool! It's one of those rare cases where size does matter, and a larger format yet still portable touchscreen mini-computer,

even with all it's missing, has transformed how I surf the web, read books and email, watch video, noodle around with new apps and games, and loads more. That said, we sure wouldn't disagree with you that the first-gen iPad is very first-gen, and we'd particularly love to see iPad 2 add a front-facing camera and USB connectivity. You definitely pay an "early-adopter tax" for getting an iPad now, but for me, it's money well spent. —*Paul*

**Memory Check**

In your article "Build a Better Mac" (May/10, p22), you tell people who have just installed new RAM to check the RAM total in the memory section of About This Mac. You go on to tell them if it isn't the total they expect to open the computer back up and check if the RAM is properly seated. Before they open it up again, they should shut down and then zap the PRAM. I've had to do this before my computer would recognize new memory.

—*Betty Fellows*

Absolutely right, and great advice. To zap the PRAM, restart while holding down Command-Option-P-and-R. Hold them down until you hear the startup chime twice. —*Susie*

**Needs NoteBook**

Stickies. Scraps of paper. Web clippings. Meeting notes. Reminders. Take control of it all with Circus Ponies NoteBook. Get organized using a familiar notebook interface of pages, tabs, and sections. "Clip" web research,

e-mails, and other content to your Notebooks for handy reference. Never miss a detail with voice-annotated notes you play back on your iPod. Diagram and sketch when words won't convey your thoughts. Track and sync your tasks

**Has NoteBook**

to iCal and your phone. Find anything instantly with NoteBook's patented Multidex™. Share your Notebooks as PDFs or websites. And much more. NoteBook has everything you need to get organized.

"Download NoteBook right now and try it for yourself, FREE for 30 days"

www.circusponies.com/trialmaclife



CIRCUS PONIES™
NoteBook



Sorry, Moms

Please. "Your mom and the other tech-challenged people in your life"? (Consider, May/10, p6) I'm a mom, I'm a grandmom, and my officemates come to me for computer help. And no, they aren't all over 50. I'm sick of reading references to the iPad that talk about how poor old Mom is so computer illiterate. Who do you think invented the computer? It sure wasn't your generation.

—Marilyn Good

You make a great point—that is a tired cliché, and I should've found a better way to get my meaning across. I've almost never met someone more than a few years older than me who was even remotely comfortable with computers, but I enjoyed exchanging emails with several women a few decades wiser than me who quite succinctly and sharply proved that my experience is not an accurate reflection of reality. Lesson learned!—Paul

Print This

As a small business owner with a three-Mac network, I frequently look to *Mac|Life* for suggestions on equipment replacement. That being said, I have a complaint on your suggestions for printers ("Supercharge Your Mac with Great Gear," May/10, p34). I would take exception to the Epson you show. I have owned several over the years and finally gave up on them. Customer support is terrible, and ink prices keep going up and up.

I initially replaced the Epson printer with an HP 2600N, which worked well at first—until color started streaking down the page. I then tried a Kodak (yes, with the cheap ink cartridges) and got colors, especially reds, that were not true. Kodak tried to fix it, even replaced the printer, but they were unsuccessful in curing the problem. It was an incredibly loud printer too, and with the color shift, I was not impressed. Both of these printers will probably go on eBay.

I then went into research mode and finally purchased a networked Samsung CLX 3175FN. This printer does exactly what I was looking for. It's a color laser with fax capability and a sheet feeder, and it scans directly to Mac or USB. This printer is quiet enough to use when you are on the phone. The only drawback is that the access door for the ink supply is a bit on the flimsy side. As a small business owner,

I look at cost, features, space requirements, noise level, delivery of what is promised, and availability of supplies. I am on my second set of cartridges for the Samsung, and so far, I'm most impressed. However, I have never seen a single Samsung written up, and I'd suggest that it and other brands be investigated.

—Pamm Monaghan

Interesting. We've fared really well with printers from HP in particular, but also Epson and Canon. Samsung, which is well-known for its TVs and phones, is a relatively new player in the printer market. That tends to make us a bit leery because expertise comes with experience. But the CLX 3175CN looks worth checking out; thanks for the tip.—Florence

More Jawing

Having literally just purchased the Icon Thinker, I read your Bluetooth comparison article with avid interest. I must comment that the Icon does indeed use A2DP once you register with MyTalk on the support page of the website. Once in, you can change the voice-prompt voice and use A2DP for audio from the iPhone.—Marc D. Grobman



You're right! The Jawbone Icon does now support A2DP audio—if you're willing to do some legwork. To update your Icon, go to mytalk.jawbone.com/jb2/mytalk/beta to sign up for a MyTalk account, which will let you update the software on your headset to do things like install new voices and enable A2DP audio streaming. But before jumping in, you should know that MyTalk is still in beta, which usually means that the software isn't necessarily ready for prime time and may still have bugs.—Ray

WRITE TO US: letters@maclife.com or *Mac|Life*, 4000 Shoreline Court, Suite 400, South San Francisco, CA 94080

FOR SUBSCRIPTION QUERIES: Call toll-free 1-888-771-6222

By submitting unsolicited material to us, you grant Future a license to publish the material in whole or in part in all editions of the magazine, including licensed editions, in any and all media throughout the world. Future is not responsible for loss, damage to, or return of any unsolicited materials.

Can you headbang
while web
conferencing?
You should try.



Get a free \$25 dollar
iTunes gift card
when you subscribe



To get this offer, go to
fuzemeeting.com/maclife-qr
or
scan this image using your
iPhone QR Reader



>>> Start

FEED YOUR MIND. FEAST YOUR EYES.

STUMBLING OUT OF THE GATE

Why were iPad launch apps pricier—and buggier—than expected on Day One? We asked the developers. **BY ANDREW HAYWARD**

We had some hints about what to expect from the iPad's App Store, but it wasn't until we had the devices in hand that we discovered answers to some of our most pressing questions. How much more expensive than their iPhone counterparts would iPad apps be? (Often quite a bit, it turns out.) How many apps would be universal releases? (Not too many.) And would ad-supported or "lite" versions of popular apps be as plentiful on the larger device? (Not yet, at least.)

Approaching the iPad as an experienced iPhone App Store user creates certain expectations—which may or may not be fair—and one expectation that some early adopters are struggling with is the price points of early iPad apps. By and large, premium iPad apps are priced higher than their iPhone counterparts, and that's across the board, regardless of genre or functionality.

Why is that? In speaking with developers, we found that the pairing of greater development costs and the smaller installed base of the iPad is at least somewhat to blame because it means each sale needs to generate even more revenue than a comparable iPhone app might.

"A good app on the iPad needs to be a richer experience for the user because everything is magnified on a device this size," explains Graham Clarke of Glasshouse Apps, developer of The Early Edition, an RSS reader for the iPad. "The extra development time and the smaller customer base means it's harder to recoup your development costs unless you set a reasonable price."

Marco Arment, developer of Instapaper, echoes this concern: "There are probably about 50 iPhones and iPod touches in operation for every iPad sold so far. It's harder to 'make it up in volume' in a market with a much smaller installed base."



Words With Friends HD lacked push-notifications support at launch, but was updated less than a week later.



The Early Edition's developer explains that a richer iPad experience equals "extra development time."



1Password had launch day bugs of the understandable kind—launch day is the first day its developer had access to a real iPad.

As the diverse App Store offerings helped fuel the iPhone's popularity, consumers began expecting lower and lower prices, resulting in dirt-cheap apps that needed to post high sales numbers to turn a profit. As Arment explains, the higher iPad app prices may also be a form of course correction as developers hope to assert a more sustainable pricing structure for worthwhile apps. "Developers realized that iPhone prices are inefficient at best and unsustainable for many," he says. "The iPad is a chance to realign customers' expectations for what good software should cost."

Nate Weiner, founder and developer of Read It Later (coming soon to the iPad), believes that iPad app prices will eventually drop, but says that customers expecting optimized upgrades without paying extra aren't considering the work needed from developers. "I think a lot of consumers are going to expect that if they bought an app on the iPhone, they should get the same app on the iPad," he says. "After seeing the amount of work it takes to get the iPad experience right, I don't particularly find this assumption fair, but I still believe it'll be the case."

And while we haven't seen a lot of "lite" or ad-supported versions of paid apps on the iPad thus far, it may just be a matter of developers prioritizing resources and seeing how the market develops. Michael

"The iPad is a chance to realign customers' expectations for what good software should cost."

Chow, chief operating officer at Newtoy, tells us his company chose to focus on a paid version of the popular word game Words With Friends HD to make the iPad launch window, though it has both paid and ad-supported versions on the iPhone. Newtoy is now exploring how best to bring a free version to the iPad, but Chow says the advertising market is still in flux.

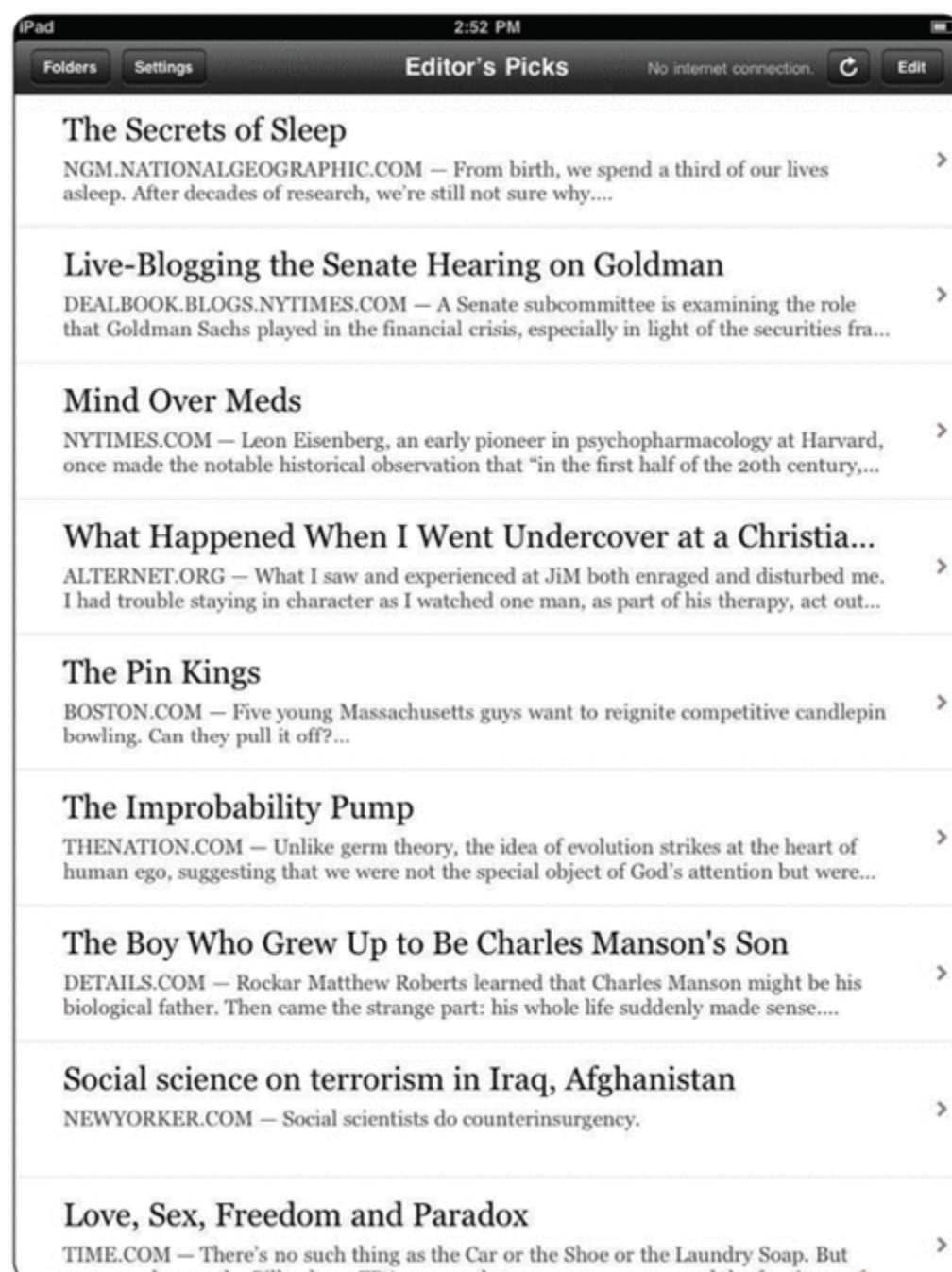
"Because the iPad is a fundamentally different device than the iPhone, its own ad market—and the tech to support it—is still emerging," says Chow. "It will probably be something of a strange hybrid between the conventional web ad and the mobile ad markets, so we don't know what to expect yet. But it looks promising."

With just over two months between the iPad's announcement and its retail availability, developers were in a frenzied rush to get their apps ready in time for the launch date, and in the majority of cases, studios didn't even have a prerelease iPad on which to test their apps—just a software emulator. As such, it was hardly surprising that some apps launched with bugs or without a complete set of expected features. Push notifications in Words With Friends HD, for example, didn't work in the initial release, while the launch version of The Early Edition lacked Google Reader support.

Glasshouse's Clarke concedes that some features had to be sliced from the first release to make launch, but says, "our approach with The Early Edition was always about creating a new way of reading the daily news. In that sense, we haven't felt the need to compete with other RSS readers feature for feature. To us, the basic reading experience had to come first." Agile Web Solutions' 1Password—available in standalone iPad and universal Pro versions—similarly launched with some bugs, but cofounder Dave Teare praised users for their understanding: "Most of the early adopters understood that we'd never tested on a real device

and were forgiving in the initial weeks as we ironed out the issues."

But ultimately, developers we spoke to say it was worth it for them—and their fans—to have an iPad-native version available as an option from the start. "I do know our customers appreciated having 1Password available on Day One without needing to use the 2X button," says Teare. Adds Arment, "I didn't want to own an iPad without Instapaper on it, and some of Instapaper's customers told me the same thing, so I decided to do whatever it took to get it out there on Day One."



Instapaper's developer said he did "whatever it took to get it out there on Day One."



WHO'S AFRAID OF A CUTE LITTLE VIRUS?

Viruses, even these furry ones, have never been a big threat to Mac users. But guess what—we're still vulnerable to phishing, Trojans, and other attacks. **BY ZACK STERN**

At some point, every Mac owner needs to have the talk...about online security. Your Mac will probably never get a virus. But instead of ending the conversation, that's only the beginning. Peter James, global spokesperson for Intego, a Mac security software developer, says, "Ask anyone in the security industry—and this is Mac or PC—they're going to tell you that there are hardly any viruses anymore. Viruses aren't the threat."

Instead, organized criminals use other methods to try to seize private data and control your Mac. Phishing schemes trick you with an email that might look like it came from Facebook, your bank, or any other personal site. If you enter your password or credit card info, you're sending it directly to the bad guys. A sneakier threat, Trojans disguise themselves as something you might want, such as an MP3, a QuickTime plug-in, or any other software, and if you install one, you've unwittingly handed over full access to your Mac. Last but not least, operating system and application vulnerabilities can also be exploited—

"Ask anybody in the security industry—Mac or PC—there are hardly any viruses anymore."

like when certain websites crash your browser (or sometimes worse) when you visit them.

All of the security experts we contacted for this article agreed that PCs have it worse, facing tens of thousands of threats. If you're running

Windows via Boot Camp or in a virtual machine such as Parallels Desktop or VMware Fusion, you should absolutely install security software in that environment. However, many online dangers can snare Mac users too. Ultimately, you'll have to decide if adding security software is worthwhile because with that protection comes a few minor hassles: cost, potential false positives, and the security software taking some of your processor's attention.

Security researcher Charlie Miller, principal analyst for cybersecurity consultancy Independent Security Evaluators, says, "It's not that OS X is more robust or secure or anything like that. It's just that the bad guys haven't bothered to write malware for it." For now, Miller runs security software on his Windows PCs but not on his Macs. He says that savvy Mac users can avoid phishing and Trojans with good habits, but not everyone should follow his example of foregoing software protection. "I make sure I'm careful, but not everyone is a trained computer security person."

What about you? Do you know when to be concerned with your Mac asking for your password? (You have a password on your user account, right?) Do you scrutinize commerce URLs to be sure they're legitimate and encrypted? Do you delete all emails asking you to log in to an online account from a provided link? Pass those tests every time, and you'll probably be safe without additional software.

But would your spouse, parent, sibling, or others be as adept? After all, phishing works. For a lot of people, "If the computer says to do something, they don't know not to do it," says Mike Romo, Symantec's Mac product manager. Even Mac



These Giant Plush Microbes (\$7.99, thinkgeek.com) are 1,000,000x reproductions of mange, common cold, rabies, and ulcer. Awww!

If you take the plunge, it's important to pick a tool that goes beyond virus scanning.

experts might rather relax a little and let the security software take point. If so, Mac users can choose between many commercial security packages from Intego (intego.com), Symantec (symantec.com), Kaspersky (kaspersky.com), and others. ClamXav (clamxav.com) will scan your system for viruses, particularly in email attachments or web downloads, for free. McAfee (mcafee.com) will be launching a Mac utility later this year.

If you take the plunge, it's important to pick a tool that goes beyond virus scanning. Mac OS X includes a firewall, but add-on software can do more, such as blocking problematic outgoing traffic in addition to incoming connections. Anti-phishing tools are built into many browsers, including Safari and Firefox. Again, add-on software can do more, including updating its list of dangerous sites more quickly or clearly identifying safe sites. Many of these utility packages are named "antivirus" because it's an established buzzword, but they'll still include additional features like backing up your data.

If you pass on security software today, you'll most likely need it someday. "The Mac installed base continues to grow," says David Klenske, director of consumer product marketing for McAfee. "People will be creating [more Mac-specific] malware as the market grows."

Uh...great?

SEVEN EXPERT TIPS FOR STAYING SECURE

You can protect your Mac even without additional security software. Five experts share their favorite methods.

Peter James

GLOBAL SPOKESPERSON FOR INTEGEO

>> "People need to back up their data regularly. Let's assume you do get hit with malware and you're not protected. At least if you have a backup, you can get your files back and maybe even your whole system....Think of all those family pictures, all that music you bought...all this stuff that's going to disappear if something happens."

Mike Romo

MAC PRODUCT MANAGER FOR SYMANTEC

>> "Make sure that your email password is secure. I recommend using the password generator in Keychain in the Utilities folder. You can generate a stronger password. I actually lock down my account information in Keychain Access as well. You can make these secure notes that you can password-protect, which is one way of keeping track of all this stuff."

>> "Every bank I've ever seen, I've gotten phishing emails from. You've gotta surf skeptically, especially when you're getting emails that deal with money."

Charlie Miller

PRINCIPAL ANALYST FOR
INDEPENDENT SECURITY EVALUATORS

>> "When the [Software Update] dialog pops up and says there are updates available, make sure you install them right away. The longer you wait, the worse off you are."

>> "You can't really trust your emails entirely. If you get an email and you think it's from your bank or something and it says to log in to your account, instead of clicking on whatever link they provided, the smarter thing to do is just to go to your bank's website the way you always go and log in that way."

>> "Try to always download [software] from the actual vendor. Instead of Googling for it and clicking on the first thing you see from some file-sharing website or something, it's smarter to go to the vendor's website and download it from there."

David Klenske

DIRECTOR OF CONSUMER PRODUCT
MARKETING FOR MCAFEE

>> "[Watch] the amount you share on social networks. Social networks are a great way for [criminals] to get access to you and your data and your information, potentially leading to identity theft. Being careful about what you post online is really critical."



ARE WIDGETS DEAD?

Those Dashboard-dwelling mini apps that seemed so nifty when Tiger came out have quickly lost their luster. **BY MICHAEL SIMON**

Back before iPhone took the concept of mini apps and turned it on its head, widgets were a Mac user's best friend. Released in 2005 as one of Mac OS 10.4 Tiger's celebrated features, Dashboard opened a hidden layer of specialized tools designed to provide "fingertip access" to common tasks and simple utilities. For OS X users with cluttered Docks and overstuffed bookmarks bars, it was love at first sight.

But what started as a passionate affair quickly fizzled into a relationship of convenience. The promise of widgets for every conceivable function gave way to a slew of crude clocks, calculators, and aggregators. Users of aging Macs also blamed Dashboard's invisible background processes for performance hits and drained batteries.

"When widgets premiered, they were new and interesting," says print designer Brian Hunter. "But sadly, the downside was that they were always running in the background, so I deactivated as many as possible."

Some users weren't content to merely close widgets. Inspired by his "hatred of not knowing if [Dashboard] was running," Natal Vande Castele created the unofficial DisableDashboard widget, and Mesa Dynamics president Danny Espinoza launched the Amnesty widget "to free widgets from the Dashboard modal space." Other users tinkered with Terminal to free up precious RAM, and a few held out hope for new features that were slow to arrive.

Today, there are 46 times as many iPhone apps as Dashboard widgets. Why is one app platform enthusiastically embraced by developers and another universally shunned? In a word: money.

"Difficulty in generating revenue is likely the driving factor behind the apparent lack of developer interest in Dashboard," says Stephen Mitchell, who developed the Countdown X widget. "People simply don't expect to pay for the use of widgets."

Without the rigid approval process of the App Store or any way to develop a consistent revenue stream, developers paid little mind to capturing a broad audience and began to pigeonhole widgets to fit their specific needs.

"It seems that the platform has been adopted primarily by those leaning toward the power-user side of things, and it's extremely

useful to them," Mitchell says. "Without revenue as a key factor in development, the driving force behind my own widget development has simply been the fact that I write widgets I know that I personally will use."

And apart from new Movies and Web Clip widgets in Leopard, Apple has done little to promote or improve Dashboard—it's even lost its prime spot on Apple.com—ignoring developers' pleas for streamlined downloads and users' calls for more flexibility.

"Apple never really added any new functionality to Dashboard, a decision that's always puzzled us," Espinoza notes. Apple's apathy is equally puzzling to developers of semi-popular widgets, making it difficult for them to support such a thankless platform.

"As a user, I absolutely see the usefulness of the Dashboard," says Andreas Amann, creator of the Sports Fan widget. "However, it's extremely hard to make any money off Dashboard widgets, which somewhat lessens the appeal."

Though Amann remains committed to providing "feature-rich widgets," he admits to spending more time developing profitable iPhone apps, a dilemma he doubts will be rectified anytime soon: "I don't expect many changes to Dashboard in the future. iPhone OS is too different to be able to merge with Dashboard, and the skill set required is very different."

And you probably shouldn't hold your breath for a mobile version of Amnesty, either.

"A bunch of exclusively JavaScript and HTML widgets are really

nothing more than pretty web pages," Espinoza says. "And what iPhone user wants that?"



Since Apple hasn't done much to Dashboard, our widgets seem so 2005.

.COM

FREE FOR ONE YEAR*

**NO STRINGS
ATTACHED!**

1&1® INSTANT DOMAIN PACKAGE:

- ✓ **FREE Private Domain Registration**
- ✓ **1&1 Starter WebsiteBuilder**
- ✓ **E-mail Account With 2 GB Mailbox**
- ✓ **24/7 Toll-Free Customer Support**



Get started today, call 1-877-GO-1AND1

www.1and1.com

*Offer valid as of May 1, 2010 and applies to the Instant Domain Package only. After first year, standard pricing applies. Limit 1 per customer. Visit www.1and1.com for full promotional offer details. Program and pricing specifications and availability subject to change without notice. 1&1 and the 1&1 logo are trademarks of 1&1 Internet AG, all other trademarks are the property of their respective owners. ©2010 1&1 Internet, Inc. All rights reserved.

SHAREWARE PICKS

HMMM, PUZZLING

Two family-friendly puzzle games that cost less than a large pizza

BOMBDUNK!

Shoecake Games, shoecakegames.com
\$19.95

A twist on Minesweeper with a dash of Sudoku, BombDunk's simple, fun, and addictive gameplay includes three difficulty levels and an untimed mode. The non-bomb pieces disappear

when you click them, dropping the bombs closer to the water where they're defused.

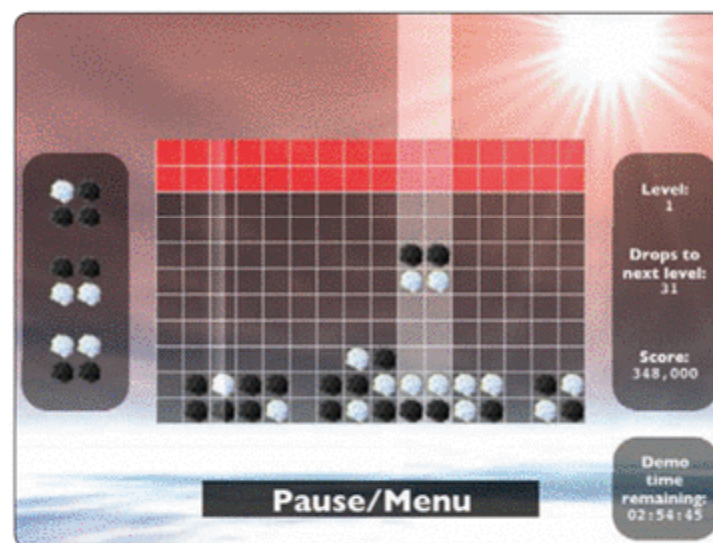


The numbers change as the blocks are cleared and the bombs disappear.

OUTSWIRL

Kitsune Software, kitsunesoftware.livejournal.com
\$9.99

This match-four puzzle game includes Time Attack, Arcade, and Continuous modes, and while it's easy enough for kids, it kept the *MacLife* editors blissfully zoned out for hours too. Outswirl's demo mode runs three hours before you have to buy a license.



Match up a 2x2 square of black or white, and those dots disappear.

WIN Panda Says... Challenge Winner

Oops!

We accidentally ran the wrong contest results in our June issue (it's hard to find good help these days). Here's the winner we should have announced from our Mar/10 contest: Eric Castle took home the victory in our caption contest, and for his outstanding achievement in the captioning arts, we award him an EyeTV One (\$119.95, elgato.com) digital TV tuner for Mac.

"It's panda-monium here, Dave, at the 2010 Consumer Electronics Show!" Groan...

WINNER

ERIC CASTLE
EyeTV One digital TV tuner for Mac
(\$119.95, elgato.com)



OUR CONTESTS ARE EXPANDING!

We're unleashing weekly outbursts of free stuff on [Twitter \(@maclife\)](#) and [Facebook \(facebook.com/maclife\)](#). Follow us there to get a crack at the loot! And our regular monthly contest now goes down on our website. For details on this issue's give-away (including all the rules and regulations), visit [maclife.com/Jul_10_Win](#). This time around, we're giving away a Zeppelin Mini speaker dock (\$399.95, bowers-wilkins.com), direct from the *MacLife* test lab. We liked it so much that we gave it a 4 out of 5 rating, and we're passing it on to one lucky reader.

1.COM

FREE FOREVER

Get up to 5 included domains at no additional cost with a 1&1 website plan!*

1&1® HOME PACKAGE

- **2 FREE** Domains
(.com, .net, .org, .info or .biz)
- FREE Private Domain Registration
- 150 GB Web Space
- 1&1 WebsiteBuilder
- 1&1 Photo Gallery
- 1&1 Blog
- 24/7 Toll-Free Support

~~\$6.99~~

SPECIAL OFFER 3 MONTHS FREE*

1&1® BUSINESS PACKAGE

- **3 FREE** Domains
(.com, .net, .org, .info or .biz)
- FREE Private Domain Registration
- 250 GB Web Space
- 25 FTP Accounts
- 50 MySQL® Databases
- 1&1 WebStatistics
- 24/7 Toll-Free Support

~~\$9.99~~

SPECIAL OFFER 3 MONTHS FREE*

1&1® DEVELOPER PACKAGE

- **5 FREE** Domains
(.com, .net, .org, .info or .biz)
- FREE Private Domain Registration
- 300 GB Web Space
- 50 FTP Accounts
- 100 MySQL® Databases
- PHP 5/PHP 6 (beta) Supported
With Zend® Framework
- 24/7 Toll-Free Support

~~\$19.99~~

SPECIAL OFFER 3 MONTHS FREE*



Get started today, call 1-877-GO-1AND1

www.1and1.com

*Included domains are free as long as your 1&1 web hosting package is current and in good standing. 3 months free offer valid as of May 1, 2010, a 12 month minimum contract term and a setup fee of \$4.99 for the Home Package, and \$9.99 for the Business Package and Developer Package apply. Visit www.1and1.com for full promotional offer details. Program and pricing specifications and availability subject to change without notice. 1&1 and the 1&1 logo are trademarks of 1&1 Internet AG, all other trademarks are the property of their respective owners. ©2010 1&1 Internet, Inc. All rights reserved.

>>>Start

Crave

THE GEAR WE'RE LUSTING AFTER...THIS MONTH



FLORENCE

300 INSTANT CAMERA

polaroid.com

\$89.99

>>>Photo geeks have been mourning the death of the iconic Polaroid 600 film for a while now. But the company has thrown us a little bit of a bone with the new 300 instant camera. The 2.1x3.4-inch prints are smaller than I'd like, but the 300 comes in three spiffy colors and should be a blast at parties.



PAUL

FITTED ARTSPROJEKT CASE: PEACE WILL COME

speckproducts.com
\$39.95

>>>I'm not entirely sure I'm cool enough to use this case, but then again, I don't really care. The rad art by Spazecraft One is both simple and edgy, and I like the message as much as the vibe. Speck's durable cloth backing and protective hard-shell edges keep my iPhone 3G safe from my spazzy tendencies, too.



SUSIE

ROCK-IT

origaudio.com
\$49.99

>>>I never know when the need for an impromptu dance party might break out. So it's a good thing I've got a Rock-It hanging around. The battery-powered device can turn just about anything—a cardboard box, empty Tupperware container, your office window—into a speaker. Party on.



ROBERTO

DUALIE

buffalotech.com
\$199.99

>>>I'm always running out of two things—space on my hard drive and juice in my iPhone. Buffalo's Dualie solves both of those problems perfectly. It's a dockable, portable hard drive and it's a charger for my iPhone. If it could also dispense Jaffa Cakes, the Dualie would be the world's most perfect gadget.



RAY

CIRQUE DU PWNAGE

greensforged.com
\$45 and up

>>>Hand-forged steel mouse pad. Need I say more? These pads are geared toward gamers, and while most of what I do involves "pwning" Microsoft Word, they look awesome anyway. The round, sawtooth-edged one screams "I will cut you with my rapier wit!" but there are lots of other sizes and shapes to choose from.

UNLEASH



WANT TO LEARN HOW TO TEXT, MAKE PHONE CALLS, AND WATCH MOVIES ON YOUR IPAD? **MAC|LIFE'S EXPERTS WALK YOU THROUGH ALL THE HANDY TIPS AND USEFUL TRICKS** THAT APPLE SHOULD HAVE TOLD YOU ABOUT—BUT DIDN'T.

Apple is really great at creating highly functional devices that are simple to use. They're also notorious for furthering that image by going light on useful extras...like owner's manuals. After all, if it's so easy, who needs instructions?

By now, anyone familiar with the iPhone OS is probably pretty comfortable with the basics—installing apps, browsing the web, sending emails, and the like. But in order to get the most out of your iPad, you'll need to bone up on some other subjects that Apple isn't going to broach, like ripping your own DVDs, swapping out your AT&T SIM card, or building your own eBooks to read with iBooks. We even have the details on how to keep your data safe and how to add functionality that the iPad lacks, like a camera, texting, and making phone calls. It's all easy to do if you know how. And now you will.

BY RAY AGUILERA, ROBERTO BALDWIN, CORY BOHON, J.R. BOOKWALTER, CHRIS BRENNAN, AND STEVE PARIS

YOUR iPAD

TURN YOUR iPad INTO A BIG iPhone!

The iPad may look like an iPhone that's been flattened by a steamroller, but it's not actually a phone at all. That said, there's no reason why you can't turn it into a phone with apps for Voice over Internet Protocol (VoIP) calls, text messaging, and capturing photos—it's way simpler than you might think.

PHONE CALLS

Let's start with the basics: phoning a friend. VoIP calls work the same as a regular phone call—simply dial a number and speak. Behind the scenes, things are a little more complex, but from the users' perspective, there's not much difference—other than the fact that your calls are traveling via the internet, rather than phone lines.

A free app called Truphone gives you free calls to other Truphone and Google Talk users, and cheap calls to any phone anywhere. To start making voice calls with your iPad, all you need to do is download the app, create an account, and tap out a number on Truphone's virtual telephone, which takes only a few minutes.

Fortunately, the iPad's built-in speakers and mic mean you can use

the iPad as a phone without a headset. Happily, Apple's stock iPhone headset works just fine too, as do third-party iPhone headsets. And if you own the iPad Camera Kit, you can also plug in many standard USB headsets.

If you're making a paid call, Truphone gives you a little bit of credit to get going, so just dial a number and tap Call. To add a Truphone contact, simply tap the + symbol and then Add Truphone Contacts. Type in a name, and where it asks for a phone number, type their Truphone username. You can also scan your existing Contacts and call them using Truphone.

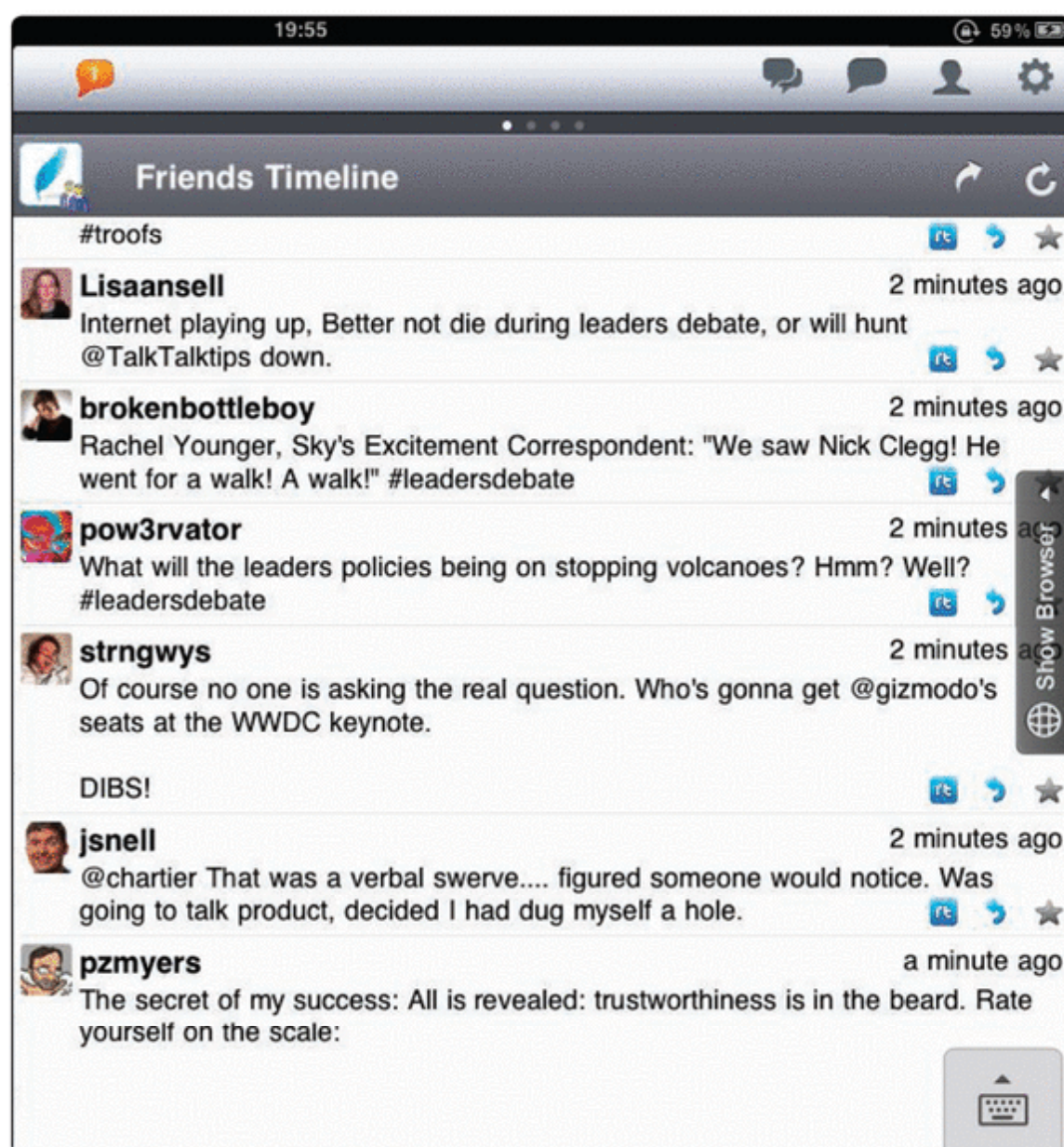
Once you've exhausted your free credit, tap Top Up to go to the Truphone website to add credit with a voucher, PayPal, or a credit

IM & TEXTING

The explosion in social networking means there are loads more ways to keep in touch. Twitter, Facebook, AIM, and SMS are all great ways of chatting with friends and colleagues, of course, and the iPad has some fantastic tools that allow you to use all of these networks. You could use a dedicated app like AIM for iPad (free), but then you're limited to a specific network. A better option is IM+ (\$9.99), which connects to Skype, AOL, MSN, Twitter, Facebook, Yahoo!, Google Talk, Jabber, ICQ, and MySpace—all in one handy interface. Tap on +, and a list of services will appear. Select a service, enter your username and password, and you'll be IMing in seconds. And if your friends are more into texting, you can use your AIM/iChat account to send text messages to phones by sending a message to your friend's telephone number.

There are also dedicated texting apps in the App Store. textPlus (free, or \$2.99 without ads) lets you send free messages between textPlus users. You can also send free texts to mobile phones—but standard messaging rates will apply to the recipients.

You can keep tabs on all your friends and colleagues with IM+ no matter what social network they choose.





QUICK TIP

Stickler for proper punctuation? Tap and hold the comma key on the iPad keyboard to pop up an apostrophe.

card. Thankfully, there are no monthly commitments—take that, iPhone! Frequent callers can sign up for a variety of calling plans, but the standard version is contract-free and offers calls within the US for 5.1 cents per minute.

Truphone definitely isn't a perfect replacement for your iPhone—until iPhone OS 4.0 hits iPads in the fall, there's no such thing as multitasking, which means you can't make or receive Truphone calls unless the app is running. But still, this solution is great for occasional phone calls or for people who frequently pay costly international calling rates.



Calling a Truphone contact is simple—just tap on their username, and the call connects. Or use the keypad for dialing numbers.

PHOTOGRAPHY

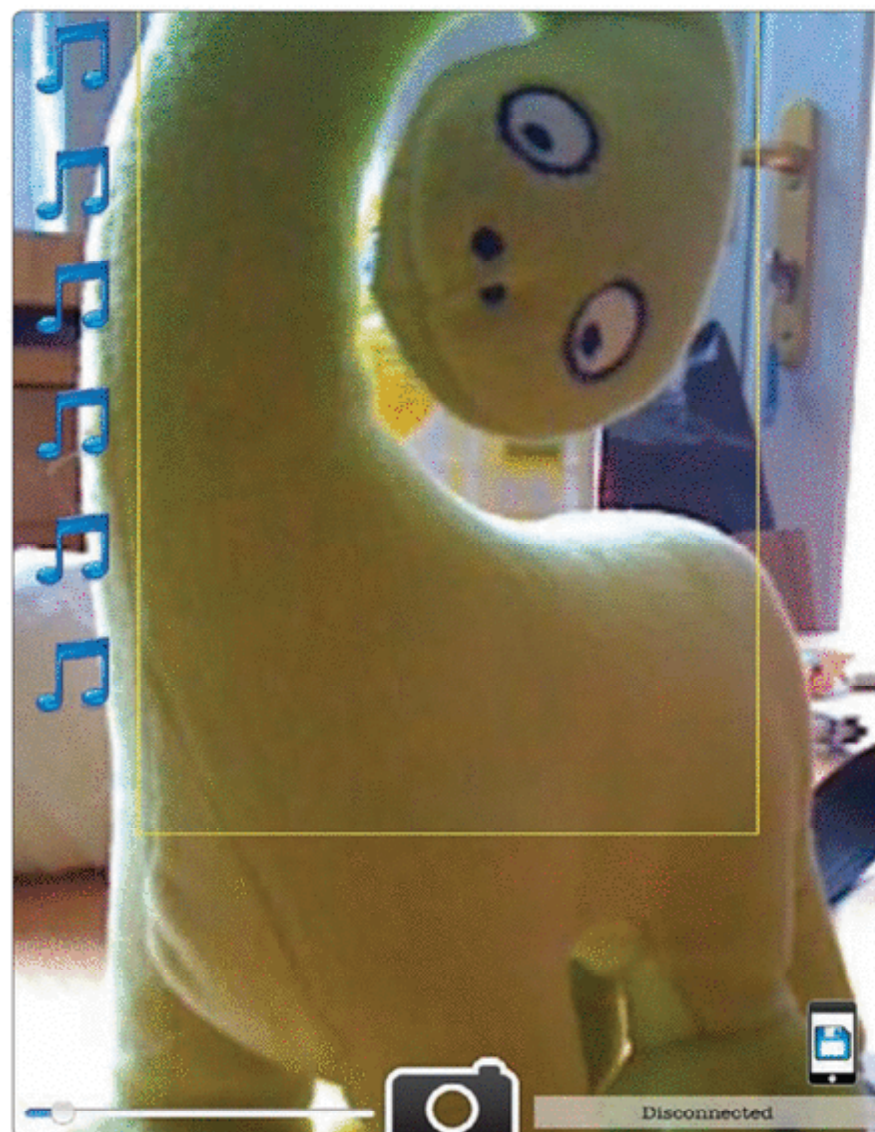
The iPad conspicuously lacks a camera, but don't let that stop you from using it to take pictures. A new wave of apps lets you use your iPhone in conjunction with your iPad to capture images on the go.

Camera for iPad (\$0.99) lets you snap images from your iPhone over Bluetooth or Wi-Fi connections, displaying the phone's camera feed live on your iPad. It also has a handy email setting that allows you to shoot and send pictures almost instantaneously.

Camera-A (\$0.99) works in conjunction with Camera-B (free) running on your iPhone—they're much like Camera for iPad, but have a few extras like a rudimentary zoom function and the option to save shots to both devices or just the iPad. It sounds complicated, but this dual-app setup is easy to master.

Just open Camera-A and Camera-B on both devices and wait for them to connect. Tap the camera icon on the iPad screen to take a shot. The image will take a moment to transfer from your iPhone, and then you'll get a message asking if you want to save the photo.

For a finer level of control, you'll find zooming at the bottom left of the iPad screen. Use your finger to zoom in to or out of your image to get closer to the action. For a bit of fun, you can tap on one of the six musical note icons to make the iPhone play a sound, which will catch the attention of unsuspecting photographic subjects. Then snap off a quick frame for the ultimate in candid shots.



With the Camera-A and Camera-B apps you can preview the iPhone camera with your iPad over Wi-Fi and Bluetooth.

MAKE YOUR OWN EPUBS

While Apple's iBooks app looks splendid and offers a wide variety of titles via iBookstore, Apple's stock pales in comparison to the variety of e-books available on the wider internet as free or paid downloads. And with the right tools, converting those other formats into iPad-compatible ePubs is a fairly simple process.

CALIBRE

For starters, you'll need an e-book or other document you wish to convert. With that in hand, download Calibre (calibre-ebook.com), a free open-source tool for creating and managing electronic texts. Calibre supports conversions for a wide variety of e-book formats,



Use Calibre to add metadata, including a book cover.

including CBZ, CBR, CBC, CHM, EPUB, FB2, HTML, LIT, LRF, MOBI, ODT, PDF, PRC, PDB, PML, RB, RTF, TCR, and TXT files. Say that 10 times fast—or slow!

Start Calibre and click the Add Books button in the toolbar to import your book. After importing, you can edit or add metadata information, then you can plop on a book cover

by right-clicking on the book and selecting Edit Meta Information > Edit Information Manually. Change the title, author, rating, book cover, and publication date as needed, then click OK to save the changes. When you're ready to export your book into the ePub format, Control-click on the book and select Convert E-Books > Convert Individually. In the resulting window, make sure the output format is set to ePub and click the OK button.

To get your newly converted e-book into iTunes, Control-click on the book and select Save to Disk > Save Only ePub Format To Disk. Then all it takes is a drag-and-drop into iTunes to import your new ePub, ready for syncing to your iPad.



Calibre can turn almost any format into an ePub.

ePUB2GO

If you have any PDF documents lying around that are less than 30MB, then ePUB2GO (epub2go.com) is a great web service that can do the conversion process with little fuss. The web app is free, but bear in mind that ePUB2GO is picky about formatting, and your files need to be free of vector art.

From the website, hit "The PDF is on my Computer" button and select the file to upload. When the conversion process is complete,

use the View/Save On My Computer option to save your new file. Once you've saved the file to your Mac, rename it (if needed) and add the .epub file extension. Then drag into iTunes, add artwork if desired, and sync to your iPad. Simple.



It's not pretty, but ePUB2Go just works.

GET FILES ON (OR OFF)

Sure, the iPad lacks a true file system, but you shouldn't let that stop you. Between the support for Bluetooth keyboards and apps like Pages and Numbers, Apple is banking on the iPad being a capable sidekick that can get some real work done. Unfortunately, one of the biggest hurdles to incorporating the iPad into your workflow is getting your work to flow back and forth to the iPad.

Prior to the iPad's launch, the OS 3.2 SDK pointed toward a shared file directory that would mount on your Mac when connecting an iPad. Unfortunately, Apple abandoned that plan in favor of app-specific file syncing. To sync documents to your iPad, you'll need to connect to your Mac, and hit the Apps tab in

Use the Apps tab in iTunes to manually transfer documents to and from your iPad.



iTunes. Scroll down, and you'll see a File Sharing section where you can manually transfer documents. Unfortunately, you have to sync documents to specific apps, so you'll have to decide if you want to open a document in Pages or GoodReader, for example. And if you delete an app that has stored documents, those disappear too.

Another solution is to mail a document to yourself and retrieve it on your iPad. After working on your iPad, you can email an edited copy of the document back to your Mac. Cumbersome, but it works.

The third option (and the one we like best) is to use apps that support syncing via Wi-Fi, like GoodReader for iPad (\$0.99) or FileFly (\$1.99). Wi-Fi transfers are a lot simpler than having to tether your iPad to iTunes. And if you need access to files stored in the cloud, you can use GoodReader to access files stored in a Dropbox account or an app like GoDocs iPad/iPhone (\$3.99) to access your Google Docs.



GoodReader offers quick (but bare-bones) file transfers via Wi-Fi.

You can't trust the power...

but you can trust APC Back-UPS.

APC Back-UPS protects your uptime during power sags, surges, and outages.

Guaranteed protection on two levels

For years you've trusted APC Back-UPS to protect your computers and data from the threat of bad or unpredictable power. But did you know that every APC Back-UPS offers you peace-of-mind protection on two levels? First, the integrated surge outlets protect your equipment and valuable files from spikes and surges that travel along utility lines. Second, if the power does go out, Back-UPS guarantees enough battery runtime to finish what you're doing and safely shut down your systems, protecting your valuable data.

Advanced features for maximum battery life

Back-UPS features highly efficient electrical and inverter designs, making battery power last longer when the power goes out. Additionally, special features save your battery life for when you need it most. Many models offer automatic voltage regulation (AVR), which automatically corrects undervoltages and overvoltages experienced during unstable power conditions *without using your battery*. And adjustable transfer voltage sensitivity lets you customize when your Back-UPS transfers to battery, preventing it from switching to battery power unnecessarily.

Don't let unpredictable power threaten your business. Trust APC Back-UPS to deliver guaranteed reliability and innovative features to keep you up and running!



Back-UPS
Pro 550

APC
Legendary
Reliability

The High-Performance Back-UPS Pro Series

High-performance Back-UPS Pro units deliver cost-cutting, energy-efficient features. Power-saving outlets automatically shut off power to unused devices when your computer and peripherals are turned off or on standby, eliminating costly electricity drains. (BR 550GI shown above: 6 outlets; 45 minutes maximum runtime, with 3 minutes runtime at full load and 10 minutes runtime at half load.)

The reliable BE 525-RS

This unit features boost and trim AVR to accommodate unpredictable voltages. Auto shutdown software enables safe unattended shutdowns.

- 4 Outlets • 300 Watts/525 VA
- 46 Minutes Maximum Runtime
- Phone/Modem/Fax/DSL Protection



The affordable BE 700-RS

Auto shutdown software comes with this unit, allowing unattended safe shutdowns. The unit automatically saves files before shutting down.

- 8 Outlets • 405 Watts/700 VA
- 65 Minutes Maximum Runtime
- Phone/Modem/Fax/DSL Protection



Enter to win one of seven Back-UPS BR 550GI units (a \$150 value)!

Visit www.apc.com/promo Key Code **t212w** • Call 888-289-APCC **x8317** • Fax 401-788-2797

APC
by Schneider Electric

BE YOUR OWN iPad GENIUS

The iPad is designed to be a friction-free experience. There's not even a keyboard to get between you and your books, movies, games, and websites. But of course, nothing is ever perfect. And given that the iPad is still a young platform, kinks will need to be worked out. Crashy

apps can be a huge pain, but most of the time, fixing the problem is something you can do yourself. So before you turn to a Genius at the Apple Store for helping fixing a problem, try these solutions first—all of them will help with problems on your iPad, iPhone, or iPod touch.

SOLUTION ONE: THE POWER CYCLE

Like most electronic devices, turning the iPad on and off can do wonders to improve its mood—and its functionality. To give it a whirl, hold down the Sleep button at the top of the device until you see the

red arrow with the “slide to power off” prompt. Obey that prompt, then wait until the spinning wheel disappears and the iPad's completely off. Then turn it back on by holding down the same button at the top until you see the fancy Apple logo.

SOLUTION TWO: THE HARD RESET

Hold down the Sleep and the Home buttons simultaneously until you see the Apple logo. This will take a few seconds. In the meantime, ignore the “slide to power off” prompt—just keep holding the buttons down until you see the Apple logo. This method usually involves a substantially longer restart cycle than the power cycle mentioned above—we've seen a hard restart take up to 15 minutes, although thankfully that was the exception rather than the rule. Just be patient.



Hold 'em.

SOLUTION THREE: DELETE THE APP AND REINSTALL FROM YOUR MAC

Tap and hold on the app icon until it gets all wobbly. Click on the x to delete the app (and rate it if you want). After deleting the troublesome app, tap the Home button to stop the wobbling, locking your apps in place.

Plug your iPad into your Mac with the USB cable and fire up iTunes. Select your iPad in the Source column on the left and click the Apps tab in the iTunes window. Find the app you just deleted, make sure it's checked, and click Sync. Some developers report that their apps behave better if you restart after a sync, so if you're still having trouble, return to Solution One.



Tap the x to banish wonky apps.

SOLUTION FOUR: INSTALL FROM YOUR iPad

Delete the app as described above. Then launch the App Store on your iPad and re-download the offending app. Don't worry if it's a paid app. Unlike music downloads, you won't be charged again to re-download a previous purchase. Give your iPad a power cycle as shown in Solution One.

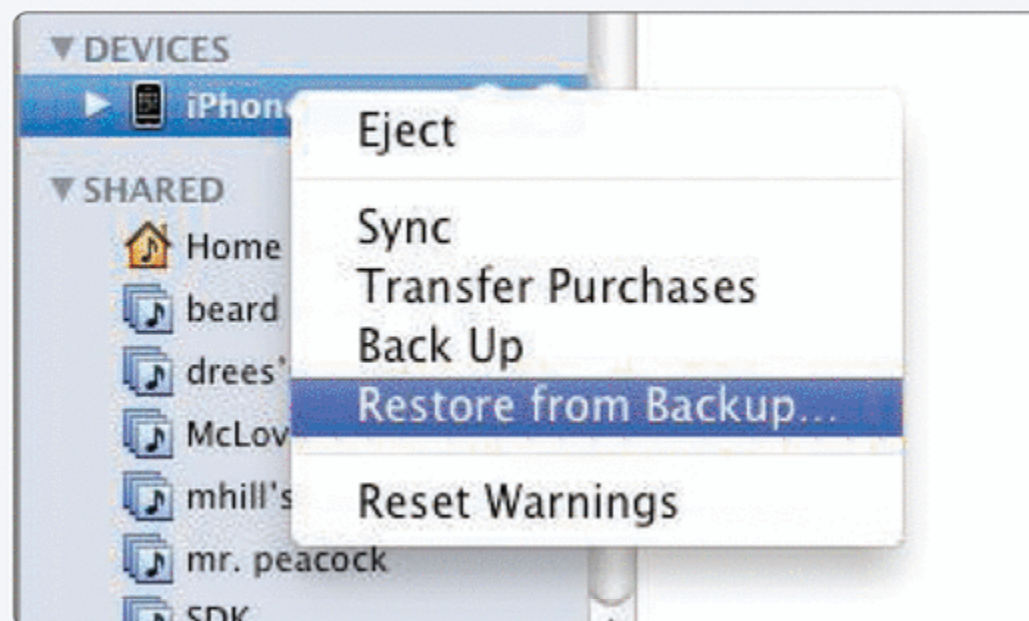
SOLUTION FIVE: RESTORE—THE NUCLEAR OPTION

Restoring your iDevice involves removing all of your apps and settings and reinstalling the OS. After that, you have to re-sync all of your stuff. It's not at all difficult, but restoring your device takes a while, so use this solution as a last resort.

Plug your iPad into iTunes. Control-click on your iPad in the source list and choose Backup. Wait while iTunes backs up your data—you're going to need this latest backup to get everything back to normal after the restore.

Control-click on your iPad again and select Restore from

Backup. Choose the latest backup. Then go get lunch, watch a movie, or reorganize your record collection—this is going to take a while. But once you're done, your iPad will be fresh and ready to party again.



Restoring from backup—bring a book.

kickBACK & relax...



kickBACK™ P1

Hybrid case with kickstand for iPad

- Shatterproof polycarbonate and shock resistant rubber provide superior protection
- 3 position multi-view angles



iPad
16GB 32GB 64GB

IPDK shown in Grey/White



More colors
coming soon



onscreen keyboard angle



landscape



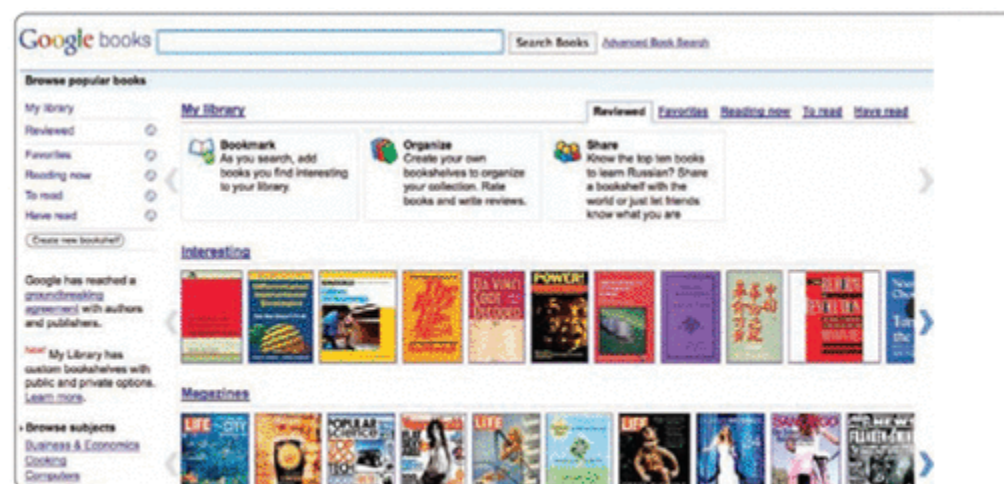
portrait

STOCK YOUR iBOOKSHELF FOR FREE

The iBookstore is great, but it's certainly not the only source for reading material. Here are some of our favorite sites for grabbing e-books. To add them to iBooks, just drag the files into your iTunes library and sync your iPad.

GOOGLE BOOKS (books.google.com) features over a million public domain books in ePub format. But be warned: Google relies on Optical Character Recognition (OCR) software to create their files, so errors are inevitable.

EPUBBOOKS.COM features free ePubs from Project Gutenberg's public domain titles. Developer Mike Cook has taken it upon himself to reformat the titles and make them available on his site free of charge. Contributors have spent a lot of time to assure great quality for their free e-books, many of which include black & white or even color illustrations.



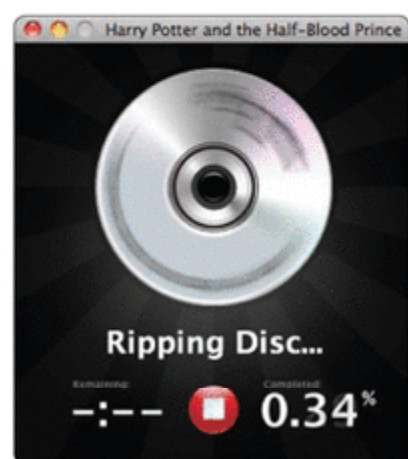
Google Books offers a variety of texts—gratis.

CONVERT YOUR DVD COLLECTION FOR iPad

The iPad is a great way to watch movies on the go. But getting your films into your iPad—or your Mac— isn't as easy as it should be. Apple would love you to purchase them from the iTunes Store, but paying again for a movie that you already own on DVD doesn't make much sense. Thankfully, all the tools you need to convert your collection into iTunes-compatible files are readily available and easy to use once you get the hang of the workflow.

The first step in this process is transferring the movie from your DVD onto your Mac. Sadly, it isn't as simple as dragging the files from the disc to your drive because of the copy-protection schemes that movie studios use to keep you from enjoying the content you paid for. Various applications exist that can help you rip your DVDs, but by far the easiest is The Little App Factory's Riplt (ripitapp.com). Riplt isn't free, but it does offer a free trial version that will let you rip 10 discs so that you can check it out before spending \$19.95.

Riplt is capable of copying nearly all existing DVDs, and its interface is incredibly simple: launch the application, insert a DVD and click on the Rip button. That's it. After a while a perfect copy will appear in your Movies folder (you can choose a different destination from the

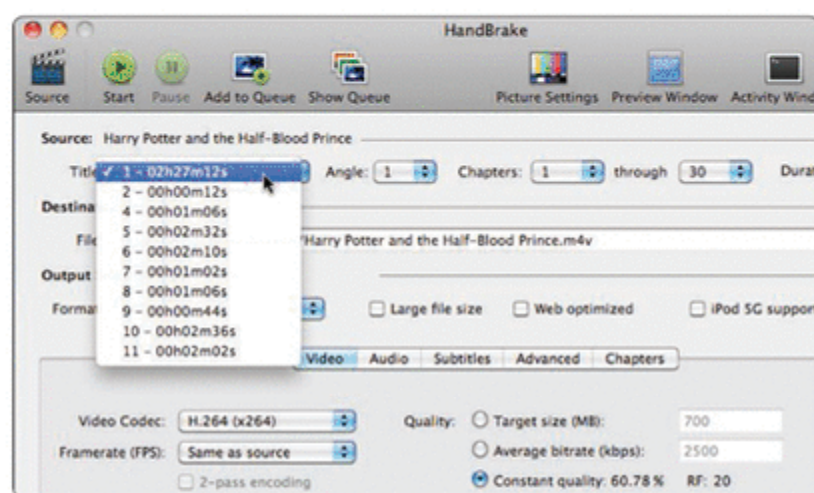


Preferences window). The resulting files are exact copies of your DVDs, including menus and special features. In fact, you can even use DVD Player on your Mac to play back these files. But since they are exact copies, they're several gigabytes in size.

Riplt makes saving a DVD to your Mac a one-click affair.

To make your movies both smaller and compatible with your

Don't let HandBrake's myriad options scare you off.



iPad, your best option is HandBrake (free, handbrake.fr). This is an incredibly powerful program designed to transform many different types of media into H.264, a format that will work on any of Apple's mobile devices.

Crunch time. Launch HandBrake and select the DVD file you just transferred to your Mac. By default, HandBrake will assume that the track with the longest duration is the movie you're interested in transcoding, but you can always change this by clicking on the Title pop-up menu (top left of the interface). All the other parameters may look a little intimidating if you've never used the program before, which is why HandBrake comes with a series of presets. If they're not

FEEDBOOKS.COM also features public domain titles, but adds original works from new authors into the mix. There's even a publishing service for distributing your own books to the masses. The site offers a wide variety of e-books in the ePub format in English, French, German, Spanish, and Russian. Feedbooks also offers a number of DC Comics, including characters like Batman and Aquaman.

SNEE.COM/EPUBKIDSBOOKS

offers a limited selection of public domain titles that have been tricked out with plenty of pictures for the young'uns. The Snee collection is aimed strictly at the tykes with popular titles such as *Little Bo-Peep*, *The Three Bears*, and *The Sleeping Beauty*—yours for the taking.



Grab free kids' books, courtesy of Snee.

immediately apparent, you can reveal them by clicking on the Toggle Presets icon at the top right of the interface. The first time you use HandBrake, click on the cogwheel button at the bottom of the Presets sidebar and select Update Built-in Presets to get the latest settings.

QUICK TIP

Tap and hold the Volume Down switch to quickly mute your iPad.

Since the iPad is such a new device, there wasn't a preset designed for it at press time. Choose Universal from the Apple list. Once selected, click Start, and HandBrake will take care of the rest. Depending on the horsepower of your Mac, this transcoding process can take up to a few hours.

Thankfully, Handbrake will let you queue up several projects and run them sequentially when your Mac is unused—we like to leave our Mac churning away converting video overnight while we sleep.

DIY encoding settings. If you're a little more adventurous, you can experiment with the settings. For instance, a 2.5-hour movie will take up roughly 1.5GB using the Universal preset and the quality will be good for viewing on the iPad. If you wanted to create a file that will look equally great on your TV, click on the Average Bitrate button from the Video tab's Quality section. Set it to 2500kbps, which would create a very high-quality file with a size nearing 3.0GB—less than ideal if you've bought a 16GB iPad. The lowest acceptable quality is around 750kbps or so. If you were to use that setting, you'd end up with a file size of around 1.4GB, saving yourself 100MB over the Universal setting—which could prove crucial when you have a limited amount of space. Ultimately it comes down to personal preference, and we recommend experimenting with a few short videos to find your own sweet spot for file size vs. image quality.

As a side note, you could transcode your movie straight from the DVD, bypassing RipIt altogether. In order to do this, download and install VLC (free, videolan.org/vlc), an open-source media player that also contains libraries HandBrake can use to read commercial DVDs from your Mac's optical drive. Be aware, though, that—due to modern copy-protection techniques—this process doesn't always work, which



QUICK TIP

iBooks' page-flip animation is cool, but tapping the edges of the screen flips forward and back much faster

Your library just might offer free e-books via the **OVERDRIVE** (overdrive.com) service. A quick search of our local library turned up thousands of titles available for the taking, so once you've exhausted the other choices presented here, grab your library card and get downloading. Many libraries also feature e-books in Adobe PDF or other formats, which won't work without conversion or a PDF reader like GoodReader(\$0.99).

PROJECT GUTENBERG (gutenberg.org) is the granddaddy of online e-book sources. The upside is that all the books are free—their copyright has expired, so they're now in the public domain and available to anyone, for any use. The downside is that you're stuck with the classics, written by authors who have long since left this mortal coil. But hey, they're called classics for a reason!

is why RipIt is a better option. With the transcoding completed, you'll need to make your film look good on the iPad, which means including a description, cast and crew list, and poster artwork. Thankfully, Subler (code.google.com/p/subler/) can help you acquire and apply all that useful metadata.

Drag the file HandBrake just created onto Subler's icon to reveal a simple window. Rather than filling in all that information by hand, go to File > Import > Tagchimp. This connects you to an online database of thousands of movies (tagchimp.com), and the odds are high that your film will be listed there. Click Add to apply metadata to your file.

You can, of course, manually edit the information should you need to by double-clicking on any part of it. When you're done, go to File > Save, then go to File > Optimize, which can clear up any file problems created by editing the metadata.

Once the operation is complete, drag your film into iTunes and sync it to your iPad. Your movie will appear in the Videos app, and it works just like content downloaded from the iTunes Store. Enjoy!

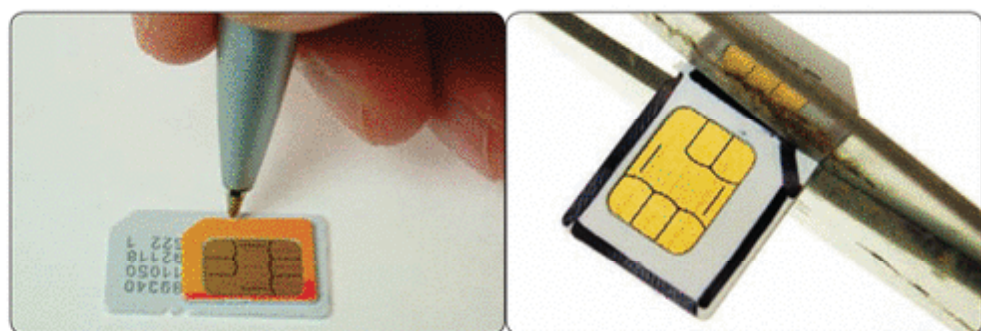
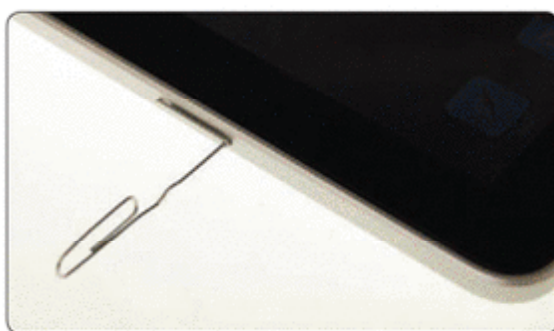


After massaging with Subler, your finished file will look just like an iTunes download, complete with metadata and cover art.

SIM SWAPPING

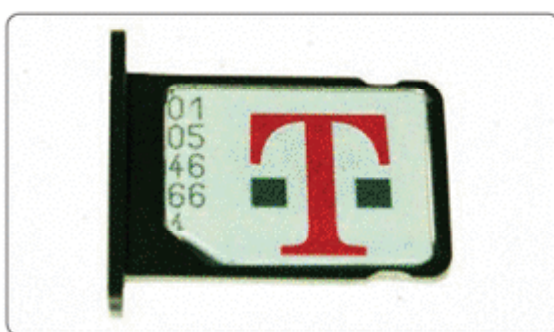
Apple says the iPad 3G is unlocked. We all heard that proclaimed when Steve announced the magical device back in January. But how do you take advantage of this "feature" when AT&T is the only carrier that offers the micro-SIM cards that the iPad 3G requires? (As the name suggests, micro-SIMs are SIM cards with a smaller form factor.) And what if you're already paying for a data plan on your phone? Amazingly, all it takes to solve this problem is a non-AT&T SIM card (we got ours from T-Mobile) and a pair of scissors.

1 Remove the iPad 3G's AT&T micro-SIM by using a paperclip to pop open the SIM slot on the lower left of the iPad 3G. Don't throw it away—you're going to need it to create your DIY micro-SIM.



2 Place the iPad SIM over the shiny gold metal part of the second SIM card that you purchased. The metal area is all that matters, so protect that at all costs. Use a pen to mark off the area to be cut. Don't forget—measure twice, cut once. Good scissors or an Exacto blade are your best bet for clean cuts.

3 Use some very light sand paper or an emery board to remove any extra little bits of plastic from your new micro-SIM. Make sure it fits snugly in the iPad 3G's SIM carrier and pop it back into the iPad 3G.



4 Your iPad 3G may show data bars, but you might not be able to access the internet. To fix this, head over to the APN Settings > Cellular Data > APN Settings. To fill in the info there, you'll need to do some quick research. You can ask your carrier for these settings or check online. We found the T-Mobile information on T-Mobile's support forums. After filling in the info, place the iPad 3G in Airplane Mode, then turn Airplane Mode back off. This resets the network. Boom, you're on the internet.



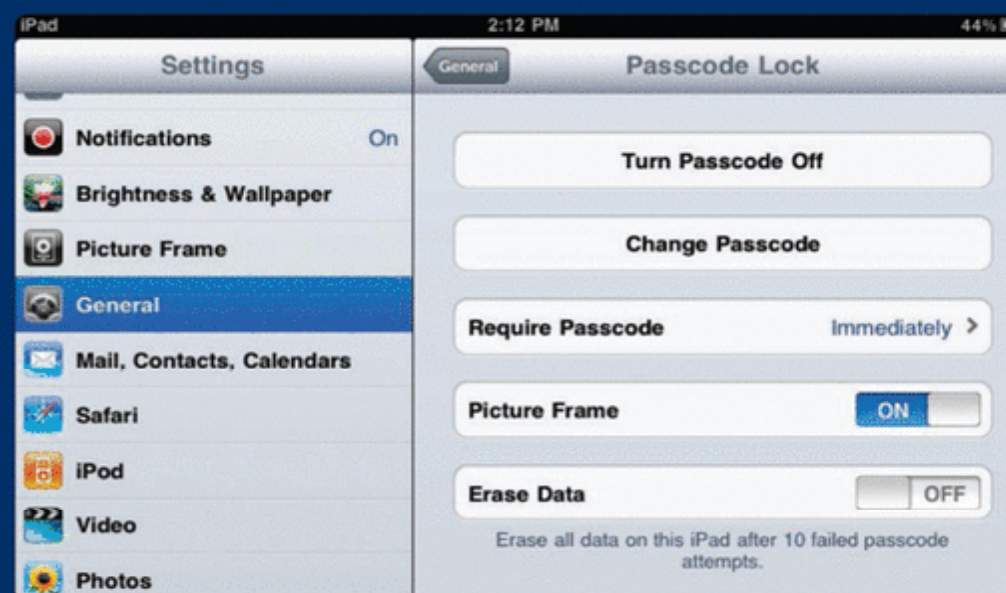
But now you've got a teeny-tiny SIM that isn't going to fit in a phone anymore. (If you want to use it in your iPhone, you'll need to unlock your phone—learn how at bit.ly/bONica.) What to do? Just order a SIM adapter kit online. Check out MacLife.com/sim_swap to see the adapters in action.

Again, this trick won't work with an AT&T SIM, so give up your dreams of your iPhone data plan pulling double duty. Also, your replacement SIM should have a data plan from your carrier assigned to it before you place it in the iPad 3G. Don't worry too much if things go terribly wrong—you can always get a new SIM card from your carrier (usually for about \$20).

KEEP YOUR SECRETS SAFE

Your new iPad makes a great mobile computer—and it's perfect for watching videos on the go. But if your iPad "goes" a lot, there's always a chance you'll lose it. And if you do, all your data (email, address book, access to your Facebook account) will be floating out there in the cold, cruel world. Thankfully, safeguarding your secrets is pretty easy—and mostly built-in.

The first step to securing your iPad is choosing—and using—a passcode. To do that, open Settings, tap General, and then Passcode Lock. Set a four-digit code, and from then on, your iPad will lock after you stop using it (set the delay by changing the Require Passcode setting). If you're the paranoid type, use a secret number, but we find it least annoying to use something your significant other also knows; otherwise they'll be bugging you about your passcode every time they want to watch *Modern Family* via



Setting a passcode is your first line of defense.

GO MOBILE WITHOUT 3G & SAVE ON INTERNET ACCESS CHARGES

If you're feeling a bit ripped off by the fact that you're now expected to pay for internet access three times (at home, on your phone, and now your iPad), you're not alone. We pitted home and iPad internet access against 3G service from Sprint and Verizon to see if we could save some coin in the long run. Service and hardware costs are based on a two-year contract with a wireless carrier.

INTERNET ACCESS	INITIAL COST	MONTHLY COST	PROS	CONS	TWO-YEAR COST
OPTION 1: Home ISP/AT&T 3G	Additional cost for 3G model of the iPad \$130	AT&T unlimited 3G \$29.99 + Average home broadband cost* \$46.25	Wired access not subject to tower outages iPad ready for AT&T out of the box	Paying again for internet access	Service: \$914.88 Hardware: \$130.00 Total: \$1044.88
OPTION 2: Verizon MiFi	Online Price \$49.99	5GB of 3G service \$59.99	5 devices online at once, anywhere	Subject to Verizon coverage & outages 5GB cap	Service: \$719.88 Hardware: \$49.99 Total: \$769.87 Two-year savings over Option 1: \$275.01
OPTION 3: Sprint Overdrive 3G/4G Mobile Hotspot	Online Price \$149.99	Unlimited 4G and 5GB of 3G service \$59.99	5 devices online at once, anywhere Unlimited 4G data downloads	Subject to Sprint coverage & outages 5GB 3G cap 4G available in very limited cities	Service: \$719.88 Hardware: \$149.99 Total: \$869.87 Two-year savings over Option 1: \$175.01

*According to an FCC Report entitled "Broadband Adoption and Use in America" based on unbundled home broadband service.

While there is some savings, it's not huge over the course of a two-year contract, and your speeds will vary widely depending on the coverage in your area. Plus, the 5GB caps on these devices are pretty low—something to consider if you download or stream lots

of media. If you decide to go with the MiFi or Overdrive, you can purchase them on Verizon's or Sprint's website, and setting up both devices is generally quick and painless. For help with that, check out bit.ly/9aERDU and bit.ly/9dAMZa, respectively. <<<

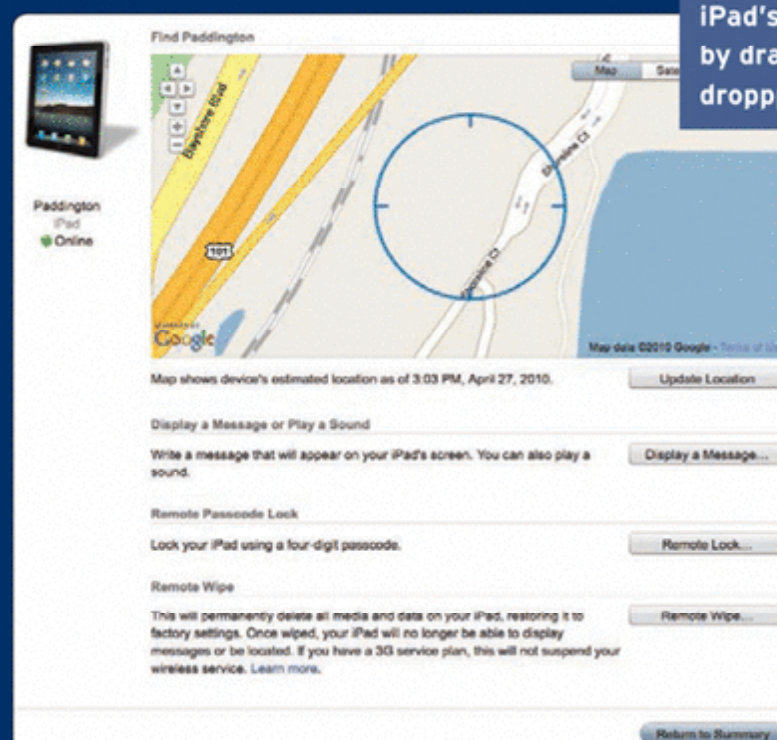
ABC's video app. Another thing to consider is Safari. With the ability to save your login information, it's a treasure trove of data you don't want running free. Either turn the Autofill feature off entirely (Settings > Safari > Autofill), or do a Clear All every now and then to zap sensitive information. Clean up your history by hitting the Clear History button in Safari's Settings. From there, you can also clear your browser cache and cookies.

Unfortunately, Safari on the iPad doesn't give you an option to see what data it's recorded and selectively purge. So if you do lots of sensitive surfing, you might want to look into a password manager like the *MacLife* favorite 1Password for iPad (\$6.99) or SplashID (\$9.99) to keep your data accessible but secure.

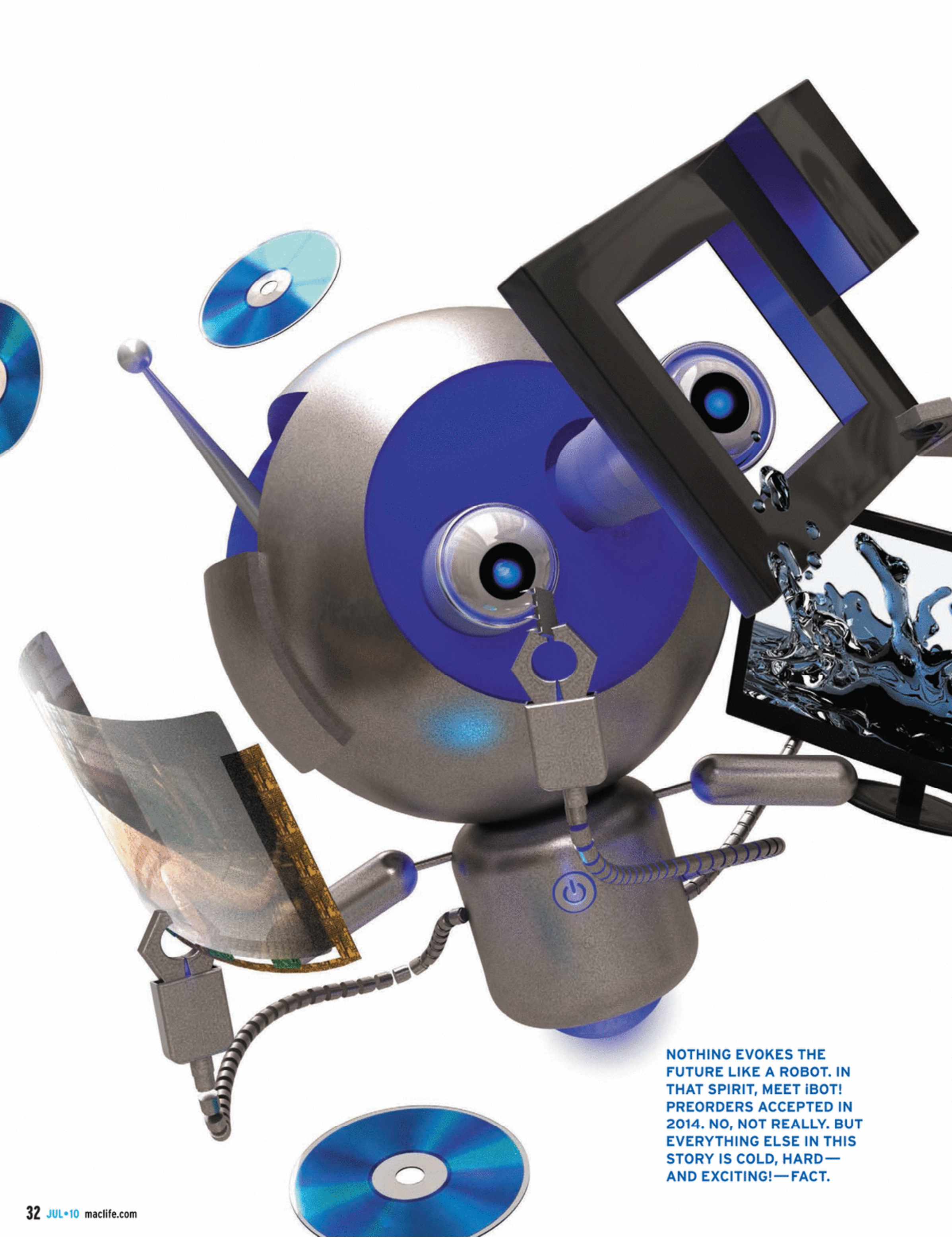
As a last resort, don't forget that the iPad works with MobileMe, so you can use Apple's \$99 service to locate a stray iPad and remotely lock or wipe the device as needed.

QUICK TIP

While docked to iTunes, organize your iPad's Home pages by dragging and dropping app icons.



If the worst does happen, you can always use MobileMe to remotely wipe data from your missing iPad.



NOTHING EVOKES THE FUTURE LIKE A ROBOT. IN THAT SPIRIT, MEET IBOT! PREORDERS ACCEPTED IN 2014. NO, NOT REALLY. BUT EVERYTHING ELSE IN THIS STORY IS COLD, HARD—AND EXCITING!—FACT.

MAC TO THE FUTURE



SOME SERIOUSLY CUTTING-EDGE TECH IS CRESTING THE HORIZON, READY TO TAKE YOUR APPLE DEVICES AND OTHER GEAR TO THE NEXT LEVEL OF AWESOME. **WE'VE SEARCHED OUT THE BREAKTHROUGHS** ON THE VERGE OF BECOMING REALITY TO DISCOVER HOW MACS, IDEVICES, AND OTHER TECH ARE ABOUT TO BECOME EVEN MORE IMPRESSIVE.

BY ADAM BERENSTAIN
ILLUSTRATIONS BY
ARTBOMBERS

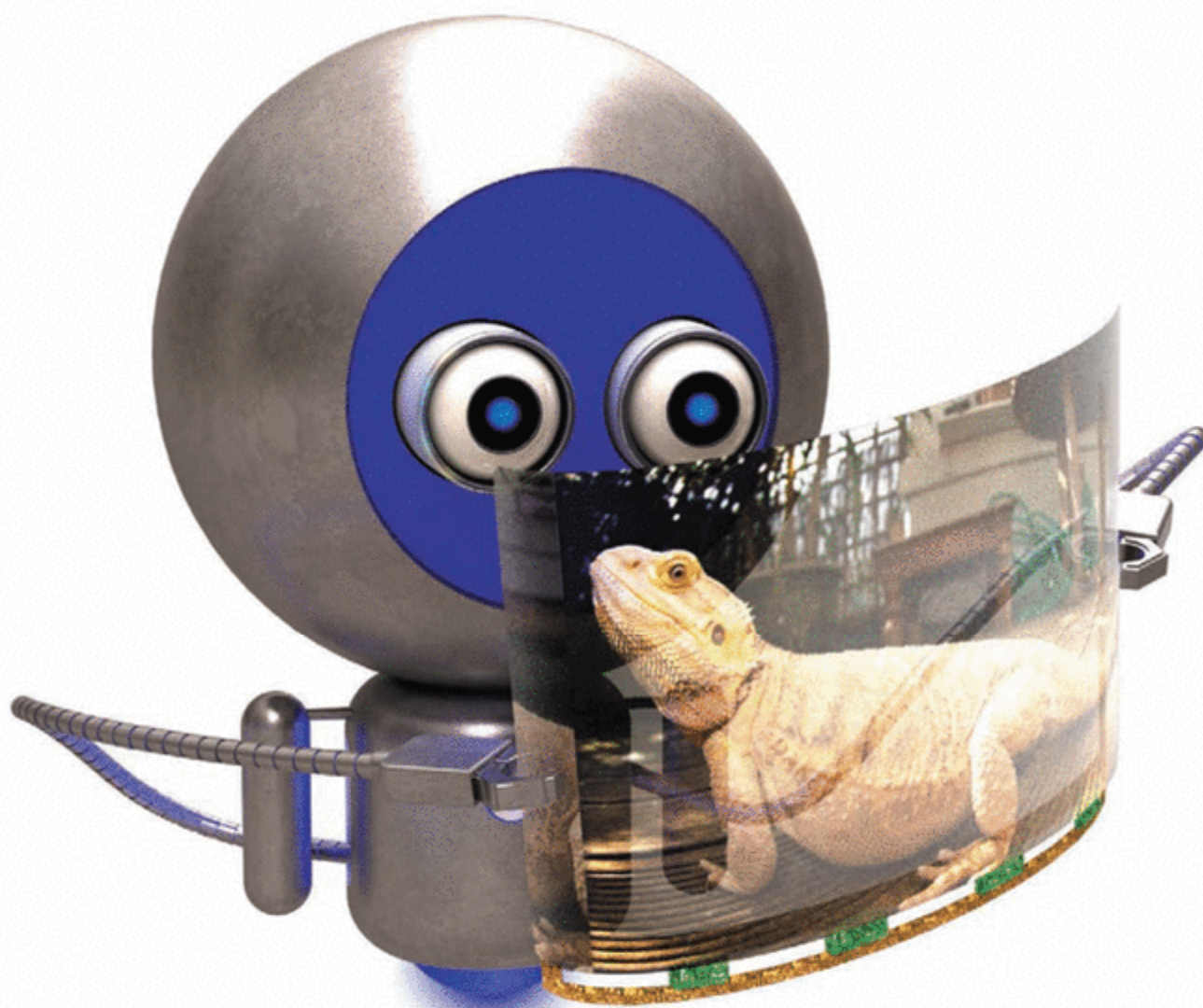
If you're a regular reader of *Mac|Life*, you know that every January we look at the fanciful future of Apple, ranging from the prototype cars to the VR goggles that might emerge from Cupertino one not-so-soon day. This is not that story. This story is about real tech that genuinely works—it's visible on the horizon, and it could be in your Apple gear in a year or three. Think of this story as a preview of the near future.

Of course, we can't say for sure that all this technology will end up in future products (we're good, but we're not psychic). Some of it may never leave the lab. What you can rely on is that old standards will hit their technical limits, and progress will march on. But for a reasonable-guess preview of how Macs, iPhones, iPads, iPods, and other tech will grow, evolve, and improve in the coming years, turn the page—because sooner than you think, even page-turning will be as archaic as rotary phones.



THE DISPLAY'S THE THING

Since the original Macintosh, our screens have been passive windows into Apple's machines. That's about to change.



>>3D IN YOUR HOME

Three-dimensional TV has been a glimmer in the eye of television and movie studios since *House of Wax* and other 3D features first popped out at audiences in the 1950s. But the gimmick never caught on, thanks in large part to clunky technology that sacrificed picture quality. As James Cameron would be happy to explain to you, times and tech have changed, and in 2010, 3D is making the jump from the big screen into our homes...and hands.

Despite technological advances, the principles behind 3D haven't changed much

the iMac 3D (but when we do, it always puts us in a good mood). Simplicity is Apple's mantra, and what's simpler than 3D screens that do the filtering for you, providing a 3D picture while eliminating the need for special eyewear? Such screens—called **autostereoscopic displays**—exist today. Some are peppered by tiny lenses that direct images to each eye; others use a layer of fine slits to split the display's light in two. One of these technologies is about to get a boost from Apple's biggest mobile-gaming rival, Nintendo. Announced this March and

Large OLED displays are easier to make than LCDs, and they make your spiffy plasma TV look like a 1950s Zenith.

in 60 years. When a 3D image is displayed, two pictures of the same scene taken from different perspectives are shown. Those spiffy glasses make sure each is sent to only one eye, then our brain combines the two images into one, complete with the illusion of depth. A more mysterious part of the brain is responsible for deciding if it's worth paying 10 bucks for popcorn at the multiplex.

But really, we can't picture Steve wearing those dorky glasses at the introduction of

due for release in spring 2011, the Nintendo 3DS will be nothing less than a shot from the House That Mario Built across Cupertino's bow. This next-gen upgrade to the popular DS handheld will sport sophisticated dual touchscreens, motion control, and—mamma mia!—autostereoscopic 3D.

Competition is another Apple mantra, and it's no secret that Apple sees games as a big part of the success of its Multi Touch devices. Steve won't sit still if competitors

like Nintendo can gain an advantage that draws gamers away from Apple and back to the Mushroom Kingdom. If Cupertino can improve on the 3D experience offered by Nintendo's next handheld, you can bet that App Store games—and maybe even the iPhone and iPad OS—will enter the third dimension too.

>>OLEDs...SO PRETTY!

Today we watch videos everywhere from the living room to the hotel room on our HD TVs, MacBooks, and iPads. As great as those devices are, couldn't they all stand to have even thinner, brighter, and more energy efficient screens? Trick question—of course they could. The good news is they will, thanks to OLEDs, an acronym for **organic light-emitting diodes**.

OLED screens aren't grass-fed, free-range displays sold at Whole Foods, but they do use organic material (that is, material derived from the element carbon) to produce a picture. Unlike traditional LCD screens that require power-hogging backlights to project their images, OLEDs generate their own light when electricity passes through the organic polymers sandwiched between layers of film in the display. Because those layers are only about 500 nanometers thick (that's even skinnier than a human hair) and don't require much else besides a power source to work, OLED screens can be dramatically slimmer and lighter than conventional displays now on the market.

Better still, large OLED displays are relatively easier to make than LCDs, and their gorgeous picture makes your spiffy plasma TV look like a 1950s Zenith. That's because there's no need to grow sheets of fragile crystals. Instead, organic molecules are sprayed onto film in a process much like inkjet printing, and that film can be transparent, flexible, or even foldable. An OLED screen's flexibility and toughness make it suitable for use in a wide range of gadgets, most of which haven't been invented yet. From giant HDTVs and miniaturized smartphones to futuristic heads-up displays in cars, OLEDs can potentially be incorporated into almost

anything—potentially even woven into clothing. And because of their brightness, vibrant colors, and wide viewing angles, you'll always look great in your 720p iSweatshirt Pro.

But don't camp out in front of your local Apple Store for certified-organic MacBooks or casual wear just yet. While OLED screens are popping up in more and more devices (perhaps most famously in Google's Nexus One smartphone), the technology's best days are yet to come. Manufacturing OLED screens is still an expensive proposition, leading to high prices and tepid consumer interest. But as OLED's momentum builds and costs drop, expect to see a gradual shift in the computer and electronics world away from LCDs, much like the transition that phased out bulky, inefficient CRTs. And expect to see Apple jump on the OLED bandwagon when the time and money are right. With its combination of energy efficiency, size, and image quality, we think OLED has a bright future in Apple's Macs and its growing line of sleek mobile devices.

>>E-PAPERS, PLEASE

Popularized by e-readers like the Kindle, **e-paper** has plenty to offer a company focused on mobile devices. Its slim design is durable, lightweight, and legible in

bright sunlight. The secret lies between the sheets—plastic sheets holding tiny wells filled with black and white particles suspended in liquid. When the wells are charged, the particles move to the screen to appear as text. No backlight is required, and because electricity is only used once to draw the contents of each page, e-paper sips power compared to the LCDs in Apple's portable lineup.

But while e-paper does monochrome well, most of today's e-readers use filters to colorize their black and white text with pictures—and they simply can't compare to LCDs. That will change. Philips is working on new technology using colored particles in a process much like blending ink dots in traditional print. The results should finally make good on e-paper's promise, but they're still years away.

Even then, will Steve subscribe to e-paper? The iPad's LCD screen would seem to be the last word on the subject, but Apple could always use multiple displays in its devices. For instance, e-paper battery monitors could offer much more information than the little green lights they use today.

>>THE WIRELESS WAR

If you're like us, your living room entertainment setup is the second most

precious collection of gear in your home (next to your beloved Mac, of course). Every night, you're on the couch with a bowl of popcorn in front of an HD screen complete with a Blu-Ray player and 7.1 sound. Trouble is, that sweet setup means fistfuls of wire to fuss with. But those knots may not stay tangled much longer.

As home entertainment setups get more complex, something has to give. If two competing wireless standards—**WirelessHD** and **Wireless Home Digital Interface** (WHDI)—have anything to say about it, that something will be our HDMI, DVI, and other AV cables. Both standards promise something like Wi-Fi for multimedia. Compatible devices (laptops, game consoles, and mobile phones) will use them to find your HDTV automatically over the air in a system that "just works"—and the whole idea of ditching all those cords works in a big way for us.

WirelessHD devices may be available from Panasonic, LG, Vizio, and other manufacturers by the time you read this. WirelessHD delivers uncompressed video up to 1080p, multichannel audio, and other data—including Hollywood-approved DRM—at speeds up to 4Gbps, with a theoretical ceiling of 25Gbps. That's a lot of data, but WirelessHD will only carry it up to 33 feet. The WHDI standard will move your movies as far as 100 feet, but at only up to 3Gbps. You'll be able to compare how the two standards fare against each other when WHDI devices hit stores late this summer or early fall. Only time will tell which of these standards will be a hit with consumers or whether Apple will adopt one or play a waiting game. Let's hope we're not kept waiting for the release of *Avatar 2* before we can stream movies, games, and more from our iPads to our televisions.

>>**Future Apple Devices:** iPad 3, iMac 3D, Cinema Display

>>**Expected Arrival Date:** 2013

>>**You'll Also See It In:** HDTVs, handheld game consoles, displays

>>**Future Awesomeness Rating:** Deeply Awesome



Color e-paper is so hot, you gotta wear gloves. Metaphorically speaking, that is.



POWERFUL PRINTS

Yes, print and printers have a future in our networked world. No, they won't be like anything you've seen before.



>>FAB IT YOURSELF

Teleporters and matter replicators may be the stuff of science fiction, but with 3D printers, you can create physical objects with your Mac out of thin air (and a lot of plastic). Apple hasn't sold printers since 1997, but if anything could get them back into the game, **3D printing** is it.

For decades, 3D printers have been used to create "rapid prototypes" for manufacturers and architects. The idea is much the same as conventional printing—you design something on your computer, and the printer produces a hard copy. But these hard copies need time to cool. 3D printers take designs built in 3D modeling programs and melt plastic to "print" them with thin strands built up layer by layer into a finished product. The idea is about to get a big boost from HP, which will begin selling 3D printers this year at "bargain" prices expected to start under \$15,000. So much for 3D printing for the rest of us, right?

Not quite! If you have a techie DIY streak, 3D printing can be yours today for under \$1,000. MakerBot's compact **Cupcake printer** is available as a kit that, once assembled, lets you manufacture objects up to 4x4x6 inches

DUELING PROCESSORS

Current technology can only take CPUs so far. But don't worry—tomorrow's breakthroughs are being designed today.

>>MORE CORES FOR YOUR BUCK

Smaller processors offer greater speed and improved energy efficiency, but engineers racing to make the best chips possible are running afoul of the laws of physics. Conventional manufacturing methods can only make circuits so small, and even the power of Steve's reality-distortion field can't change that. But some amazing new technologies might.

For years, multi-core technology has given us Apple chips that pack the power of multiple CPUs into a single chip. Intel's Xeon, Core i7, and venerable Core 2 Duo processors deliver up to six cores, and **eight-core machines** are coming soon. We hate

to break it to those processors, but a new prototype from Intel unveiled late last year promises that a lot more muscle is on the way to the Mac.

Intel calls it the **single-chip cloud computer (SCC)**, and it boasts a whopping 48 cores on one processor...with room to grow to over 100. Computers derived from the SCC will bring the brawn of today's massive data centers (the "cloud" of the chip's name) to desktop-sized machines, paving the way for smaller, greener clusters. Initially, Intel is planning to build only 100 of these experimental chips so engineers can figure out what to do with all that power before it lands on the market. Intel is just one of the companies now developing

"many core" processors, but given its relationship with Apple, it's a good bet that the first Mac with the power of the cloud will have Intel inside.

>>DNA PROCESSORS

Meanwhile, another company is taking a radically different approach to building tomorrow's processors. Last year, researchers at IBM announced a chipmaking breakthrough that uses something called **"DNA origami,"** and it's as cool as it sounds. The process arranges strands of DNA into shapes used as scaffolding for carbon nanotubes and silicon nanowires, the tiny structures that could one day move data through really, really small processors.

using Lego-quality ABS plastic. The idea is catching on, and other low-cost 3D printers (like the RepRap and Desktop Factory) are poised to slowly do what HP's high-end offerings probably won't—make 3D printing the desktop publishing of the next decade.

Of course, it will take a while for 3D printing to catch on, but if it does, expect Apple to take note. After all, our Macs have helped us make things since 1984. There's no reason to stop now.

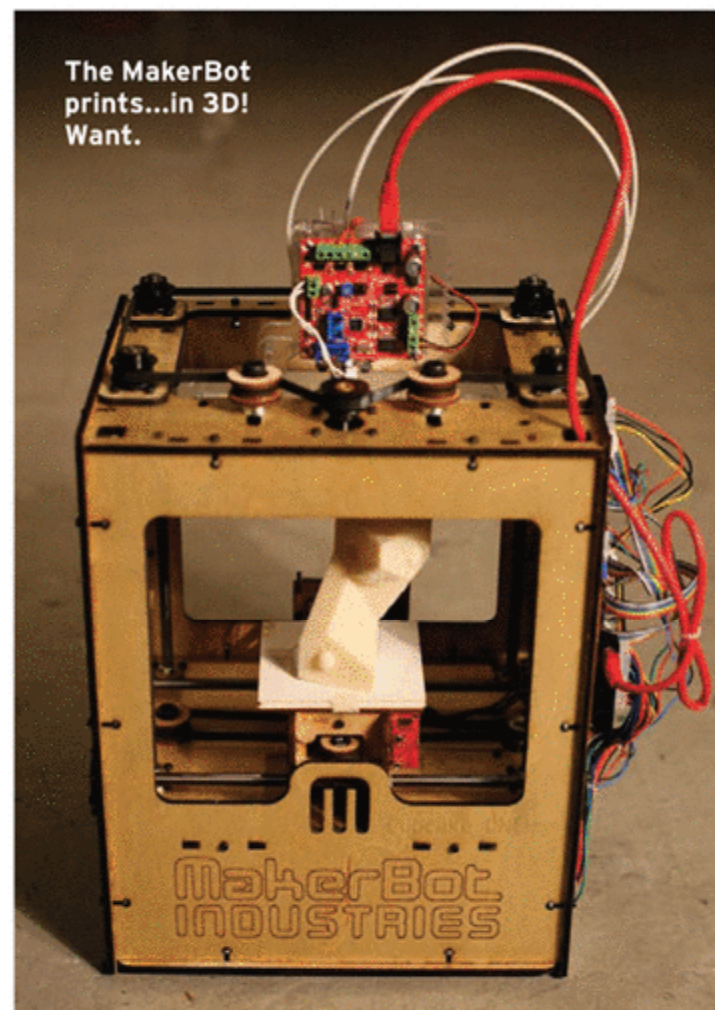
>>AN INKLESS JOB, BUT SOMEONE HAS TO DO IT

Let's face it, next to Mafia Wars and Farmville, printing is one of the biggest energy hogs in an office. The paper and toner cartridges required by today's printers consume a lot of energy to use and recycle. But greener workplaces may be one step closer to reality thanks to two new inkless, reusable printing technologies that are poised to send old-fashioned hard copies sailing on a one-way trip into the wastebasket of history.

Late last year, Japan's Sanwa Newtec company introduced **the PrePeat 3100 II**, a compact black-and-white printer that prints

using heat instead of ink. The secret's in the "paper"—flexible, waterproof, recycled plastic that reacts to the PrePeat's thermal mechanism. Best of all, when you don't need a page any longer, you can just feed it back into the PrePeat to erase it or print a new document as many as 1,000 times per page. Right now this green new world will cost you (the PrePeat retails for \$5,600), but expect prices to drop if the technology becomes more widely adopted.

Meanwhile, researchers at Xerox are using ultraviolet light to develop a technology called **Erasable Paper**. The process hits specially coated paper with a specific wavelength of UV rays to print your document to the page, and you can erase and reuse a sheet whenever you need to. If that sounds like a tanning bed for interoffice communications, you're more right than you know. Like a tan, these printouts fade away over time, and within 24 hours, a UV-printed page will be blank again. While self-destructing *Mission: Impossible* documents are cool (and well-suited to sharing data with short lifespans), the limitation is one reason Erasable Paper is still being refined in Xerox laboratories.



The MakerBot prints...in 3D! Want.

>>Future Apple Devices: iLife '13

>>Expected Arrival Date: 2013

>>You'll Also See It In: iLife '13

>>Future Awesomeness Rating: Fit To Print

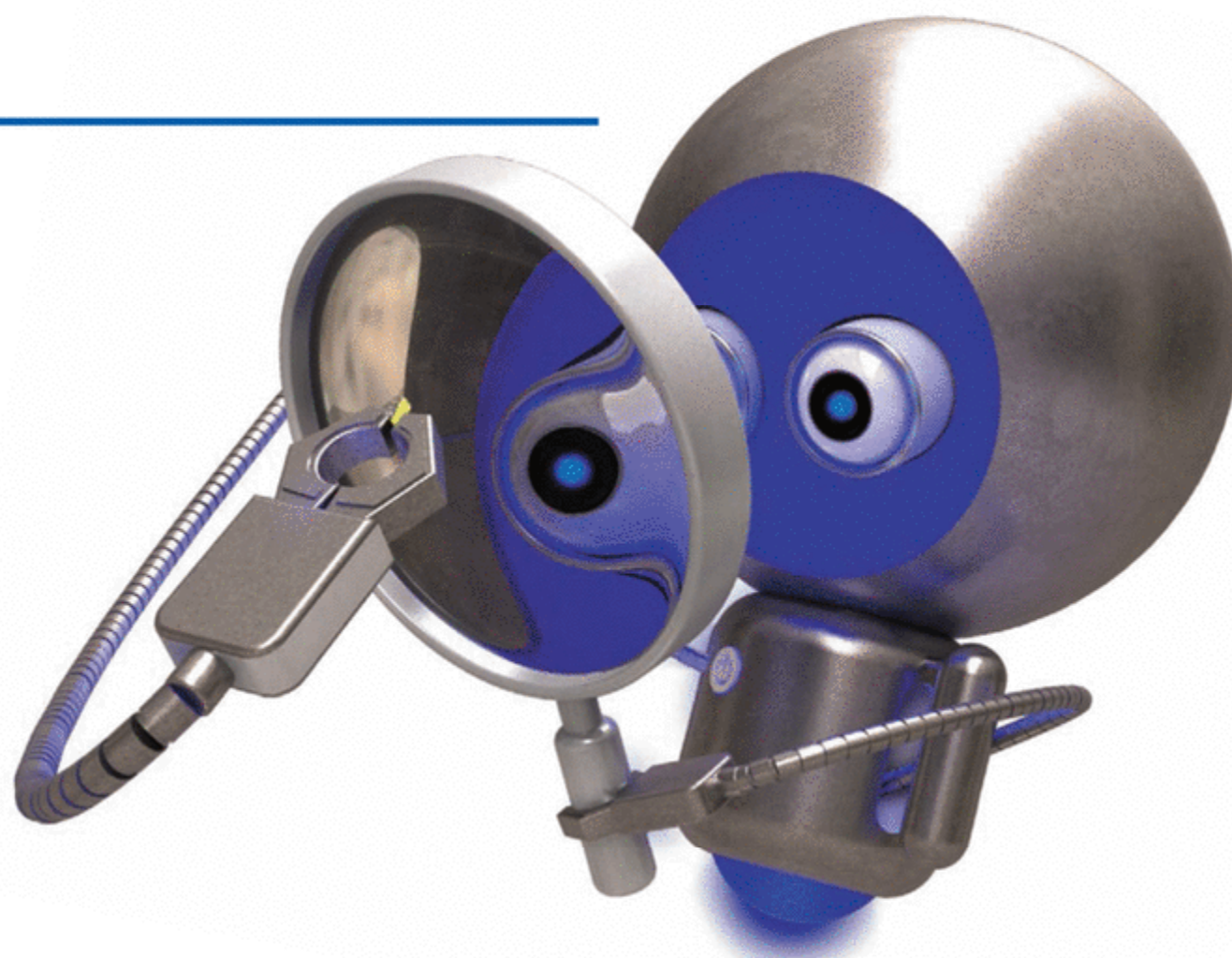
DNA origami is a "bottom-up" approach to chipmaking that builds the chip's circuits, as opposed to more conventional "top-down" methods that carve silicon away, and it has a promising future. DNA designs could potentially deliver chip circuits as small as 6 nanometers—that's just dozens of atoms wide! So Apple has good reason to keep an eye on how its story unfolds. They'll have to be patient. The technology is still evolving and likely won't produce commercial chips for another five years at the soonest.

>>Future Apple Devices: MacPro Extreme

>>Expected Arrival Date: 2015

>>You'll Also See It In: Windows PCs, Skynet

>>Future Awesomeness Rating: Sheer Genius



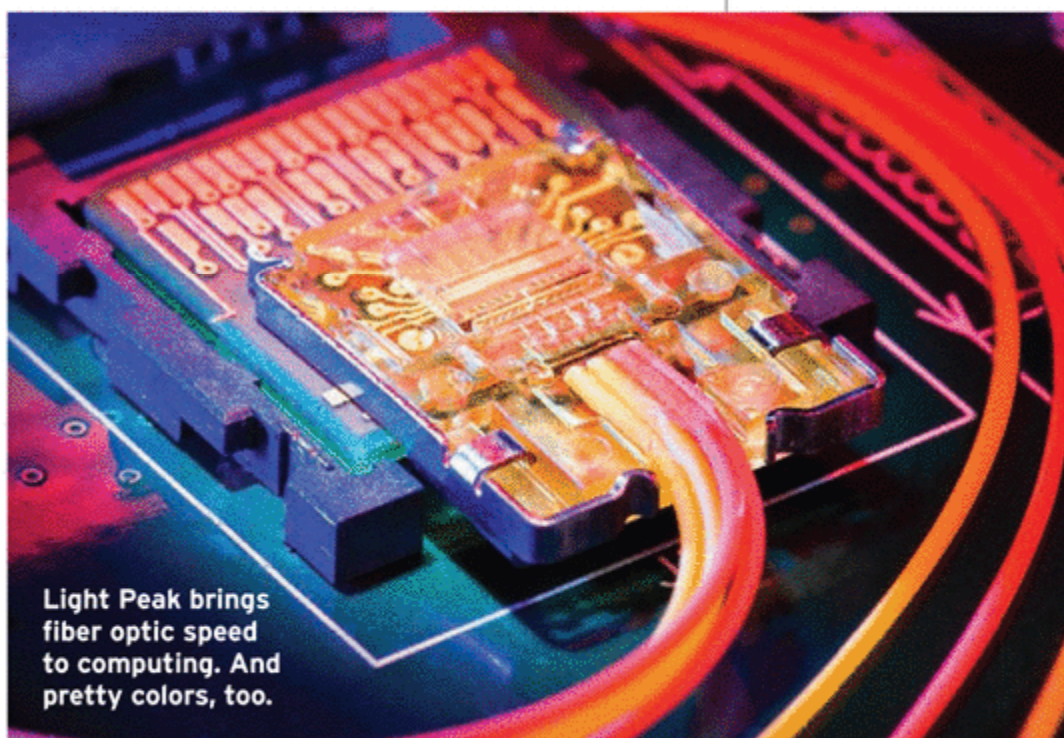


MAGIC BUSES

Our future gadgets will do more wirelessly than ever before. But they'll be able to do even more with wires.

>>IT'S USB'S WORLD, WE JUST LIVE HERE

Once an upstart newcomer, USB has become an elder statesman in the electronics world with a presence in almost every device on Earth. But USB's data-transfer speeds, last



Light Peak brings fiber optic speed to computing. And pretty colors, too.

boosted by USB 2.0's introduction in 2001, haven't aged gracefully. Thankfully, **USB 3.0** is here to breathe new life into an old favorite.

At first glance, USB 3.0 (a.k.a. SuperSpeed USB) doesn't seem like a radical departure from its predecessor, and that's a good thing.

It's backward-compatible with USB 2.0 and even uses the same rectangular port we all know and love, so your old devices will work just fine with the new standard. So don't worry, you won't have to buy a new USB beverage warmer for your cubicle.

But USB 3.0 brings two new tricks to the table. The first is speed—its transfer rates reach up to 5Gbps, or 10 times USB 2.0's performance. The second is improved power management, which means reduced power consumption and more juice for devices that need it. USB 3.0 gear is

already on the market, so it's only a matter of time before Cupertino rolls out the first Macs with the SuperSpeed standard. We hope they come soon—we've got HD video to import!

>>ONE WIRE TO RULE THEM ALL

Fiber optic cables, long used by telephone companies to connect landline phone calls, have numerous advantages over traditional copper wires. So why haven't they made it to the desktop yet? Intel hopes to put that question to rest with a new technology called **Light Peak**.

Light Peak is Intel's answer to...well, just about every cable in use today. From HDMI to USB, if it carries data, Light Peak can replace it. That's because Light Peak's bandwidth starts at 10Gbps, and its theoretical ceiling is a whopping 100Gbps. And since Light Peak's flexible fiber optic cables transmit light, not electricity, they can carry data up to 100 meters without a hitch. That's plenty more meters than we need, but some room to grow can't hurt, right?

However, despite a planned 2011 rollout, don't expect to sync your 5G iPhone with Light Peak. Intel is still working out ways to combine power with Light Peak to charge devices while beaming data at warp speed. One thing's for sure, though—when Light Peak finally strikes, it'll be fast.

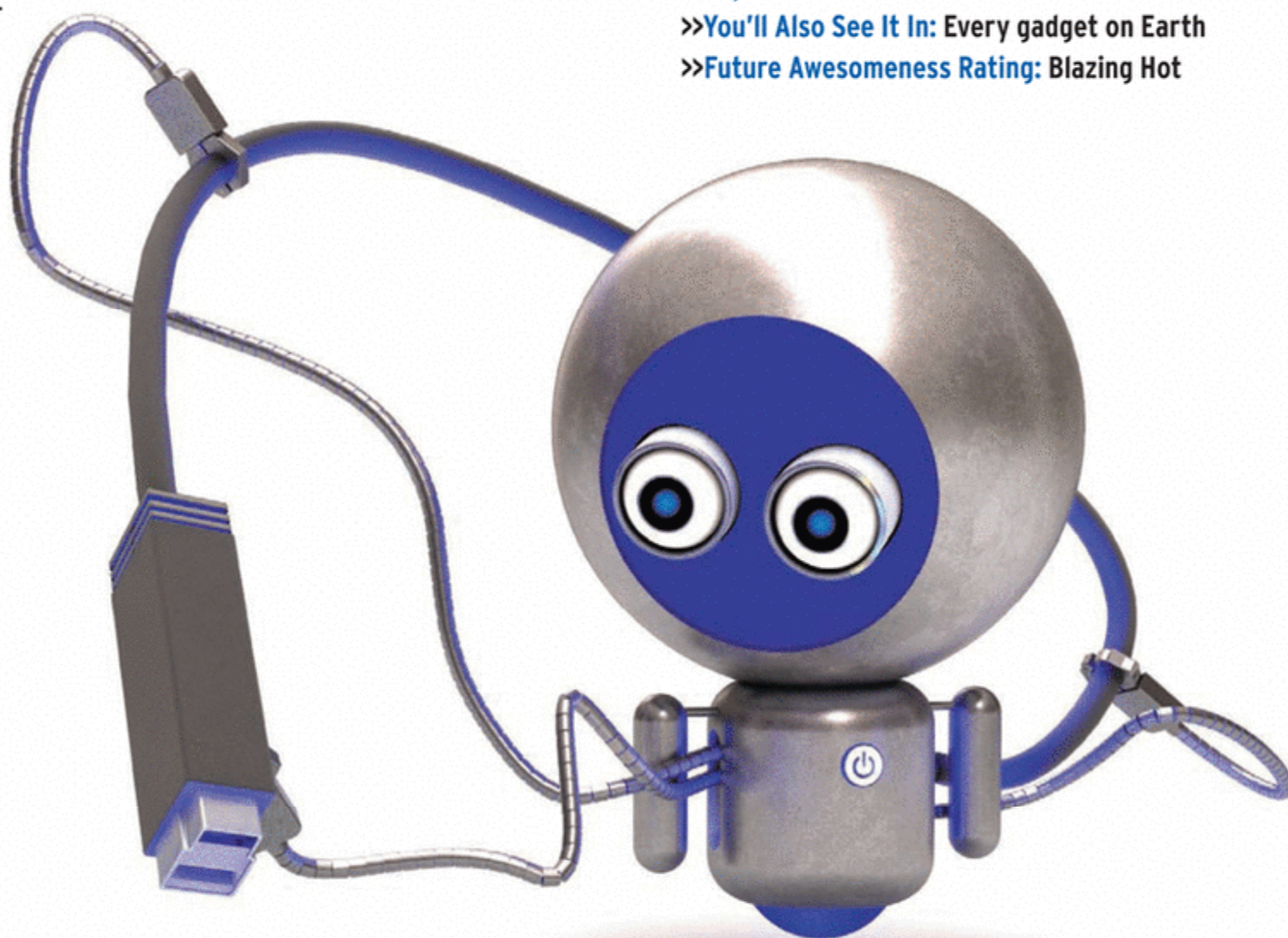
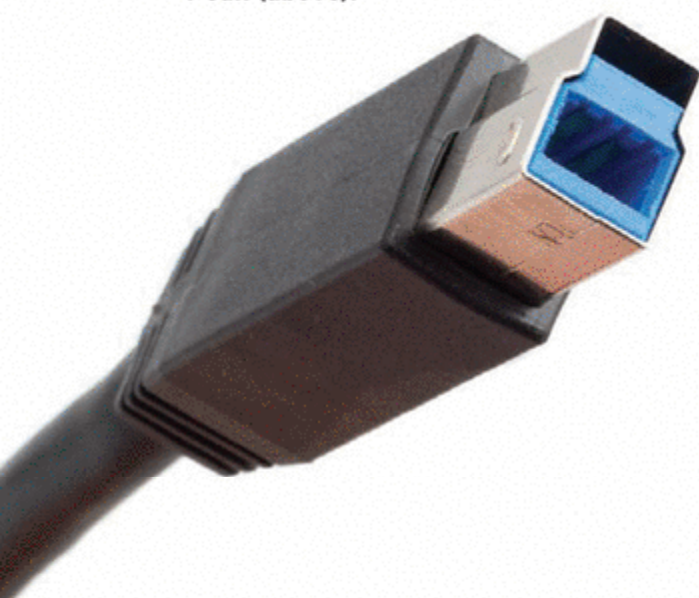
>>Future Apple Devices: Almost all of 'em

>>Expected Arrival Date: 2011

>>You'll Also See It In: Every gadget on Earth

>>Future Awesomeness Rating: Blazing Hot

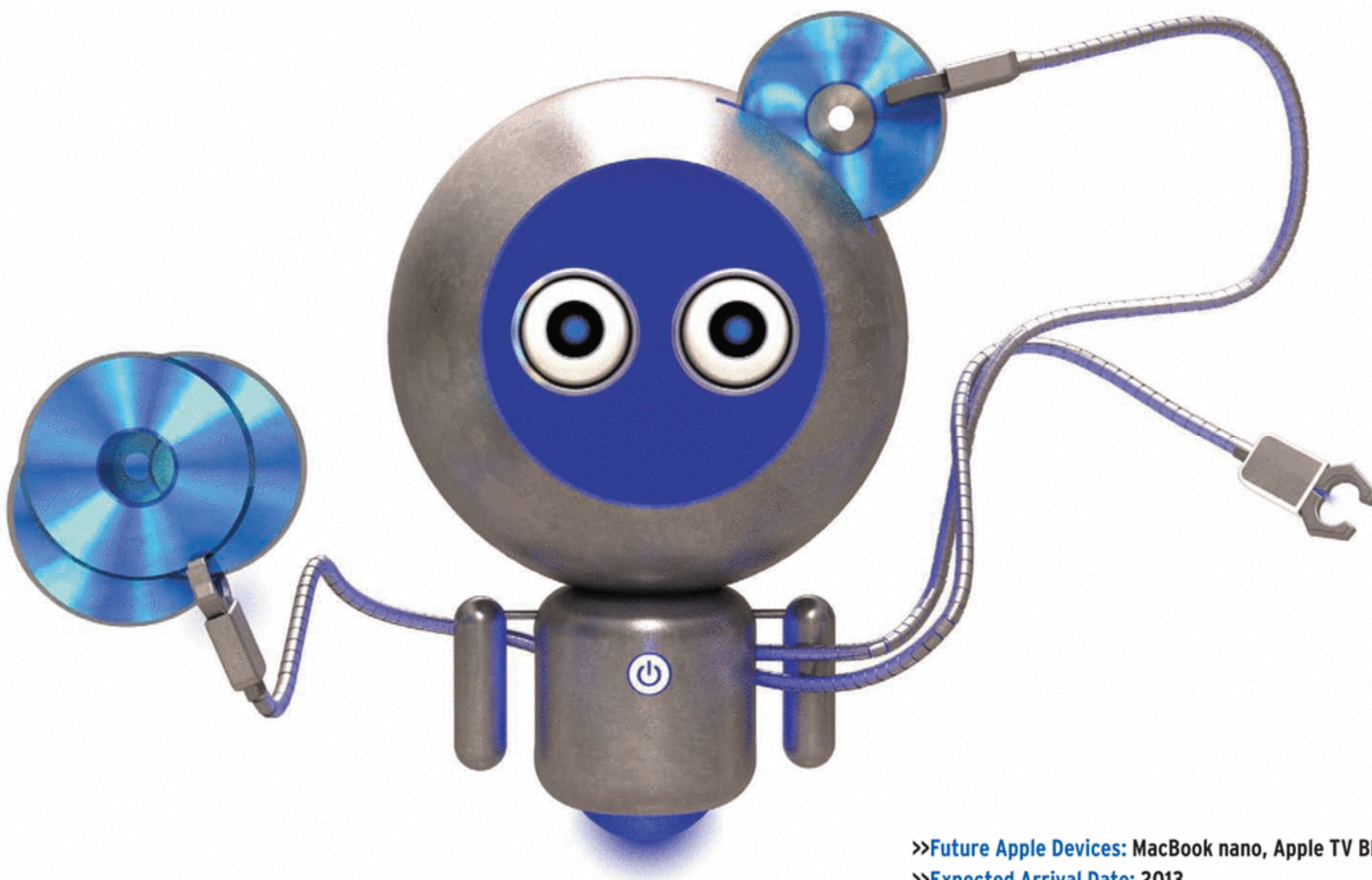
USB 3.0 cables (below) definitely lose the beauty contest to Light Peak (above).



READING, WRITING, **REVOLUTIONARY**

Say goodbye to your old drives.

Say hello to a new world of speedy storage.



>>Future Apple Devices: MacBook nano, Apple TV Blu

>>Expected Arrival Date: 2013

>>You'll Also See It In: Smartphones, PCs

>>Future Awesomeness Rating: Memorably Cool

>>IT'S RAM! IT'S A HARD DRIVE! IT'S BOTH!

There's nothing New Age about "universal memory," but it could usher in a new age of computers and electronic devices. Universal memory is any next-gen storage that combines the speed and affordability of today's DRAM with the permanence and capacity of flash memory. Two technologies are fighting to rewrite the rules, and the winner may be coming to the Mac sooner than you think.

Phase-change memory (PCM) gets our vote, if only for its cool name, which is derived from the use of chalcogenide glass that changes from a crystalline to an amorphous state with heat. It's the same material used to make rewritable optical discs, but in PCM, the two states represent different electrical charges, or a zero and a

one. PCM is a major leap in durability over flash memory, and can be written to up to 100 million times versus flash's upper limit of just 100,000 read-write cycles. Samsung has already begun producing 512MB PCM modules for use in mobile phones, but 1GB modules are still on the way. Looks like phase-change doesn't happen overnight.

The race for better memory is run on a tiny field, though, and IBM's racetrack memory may have the inside track. It uses something called **spintronics**—don't you want to hear Steve say that at a keynote?—to manipulate electrons into moving magnetic bits down nanoscopic, U-shaped "racetracks" to read and write data at blazing speed. Yet racetrack memory's biggest asset may be its scalability, theoretically allowing HDD-size capacity to be squeezed into a much smaller area than

competing technologies allow. But until racetrack memory is ready to leave IBM's labs, this dark-horse contender will be one to watch, not buy.

>>KIND OF BLU

Steve famously quipped that bringing **Blu-Ray** to the Mac was "a bag of hurt," but Sony's multimedia power-platter is still rolling along after years of Cupertino's cold shoulder. Movie lovers—and anyone who wants to share giant files—can take comfort that when Blu-Ray finally arrives on Macs, it'll be better than ever. Having long shed its 25GB limit, Blu now boasts capacities of up to 400GB, and 1TB discs are coming in just a few years. The promise of this year's 3D Blu-Ray players is just one more feature that will keep Mac fans gazing longingly—sigh—at Big Blu's bag of tricks.



TOO WILD FOR APPLE?

Some of these technologies may seem out there even for Apple, but yes—chuckles aside—they're real. Besides, today's head-scratchers could be tomorrow's game-changers. Maybe.



HUFF AND PUFF INTO THE MIC

You've finally gotten your mind around Multi Touch, but are you ready for Multi Puff? Zyxio's Sensawaft technology lets you control a mouse cursor, scroll through text, or do just about anything else with your electronic devices using only your breath. The assistive possibilities for disabled users are obvious and awesome, but breath control could have other, less practical uses, too. Imagine blowing into your earbuds' microphone to control music playback, skipping an annoying voicemail with a hiss, or puffing on your iPhone to zoom in for a kill while playing your favorite shooter. Apple's engineers could do so much with this, it's breathtaking.

KEEP YOUR FINGER ON THE PULSE

An iPhone fingerprint scanner makes a lot of sense, especially considering that Apple has so many intriguing patents out on the idea. Sure, a fingerprint-savvy screen would simplify security—and make "slide to unlock" really mean something—but we like to think about the possibilities for everyday iPhone control hinted at in Apple's patents. With the iPhone of tomorrow, specific fingers could be used for certain functions, letting you change settings without even looking at the screen. You could use your thumbprint to play a song, your index-finger print to rewind, and your middle-finger print to...er...emphatically skip a song for those tunes so bad that a one-star rating just doesn't cut it.

PROJECT YOUR IDEAS

Pico projectors—low-power, handheld projectors—are handy for quickie presentations or impromptu slideshows with the family. Some of them even project with RGB lasers instead of white light for a picture that's always in focus. But the image of these mini projectors will really improve if Apple ever makes good on recent patents to integrate them into MacBooks and iPhones. Sure, you could strike up a Keynote presentation on the go with a MacBook Pico, but throwing up movies, music, iTunes visualizations, and photo albums anywhere sounds like a lot more fun.

WII WANT OUR APPLE TV

Motion control brought gamers flocking to the Nintendo Wii, but can it do the same for Apple TV? Someone in Cupertino must think so, judging by a patent for a Wii-like motion-controlled remote to go with Cupertino's set-top box. Sounds good to us. Apple's Remote iPhone app is great, but it's always seemed very "un-Apple" to require another device to deliver a satisfying Apple TV experience. Motion control—especially with the enhanced precision and reliability brought by the floating magnetic compass noted in Apple's patent—would be a slick solution, and not just for easier navigation. Apple's patent also describes using the remote to draw on the screen and manipulate photos with the flick of a wrist. That could give Steve's favorite hobby product some much-needed pizzazz to help it catch the public's eye. After all,

the day will come when Cupertino will update the Apple TV again, and when it finally does, you may not even recognize it. What can we say? We want to see the little guy make good.

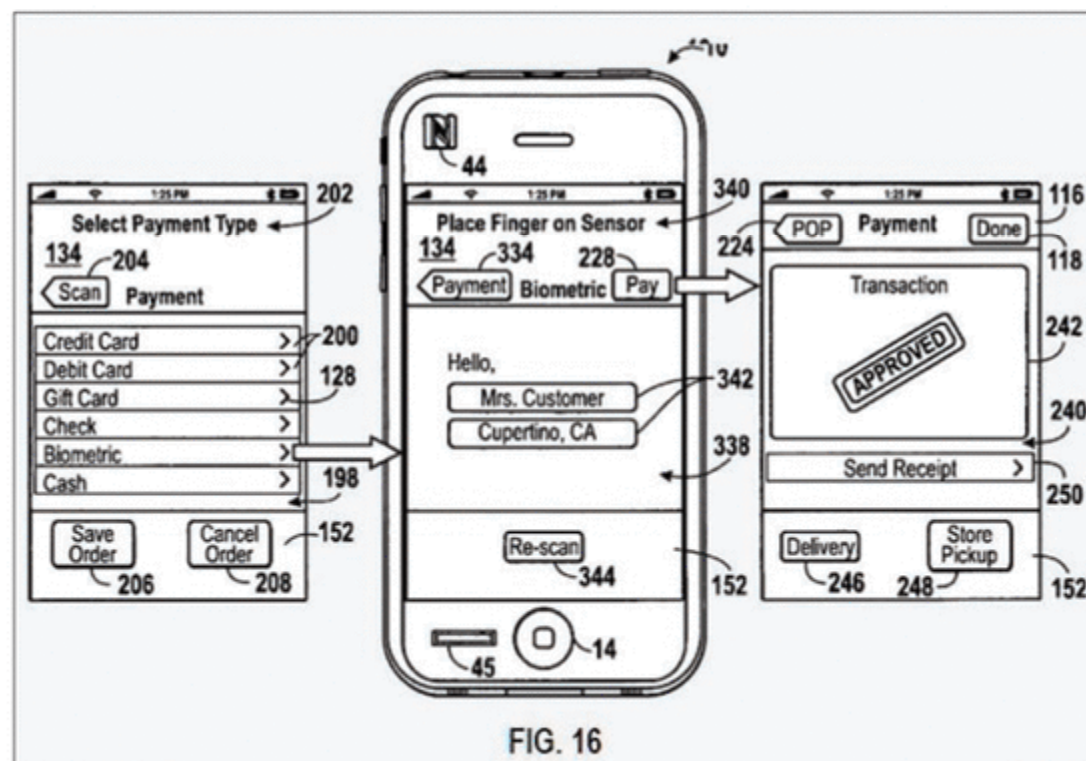


FIG. 16

You might not be able to remember a passcode that unlocks your iPhone, but we're betting you'll be able to remember your fingerprint.





NETWORK IT OUT

Tomorrow's wireless communications will be more important than ever. Good thing our networks will be able to keep up.

>>4G OR NOT 4G?

Poor AT&T. Just as it's getting the hang of supporting the iPhone on its 3G network, **4G networks** will begin popping up from Sprint this year and from archrival Verizon in 2011. What does that mean for us, besides catty PR fights among the carriers? A blazing fast mobile internet with enough bandwidth for HD movies, video chats, and—we hope—fewer dropped calls.

Like 3G wireless networks, 4G isn't a single new technology. It's a blanket term for a range of technologies and specifications that add up to the same thing: speed. Current 3G offers downloads of roughly 1.4Mbps. Compare that to 4G's promised bandwidth of at least 100Mbps, and you'll see what the fuss is about. 4G works its magic in part by using MIMO (Multiple In Multiple Out) technology to broadcast using several antennas simultaneously on multiple frequencies.

4G's strengths make its eventual adoption by Apple a no-brainer, no matter which carrier has the iPhone next year. Apple is serious about establishing the iPad as a mobile media device, and it'll want a big pipe to carry movies and music to cellular customers. That's just what 4G provides. As for the iPhone, who knows? Steve may decide to stick with AT&T and its 4G network expected to roll out alongside Verizon's in 2011.

>>CRANK UP THE 802.11AC

Closer to home, we'll use 802.11n Wi-Fi, but at faster speeds than we've seen before. Apple has sold 802.11n devices since 2007, but the protocol's final standard was only approved in 2009. Happily, that means the business of making Wi-Fi as fast as possible can begin in earnest. Like 4G, 802.11n uses MIMO to improve performance, but manufacturers couldn't take full advantage of the technology

before the protocol was complete. Now that it is, devices can officially support maximum speeds between 400 and 600Mbps...if your hardware has the antennas to deliver the boost. Expect that hardware to start arriving in stores later this year.

But the Mac life is never a simple march of progress, and there's always something new on the horizon. Sweet! Work drafting **the next Wi-Fi protocol, 802.11ac**, has already begun. Devices supporting the new standard aren't expected until 2012 at the earliest, but they'll boast speeds of up to 1Gbps when they're available. At press time, Ethernet's agent was unavailable for comment.

>>**Future Apple Devices:** 2G iPad, Airport Express Plus

>>**Expected Arrival Date:** 2011

>>**You'll Also See It In:** Smartphones, netbooks

>>**Future Awesomeness Rating:** Wildly Wireless



MORE POWER TO YOU

Apple is going power mad. Its future devices will charge up almost anywhere.

>>POWERED BY THE SUN

Solar power is overdue for a makeover, and if anyone can do it, it's Apple. In 2008, it applied for a patent to slip solar cells beneath a device's LCD screen, and early this year, it applied for another patent to cover portable devices with **solar collectors**.

Wilder still, a March 2010 patent describes a MacBook with a solar panel that folds to collect sunlight or even to illuminate the LCD screen without drawing power from the battery. We're still waiting for these designs to see the light of day—ha!—but it's clear

someone at Apple has spent a lot of time looking at the sun.

>>GO WIRELESS

Besides flying cars, **wireless electricity** is the ultimate in futuristic convenience. Today's charging mats come close, but the magnetic induction they use keeps devices tethered to one spot. That's why we hope Apple adopts WiTricity's technology for truly wireless power up to several feet away from the base station. The science involved would baffle the DHARMA Initiative, but it involves something

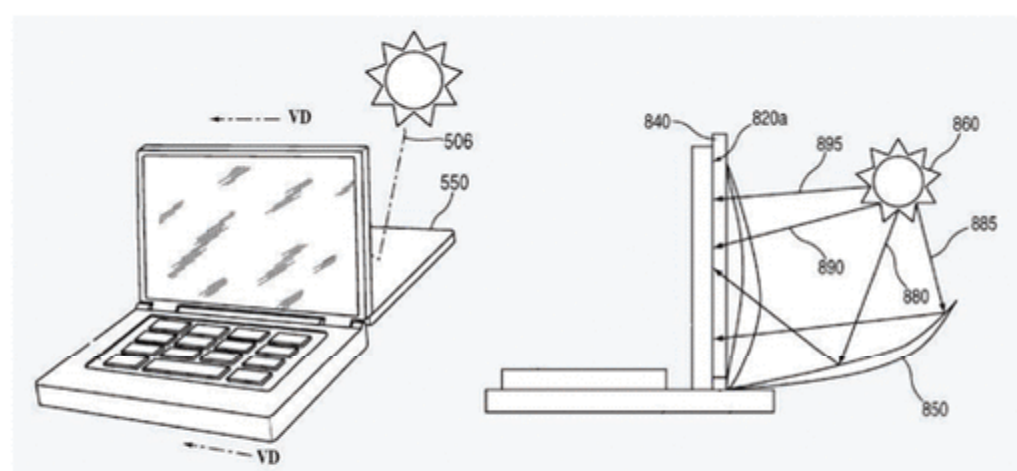
called *sharply resonant strong coupling* to generate an oscillating magnetic field that's captured and converted to electricity by a sensor in your device. Or it will, anyway, when WiTricity-powered gear reaches stores sometime in the future.

>>**Future Apple Devices:** iPod solar, ElectroMagneto MacPro

>>**Expected Arrival Date:** 2015

>>**You'll Also See It In:** Nice weather, mad scientists' lairs

>>**Future Awesomeness Rating:** Simply Electrifying



Solar-powered
MacBooks?
Yes please!

Wireless power? As in, electricity
beamed through the air? Shocking.





YOUR VALUABLE INPUT

No matter how cool Apple's upcoming products are, they'll only be as good as what we can do with them. Here's how we'll interact with the future.

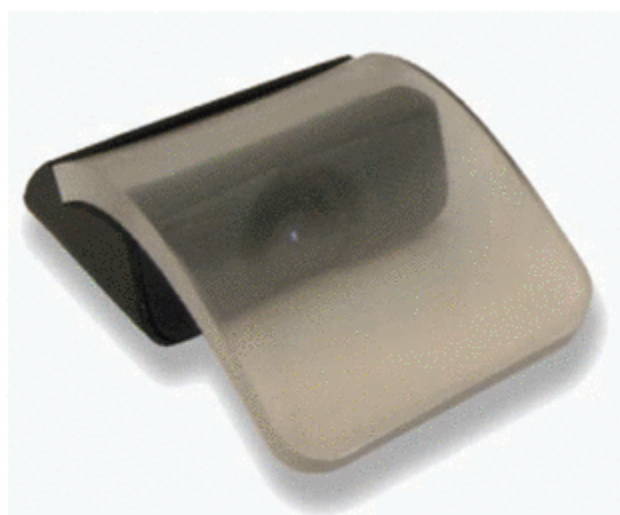


>>TOUCHIER MICE

The mouse has plenty of life left, at least according to Microsoft. It's produced some stellar mice over the years, but Redmond's recent Multi Touch prototypes could be the best yet. The **FTIR (Frustrated Total Internal Reflection) Mouse**'s high-res camera tracks finger gestures through a curved piece of clear acrylic so you can scroll, swipe, and pinch around on the acrylic in order to manipulate onscreen objects. The **Orb Mouse** works on much the same principle, but offers a whole hemisphere to interact with in your hand.

The shrunken **Side Mouse** looks more like a wrist rest than a traditional rodent—its tiny camera tracks your fingers as they move across your desk or whatever surface you happen to be working on. Best of all, these mice incorporate the Multi Touch equivalent of keyboard shortcuts to perform zooms and other common commands quickly. Cupertino, start your copiers!

But the coolest input technology on the horizon for Apple's gear lies in—big surprise—touchscreens. Future Multi Touch devices will sport **haptic feedback**, or the sort of physical response you've gotten for years from vibrating gamepads and cell phones, to help make input feel more natural. In 2011, Artificial Muscle is bringing



Microsoft's FTIR Mouse makes magic out of a high-res camera and a piece of acrylic that together create Multi Touch-style input.

to market its **EPAM (Electroactive Polymer Artificial Muscle)** technology, which tenses and relaxes touchscreens in response to input. That sounds pretty fascinating all by its lonesome, but Apple's recent patent applications show it has something more subtle in mind—a layer inside the touchscreen that delivers vibrating feedback localized to specific onscreen buttons and switches. That level of fine-tuned feedback would make typing on the iPad's large screen even more satisfying and could pave the way for MacBooks without physical keyboards.

>>Future Apple Devices:

Majestic Mouse, MacBook Touch

>>Expected Arrival Date: 2012

>>You'll Also See It In:

Microsoft's mice

>>Future Awesomeness Rating:

Terrifically Tactile

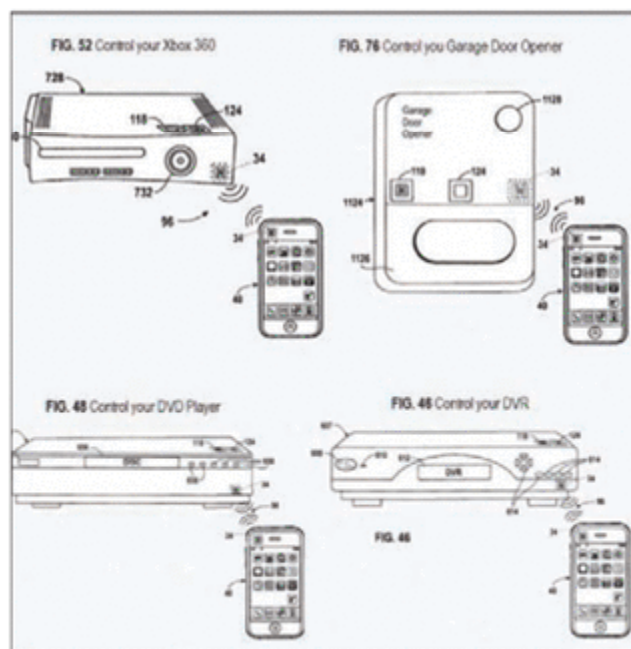
PATENTLY AWESOME

Apple's patents are tea leaves that portend what technology's cutting edge will look like for years to come. Here are some of tomorrow's ideas Cupertino thinks are worth protecting today.

NINE LIVES, THREE DIMENSIONS

OS X is the big cat that makes Cupertino's products tick, but it's Apple's hardware that usually captures the public's attention. That oversight will finally be corrected if a patent for 3D OS X becomes a reality.

The 3D in question depends on parallax, the effect by which objects appear to change their position relative to each other as a viewer's perspective changes. By keeping tabs on your position (likely with a head tracking iSight camera), this "OS parallaX" would alter the appearance of onscreen objects to form a simulated 3D space in which you could interact with files, study 3D objects, and more. While this could open up exciting new ways to use your Mac, it would also require complex new hardware and software, so don't count on peeking behind alert boxes anytime soon.



In a few years, near field communication will let your iPhone be the boss of your videogame console, TV, and even your sprinkler.

AN iPhone GAMEPAD

Judging by a recent patent, the iPhone and iPod touch might have more than just high-tech improvements in their future. Thanks to a unique accessory, someday soon we may be gaming old-school—with a twist—on our Multi Touch devices.

We love playing games on the iPhone, but sometimes we pine for the 20th century simplicity of physical controls. Call Apple's potential solution the "GameFrame," a shell

that fits around your iPhone to add a D-pad, buttons, and other handy moving parts to the iPhone experience. Too old-fashioned for you? The device could also communicate wirelessly with HDTVs, opening the door to big-screen App Store gaming on the go. Hero of Sparta 3 on a 40-inch flatscreen? We're so there!

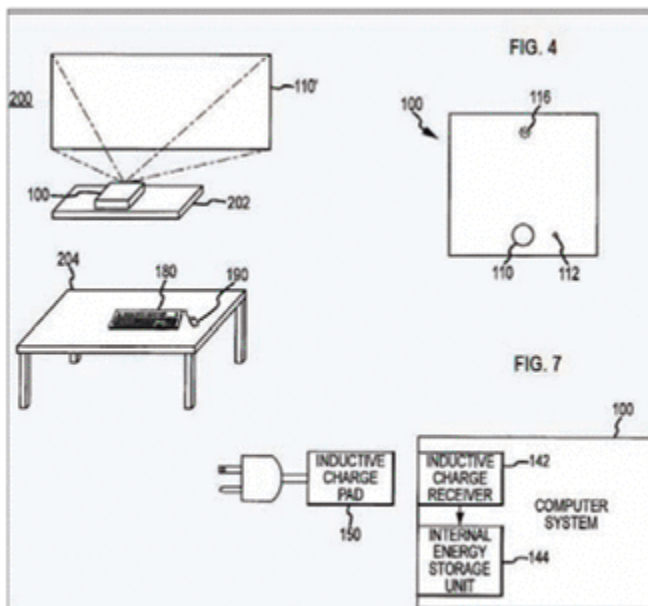
"HOME SCREEN" GETS A NEW MEANING

The iPhone's superpowers seem to be growing by the day, but you haven't seen anything yet. In the future, you won't think twice about using it to lock the door, turn on the lights, and even water the lawn of your personal fortress of solitude.

Apple's recent home-control patent hinges on a technology called *near field communication* (NFC), a short-range wireless technology that's slower than Bluetooth while offering a much quicker pairing time. That's just the thing to control the Xbox, DVD player, and garden-sprinkler system shown in the patent application. Unfortunately, this remote-control magic requires NFC-enabled devices that are, like the iPhone that will interact with them, years away.

SLICE THE MAC INTO PIECES

To create, sometimes you must destroy, and the most intriguing Apple patent we've come across yet takes apart the familiar Mac we've used for decades and scatters it into...



The "MultiMac" splits a Mac into its component parts, which live where you'll use them.

well, something else. We're not sure if what it describes is a portable computer, a desktop machine, or something in between, but we call it the "MultiMac." And we want one.

If it was built today, MultiMac's components—a projector display, input devices, and a CPU—would be separate components, each powered wirelessly and communicating with each other over the air from wherever you wanted them to be. You could tuck the CPU on a bookshelf, surf from the couch, and project a movie on the wall as if using one device. Apple's focus (pardon the pun) seems to be on the projector, which would do more than just show vacation pictures. The patent describes it as a networked device with multiple sensors controlling focus, color, or even built-in cameras. What are the chances those cameras could power a 3D OS X? Hey, we can dream.

Will MultiMac be a novel new computer that ties together exciting new technology, a sophisticated Keynote presentation system, or a hub to synchronize a home full of mobile devices? We're not sure, but that's half the fun of being a Mac fan. Only Apple knows what's coming next, and they're not telling...yet.<<





Silent. Fast. And nearly indestructible. But are SSDs worth the cash?

SMOOTH OPERATORS

SOLID-STATE DRIVES ARE GAINING IN POPULARITY—AND DROPPING IN PRICE. WE TESTED A SELECTION OF THEM TO PINPOINT THE ONES THAT ARE **PERFECT FOR YOUR MAC.**

BY CHRISTOPHER PHIN

Today's hard disks are unrecognizable from the \$3,499 5MB monster that was Apple's first hard disk, the ProFile. And yet at heart, the basic technology is the same: a read/write head floating perilously close to delicate patterns of metal or glass, writing data magnetically on their surface. Not only is this magnetically recorded data susceptible to

6Gbps SATA III connection speeds. And you might wonder why we didn't test any of those. Simply put, those features mean nothing to Mac users. TRIM is a command used by Windows 7 and Linux 2.6.33 to manage "garbage collection" (wiping data blocks no longer in use) and speed up performance, but Mac OS X doesn't use the TRIM command, so that's a nonstarter. And even Apple's latest,

THOUGH THE COST PER GIGABYTE IS STILL SIGNIFICANTLY HIGHER THAN IT IS FOR HARD DISKS, SOLID-STATE DRIVES HAVE MANY ADVANTAGES.

corruption from other magnetic devices, but the platters can also be easily damaged by rough handling.

SSDs (solid-state drives) store their data on a special kind of flash memory. It's similar to what you'd find in a USB flash drive or SD card, but faster and much more resilient. Though the cost per gigabyte is still significantly higher than it is for hard disks, SSDs have many advantages. They're fast—especially when compared to hard disks at nonsequential access—they draw less power, and because they have no moving parts, they're both silent and much more robust.

We looked at 2.5-inch SATA drives of around 128GB; we think this is a popular, useful balance. (IDE models also exist for older, pre-SATA machines, and some manufacturers offer 3.5-inch models suitable for Mac Pros.) You can swap the hard disk from a MacBook or MacBook Pro for a solid-state drive, so if you decide to buy one, you can clone your disk to the new SSD and pop it in.

If you shop around online, you'll notice some newer, higher-priced offerings boasting features like TRIM-command support and

greatest machines aren't using 6Gbps SATA III connectors yet, instead topping out at 3Gbps SATA II. The drives here strike a balance between low price (well, low for SSDs) and reasonable specs for today's Intel Macs.

>>DID YOU KNOW?

There are two classes of SSD: MLC (multi-level cell) and SLC (single-level cell). All the drives we've tested here are of the slower MLC type because SLC drives tend to be both very expensive and low capacity. The usual advice is to install your OS on an SLC drive and use a second drive for data storage, but since we're focusing on testing drives as replacements for notebook discs, fitting two drives isn't a realistic option.

THE CONTENDERS

Crucial M225 2.5-inch SSD 128GB **\$355**

Imation 2.5-inch M-Class SATA II SSD 128GB **\$331.99**

Intel X25-M Mainstream SATA SSD 160GB **\$434.99**

Kingston SSDNow V-Series SATA2 2.5-inch Upgrade Kit 128GB **\$274.99**

OCZ Agility Series SATA II 2.5-inch SSD 120GB **\$339**

Patriot Torqx 2.5-inch SATA SSD 128GB **\$364**

Transcend 2.5-inch SSD 128GB **\$415.99**

Transcend Ultra 2.5-inch SSD 120GB **\$449.99**

>>TEST ONE

VALUE TEST

Which drive will give you the best return on your cash?

Even though the market is young, SSDs are becoming commoditized; there's very little to differentiate these drives when it comes to value. With a couple of exceptions, the price per gigabyte on all the drives here hovers around \$2.75. (Since drive prices change so frequently, we're not quoting official MSRPs from manufacturers. We think they give an artificial price point, and so the prices we quote are the best prices we can find online at press time from a reputable dealer such as Newegg or Amazon.)



The drive that offers the very best value for the money is the Kingston SSDNow V-Series Upgrade Kit. Not only is it the cheapest—both in absolute terms and in terms of price per gigabyte at only \$2.15—but it also includes the most useful extras. The bundled USB disk enclosure comes in handy since

Intel Macs can boot from USB drives to make the cloning process as simple as possible. It's a terrific bundle, though if you wish, you can also buy the drive on its own.

The Transcend drives represent the poorest value. The better performing Ultra model, partly thanks to its 120GB capacity when 128GB is the norm here, costs \$1.60/GB more than the drive from Kingston.

Finally, the Crucial drive scores well on value because it offers the best bang for the buck. Its performance improvement compared to a hard disk, relative to the price per gigabyte, is the highest of all the drives we tested.

>>TEST RESULTS

Crucial ★★★★★
 Imation ★★★★★
 Intel ★★★★★
 Kingston ★★★★★
 OCZ Agility ★★★★★
 Patriot ★★★★★
 Transcend ★★★★★
 Transcend Ultra ★★★★★

>>TEST TWO

EXTRAS TEST

What else do you get in the box? And do you want it?

Because these drives all share an interface and form factor with the more popular hard disk, they don't need anything else in the box to make them work. They're true plug-and-play devices that don't even require drivers.

Still, it's always nice to get extras, and some manufacturers put other bits in the box to try to entice us. Sadly, while many of the drives here include software to help you clone your hard disk to your new SSD, none works on the Mac. It's no great loss, however; savvy Mac users will already be familiar with excellent tools such as SuperDuper (shirt-pocket.com) and Carbon Copy Cloner (bombich.com) that will do the job easily. Both are free, too, though of course you can pay to unlock more features or make a donation, respectively.

Three drives do offer some extras that are potentially useful, however. The least appealing comes with the Patriot Torqx; it includes a bracket to let the drive be mounted in the 3.5-inch slot of a desktop computer, but sadly the screw holes for mounting the adapted drive are on the sides, which is useless for Mac Pro owners whose drives are attached by screwing them vertically to drive caddies.

Imation's offering is better: It's a SATA-to-USB interface that lets you connect your SSD to your Mac to let you clone from one drive to the other.

Kingston impressed us the most, though. Included in the box was an easy-to-open case for a 2.5-inch SATA drive that connects over USB. Once you've cloned your drive across, you can simply pop your old hard disk in this case and keep it around as a handy external USB drive.

>>TEST RESULTS

Crucial ★★★★★
 Imation ★★★★★
 Intel ★★★★★
 Kingston ★★★★★
 OCZ Agility ★★★★★
 Patriot ★★★★★
 Transcend ★★★★★
 Transcend Ultra ★★★★★

HOW WE TESTED

We decided on a testing methodology for these drives that provides megabyte-per-second data for each drive rather than timings for common tasks such as startup. Real-world timings for drives involve too many variables—such as processor speed, user reaction time, and so on—to be truly fair.

Still, we didn't turn off the Mac-default journaling system—a file-tracking system that will slow results. And even though it will have put some drives that include DRAM caches at an unfair disadvantage, we decided to disable cache effects in our benchmarking software. We created a fresh disk image of a 10.6.2 install, then cloned it to all the SSDs. These were then fitted in turn into a 2.66GHz 15-inch MacBook Pro with a SATA II interface. We used QuickBench (speedtools.com) to benchmark performance. Each test was run 10 times. For information on the results, see the Speed Test section to the right.

We also benchmarked a MacBook Air fitted with an official Apple SSD as a reference point, as well as the 320GB hard disk that came in the test MacBook Pro. For all our results, turn the page.



>>TEST THREE

SPEED TEST

All these drives are faster than a hard disk—but how much faster?

Storage performance varies depending on whether files are being read or written, whether the files are small or large, and whether the data is being written randomly or in one sequential chunk. In the latter case, random reads/writes are usually a more realistic indication of performance, given that it's rare that large files are able to be written in a single go.

We used QuickBench to test all these variables. Results are shown on the next two pages. The results were sufficiently similar for file sizes between 2 and 10MB, and between 20 and 100MB, for us to report only the average for reads and writes across these file sizes. These results represent what most of us would think of as a disk's speed—this is what we're exposed to when we save or copy a file.

Still, it's the smaller file sizes that provide more interesting, divisive information. These smaller chunks, which we've reported in their entirety, are more indicative of the kind

of performance you're likely to be affected by minute by minute, representing as they do the kind of tiny packets of data the operating system is shunting around as it's working away.

Slow speeds here will make your system feel sluggish, though if you have oodles of RAM and a fast Mac, the effects will be less obvious. And if you have a setup like this, you're likely working with large media files, and so will be more concerned with the load/save times of large chunks of files. If this is you, check the large and extended results.

The first thing to note is that all the SSDs trounced the hard disk, especially—as we'd expect—when it came to the random reading and writing of small blocks of data.

The clear loser here was the Kingston drive. Although its performance usually matched that of the official Apple SSD in the MacBook Air, it was often significantly slower than the other drives. And while the drive from Intel performed well when



reading, its write speeds for large chunks were consistently disappointing.

The drives from Crucial, OCZ, and Patriot, and specifically the Transcend Ultra, all performed well, and there's little to differentiate their performance. On average, the Patriot drive just squeaks ahead.

>>TEST RESULTS

Crucial ★★★★★
Imation ★★★★★
Intel ★★★★★
Kingston ★★★★★
OCZ Agility ★★★★★
Patriot ★★★★★
Transcend ★★★★★
Transcend Ultra ★★★★★

"CRUCIAL" IS RIGHT! >>>>>>>>

If our scores (see the chart on p48) seem particularly harsh, it's because we feel the SSD market is almost too new to be wholeheartedly endorsed. It's not just that the technology has problems—manufacturers are working hard to reduce the negative impact of the finite read/write cycles of memory blocks, for example—but also that the price per gigabyte is still a bit too high for an SSD to be an obvious purchase for many.

Still, SSDs do offer significant benefits in speed and robustness. Our test MacBook Pro really did feel much less sluggish with an SSD inside compared to a hard disk. Plus, it feels right having your data stored on a device that has no moving parts, draws less power, and runs completely silently.

But we need to pick a winner. Despite a high mark, mostly due to the handy bundle and low price, we recommend you don't buy the Kingston 128GB SSDNow V-Series SATA2 2.5-inch Upgrade Kit. It's the slowest drive we tested by an easy margin, and though it's faster than a hard disk, it is, on average, only 2.3x faster across all our tests. Meanwhile, the drives from Crucial and Patriot, and the Transcend Ultra, are more than six times faster. You could buy the Kingston for the value and

security that comes from solid-state storage, but there are better, faster drives here.

The Patriot Torqx is the very fastest drive in this test, but it's also the most expensive. Ultimately, either it, the Transcend Ultra, OCZ Agility, or the drive from Crucial all performed well, so which you choose comes down largely to personal choice. OCZ has a reputation for innovation, but we have no strong feelings either way about Transcend or Patriot as manufacturers of SSDs.

Which leaves us with Crucial. Granted, it's just a bare drive with no extras, and it's right in the middle of the price range for this group, but we've come to trust the Crucial brand over the years as a company that makes top-quality products, ships them quickly, and offers rock-solid support. It's also one of the very fastest drives tested here, so we're happy to recommend it.



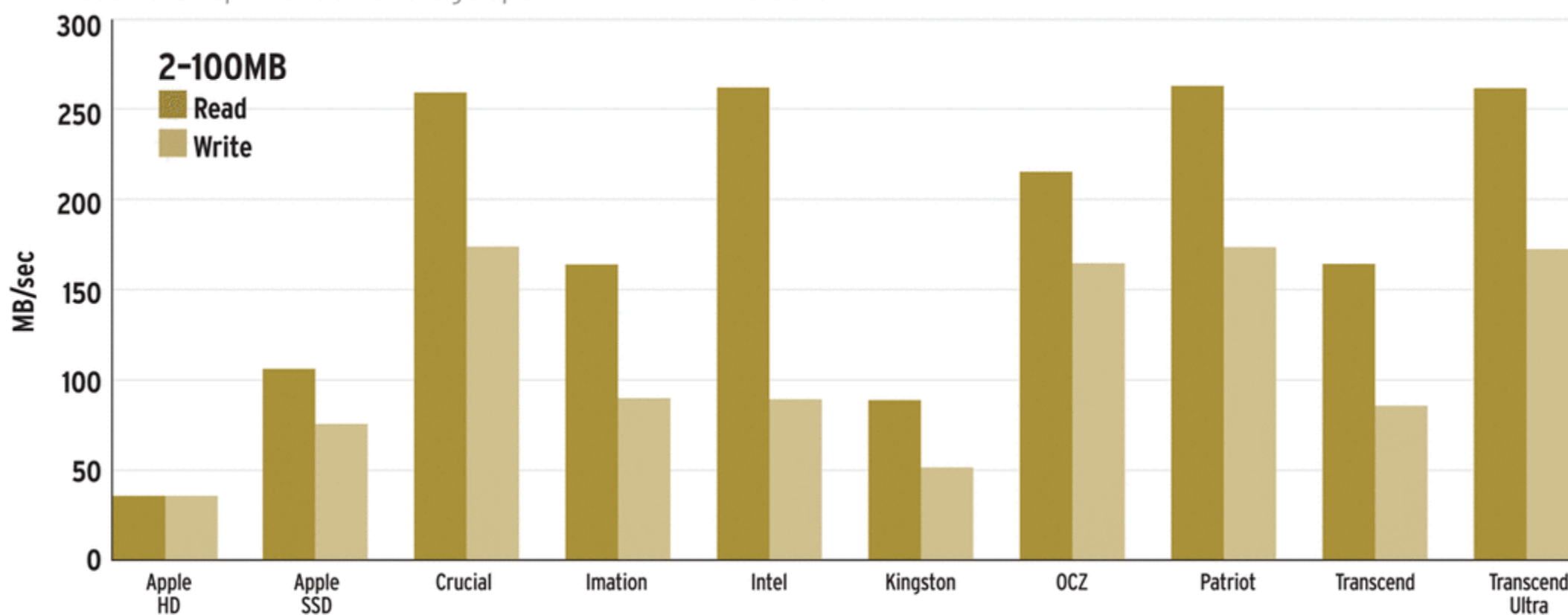
Crucial M225
2.5-inch SSD,
you are the
winner!

BENCHMARK GRAPHS

Everyone loves a good graph, and our massive eight-drive test yielded data for miles—see “Speed Test” (p47) for more. We’ve included benchmarks from the stock MacBook Pro hard disk and MacBook Air SSD for reference.

AVERAGE READ AND WRITE SPEEDS

These bars represent an average speed for 2-100MB blocks.



THE DRIVES, COMPARED

Scores, prices, capacities, and more for every drive in our test.

Drive	Rating	Price	Website	Capacity	\$/GB	Type	Shock resistance	Mean time between failure
Crucial M225 2.5" SSD 128GB	<div><div></div><div></div><div></div><div></div><div></div></div> GREAT	\$355.00	www.crucial.com	128GB	\$2.77	MLC	1,500G	1,000,000 hours
Imation 2.5" M-Class SATA II SSD 128GB	<div><div></div><div></div><div></div><div></div><div></div></div> SOLID	\$331.99	www.imation.com	128GB	\$2.59	MLC	1,500G	Not known
Intel X25-M Mainstream SATA SSD 160GB	<div><div></div><div></div><div></div><div></div><div></div></div> OKAY	\$434.99	www.intel.com	160GB	\$2.71	MLC	1,000G	1,200,000 hours
Kingston 128GB SSDNow V-Series SATA2 2.5" Upgrade Kit	<div><div></div><div></div><div></div><div></div><div></div></div> GOOD	\$274.99	www.ocztechnology.com	128GB	\$2.15	MLC	Not known	1,000,000 hours
OCZ Agility Series SATA II 2.5" SSD 120GB	<div><div></div><div></div><div></div><div></div><div></div></div> OKAY	\$339.00	www.intel.com	120GB	\$2.83	MLC	1,500G	1,000,000 hours
Patriot Torqx 2.5" SATA SSD 128GB	<div><div></div><div></div><div></div><div></div><div></div></div> GOOD	\$364.00	www.patriot.com	128GB	\$2.84	MLC	1,000G	2,500,000 hours
Transcend 128GB 2.5" SSD	<div><div></div><div></div><div></div><div></div><div></div></div> WEAK	\$415.99	www.transcendusa.com	128GB	\$3.25	MLC	1,500G	1,000,000 hours
Transcend Ultra 120GB 2.5" SSD	<div><div></div><div></div><div></div><div></div><div></div></div> OKAY	\$449.99	www.transcendusa.com	120GB	\$3.75	MLC	1,500G	1,500,000 hours

DETAILED READ/WRITE BREAKDOWN

See how fast the SSDs can read and write different-sized data blocks.

Small Blocks Legend

4KB

8KB

16KB

32KB

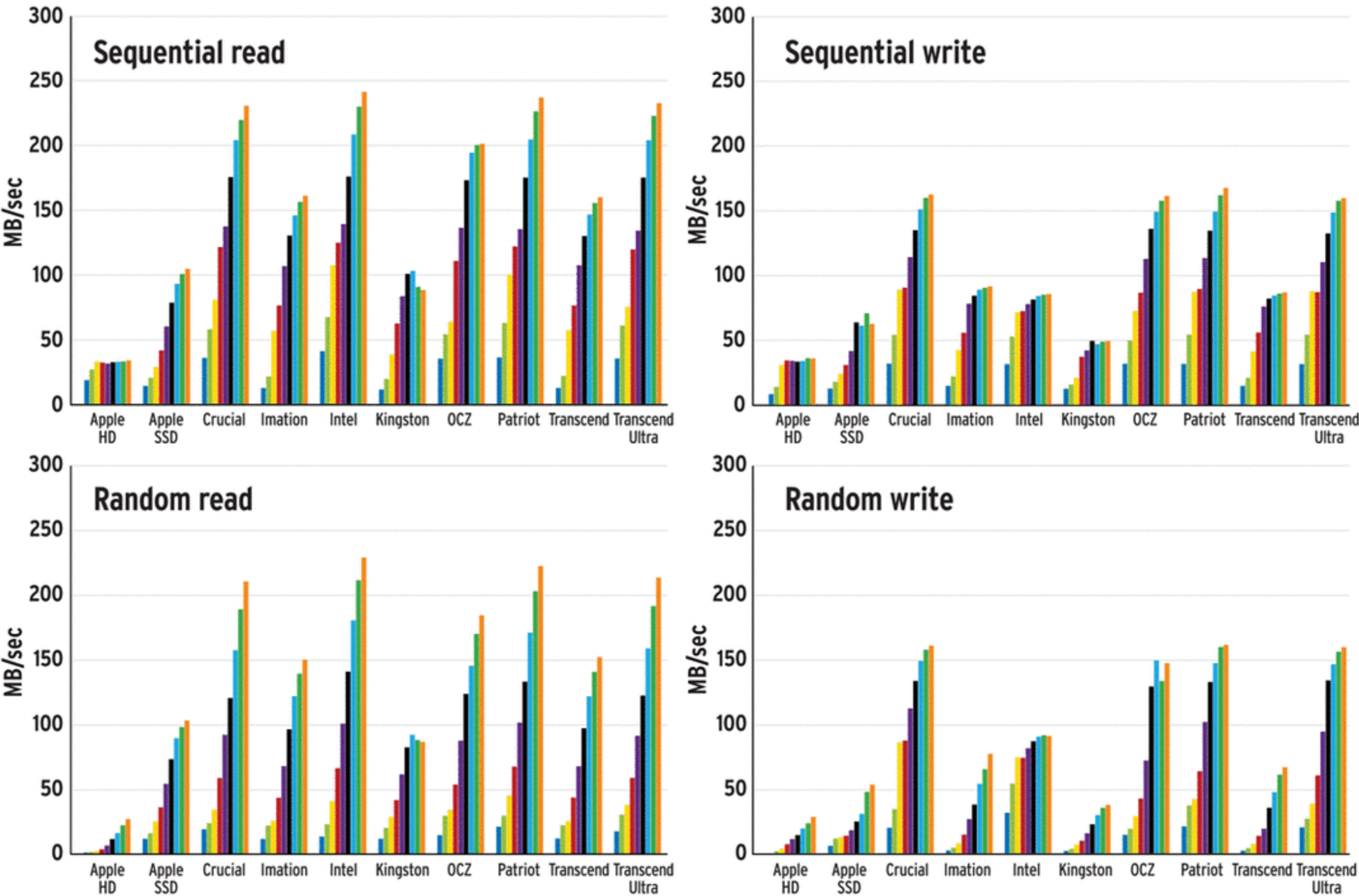
64KB

128KB

256KB

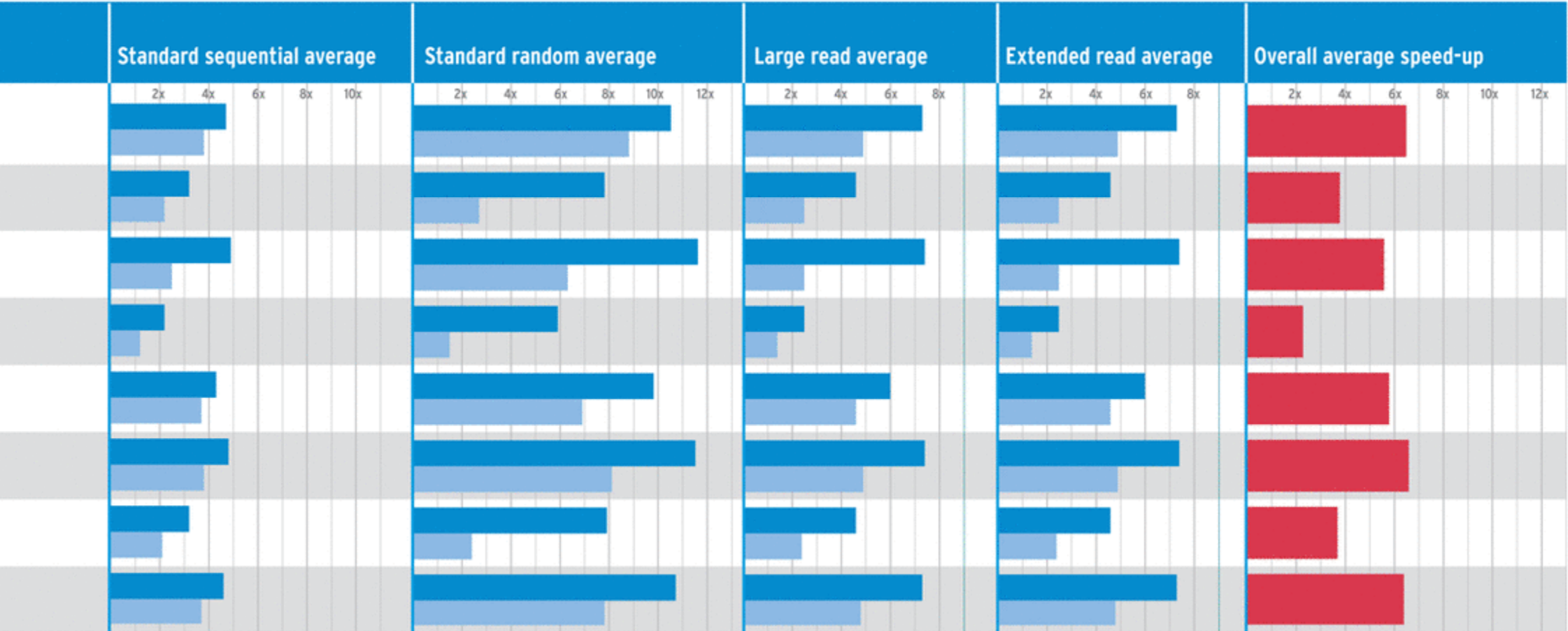
512KB

1024KB



TIMES FASTER THAN HD

READWRITE





Apps

DISCOVER THIS MONTH'S MOST
INTERESTING IPHONE & IPAD APPS!

IN SEARCH OF BETTER BROWSING

TIRED OF MOBILE SAFARI'S STUNTED WEB BROWSING? WORTHY
ALTERNATIVES EXIST...BUT THERE'S A CATCH. BY MICHELLE DELIO

The App Store's loaded with browsers intended to provide a speedier, richer experience—after all, Mobile Safari leaves ample room for improvement. But with the exception of Opera Mini, all the competing browsers are built using the same WebKit code base (WebKit is the open-source browser engine at the heart of Safari), so any performance gains come from added features like improved tabbing, faster scrolling, image and ad blockers, and page compression. Still, some of these features are useful and contribute to faster, more efficient browsing.

That said, all third-party browsers running on iPhone and iPad are inherently handicapped. Since you can't choose an alternative app as your default web browser, basic activities like opening links from other apps aren't a matter of click and open. And given their second-class-citizen status as non-system apps, third-party browsers can't run in the background, so there's no behind-the-scenes rendering or storing pages in RAM. Undoubtedly, a walled garden makes for a tidier ecosystem, and hey—if you prefer to do your own landscaping, you can escape from Eden with only a bit of effort. But the point here is that third-party browsers have issues that really aren't the fault of their programmers.

We looked at a dozen browsers for this battle of the browsers and cut the list down to four of the very best: Atomic Web Browser, iCab Mobile, Mercury Browser, and Opera Mini. (For the full, detailed results of our testing, check out maclife.com/iphone-browser-battle.)

Here's the highlight reel: Safari boots up fastest when the iPhone is already up and

running—its 1.2-second load time smoked the other browsers by 4.5-5 seconds. When it comes to page-load times, though, a surprise winner emerged: Opera. It loaded our six test pages (MacLife, CNN, MSNBC, The New York Times, and my link-heavy iGoogle page) a little more than 10 seconds faster than the other three third-party browsers and Safari, which all clustered in a spread with only 0.7 seconds separating them. Why is Opera trouncing its competitors here?

Opera Mini processes web pages through its own servers, compressing and tweaking the pages for optimum performance before they get to your iPhone. The result is super-fast page downloads and occasional oddness in how pages are displayed. Sites you visit often are cached in part on your phone, making downloads even speedier.

But the most important factors in picking a web browser are its feature set and how using it feels. Opera Mini's pre-processing feature not only delivered pages quickly, it also enhanced compatibility with sites that aren't iPhone-friendly. Its speed dialing lets you choose sites to cache, then load with a tap, and it also delivers an overview snapshot of a site very rapidly. But opening new tabs seemed slow compared to simply opening a new page in Safari, and there's just one level of zoom. Some pages also loaded oddly—random images were missing, and pages were stretched into a rectangular format.

iCab Mobile's tabs display is nicely optimized for small screens thanks to its Open Tabs page. You can specify whether to open links on pages in a new tab, the same tab, or in the background—great for browsing link-heavy sites. Page content is loaded in background tabs, so no annoying delays drag things to a halt when you switch to a new tab. You can also speed page rendering even further by disabling image downloads and blocking advertising. But opening too many tabs in the background crashed iCab, so stick to nine tabs maximum, and you should be fine.

The configurable search options in **Atomic Web Browser** got us to our favorite search sites quickly, and the Search Current Page feature let us hone right into what we



For a buck, our favorite way to improve on Mobile Safari is Atomic Web Browser. Its feature set and customization options are super-deep.

were looking for. Save Session let us replace the startup screen and instead warp directly to our last browsing binge with tabs intact. And a nifty Safari bookmarklet facilitates a fast switch from Safari to Atomic when Safari was opened by default by another app. Adblocker made pages render faster, and though the ability to turn tabs and buttons on and off while browsing didn't make things much faster, we liked it—Atomic provides a slew of configurable options for users who like to tweak things.

In **Mercury Browser**, screen real estate is reserved for browsing—browser navigation, settings, and bookmark buttons all live in transparent overlays. The URL bar vanishes

with a shake and can be called back with a tap—all of which makes it easier to quickly skim pages. Tabs are supported and content is pre-loaded in the background. Springboard icons let you skim bookmarks quickly, but you can switch to standard style if you prefer. The ability to change font sizes let us whip through small type pages, and pages can be saved for later viewing offline.

The bottom line. All four browsers are sharp Safari replacements. We gravitate toward Atomic Web Browser because it adds particularly useful functionality to iPhone and iPad browsing—but so does iCab, and Opera provides an intriguing option for anyone whose primary need is speed.



The Safari-like iCab is a worthy browser, but it has an unfortunate tendency to crash if you open a lot of tabs.



We dig how Mercury uses transparent overlays to give you as much screen space as possible for web browsing.



Opera achieves some ridiculously fast page-load times, a feat it accomplishes by pre-processing pages through its own servers.



Atomic Web Browser 2.8.0
Richard Trautvetter
atomicwebbrowser.com
\$0.99

MacLife Editors' Choice

AWESOME ■ ■ ■ ■ ■

IPHONE+IPAD



iCab Mobile 3.2
Alexander Claus
icab.de/mobile.html
\$1.99

GREAT ■ ■ ■ ■ ■

IPHONE+IPAD



Mercury Browser 2.3.2
iLegendSoft
ilegendsoft.com/software/mercurybrowser
\$0.99

GREAT ■ ■ ■ ■ ■

IPHONE



Opera Mini 5.0.1
Opera Software ASA
opera.com/mobile
Free

EXCELLENT ■ ■ ■ ■ ■

IPHONE

SAS SURVIVAL GUIDE

The wilderness has met its match!

Who would have known that stuffing moss and dry grass in between two pairs of socks could actually help keep you warm at night in the wilderness, or that newspapers work as an excellent source of insulation? Former SAS survival instructor John "Lofty" Wiseman does, and his SAS Survival Guide app is filled with all kinds of insightful information about surviving in the wild and during the most obscure of disasters. Even if your only exposure to the great outdoors is your backyard, this app is worth buying just to have the handy guide on what kinds of plants to steer clear of.

The tips in the SAS Survival Guide were compiled over 20 years ago by Wiseman, a former SAS soldier and instructor, and now this still-very-relevant book returns as an app that offers inventive and ruthless survival techniques for any kind of perilous situation or climate you may find yourself in, including the urban jungle. It includes every chapter in

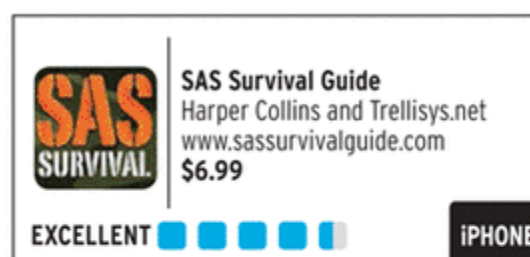
the original book and various photo galleries of helpful techniques—like how to start a fire out in the woods—as well as 16 videos starring Wiseman that provide you with some very thorough survival tips. There's even a Morse code signaling simulator and a sun compass.

The SAS Survival Guide offers tips for situations that range from weekend adventuring to emergency crises. For instance, it has a checklist to help you prepare for the next natural disaster. And for extreme hikers, there are several motivational chapters on scaling a monstrous peak like Mount Kilimanjaro. Best of all, the app doesn't require an internet connection to access it—just as nature intended.

The bottom line. Whether you're a mountain climber or a backyard lawn chair dweller, the SAS Survival Guide is definitely one of those essential apps to keep handy.
—Florence Ion



We wouldn't be surprised if Bear Grylls has referenced this guide in his extreme treks.



OUR FAVORITE APPS

Each month, the *Mac|Life* staff gives you a peek inside our iPhones, iPads, and iPod touches to show you the latest gems, oddities, and WTFs that we've uncovered in the App Store.



Filterstorm



While I'm sure not taking photos with my iPad, I'm using it a ton to view pics—and, thanks to Filterstorm—to quickly tap out fast edits. For a free app, it has impressive depth, offering color, brightness, and contrast correction; cropping and rotating; a history menu for undos; and a small selection of useful filters. I'll still do most photo editing on my Mac, but this app is a super-handly option.



Crap of Defense



I've been playing a lot of Crap of Defense lately, a tower defense game from iFun4All with hand-drawn graphics as hilarious as the app's name. The torn-from-a-high-school-notebook art style is half the fun, but don't let those looks fool you into thinking this game is a cakewalk. New campaigns and frantic addictiveness keep me firing my cannons in game after game.



The Guardian Eyewitness



Taking a new approach for a news agency iPad app, The Guardian Eyewitness showcases breathtaking images from around the world. The app downloads one new photo per day (they're always tied to current events), reaching back 100 images into the past. You can flick to the next image, play a slideshow of the images, or share via Twitter, email and Facebook. Or just gape.



Dropbox



We talk about Dropbox a lot, but that's because this free cloud-storage service is *that* awesome. Simply drop a document into your Mac's Dropbox folder, and when you access it on your iPad within the Dropbox app, you can choose which app to use to open the document (Pages, Numbers, etc.). It's the fastest and most flexible way to put documents on your iPad.



Beatwave



Beatwave is an iPad and iPhone app that allows me to create electronic melodies with literally just the touch of a few buttons. The app comes chock full of instrument samples and a huge amount of ways to mix them all. When I'm finished, I can then export my song as a ringtone or send my masterpiece to friends.

AVATAR

Avatar shows a lot more ambition than most movie tie-ins do, offering a meaty adventure filled with diverse action/platform levels, fun flying segments, and a village hub containing various side missions. Between battling foes with a staff and rifles, riding horseback in open areas, and scaling several large environments, fans of last year's action spectacle will no doubt find this iPad adaptation a worthy purchase.

Avatar also occasionally surprises with some vivid aesthetics, though it never quite shakes the telltale visual indicators of its roots as an upscaled iPhone game, and the initial release comes with a couple notable caveats—like sometimes-unresponsive touch



controls and a handful of bizarre gameplay bugs. But the positives in this portable return to Pandora outweigh the occasionally frustrating flaws.
—Andrew Hayward

James Cameron's Avatar for iPad 1.0.6
Gameloft
gameloft.com
\$9.99

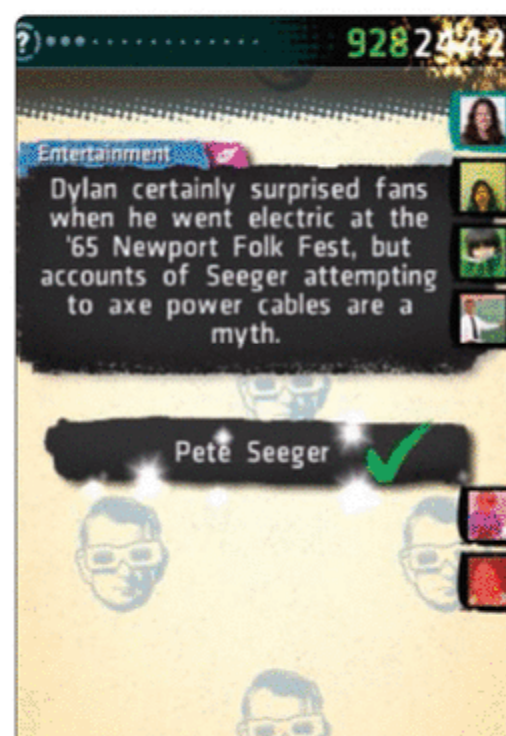
GOOD

iPAD

Riding banshees recalls Sega's classic Panzer Dragoon games.

QRANK

Pub-trivia junkies will love Qrank, a fun daily trivia quiz that puts your esoteric knowledge to the test. Each day it offers 20 questions in four ever-changing categories; you choose 15 to answer, hoping to find hidden score multipliers. Time bonuses reward you for answering the multiple-choice questions quickly, and your total score



is compared against your Facebook friends and put on local, state, and national leaderboards.

Answering 15 questions takes a couple of minutes, but you only get to play once a day, and there's no pausing and finishing later. The sharp design and clever collectible badges (I just got the Spiccoli award for five missed questions in a row) keep us coming back for more.
—Susie Ochs

When you answer correctly, the question pane changes to fill in more of the story.

Qrank
Ricochet Labs
qrankthegame.com
Free

GREAT

IPHONE

ANGRY BIRDS HD

Angry Birds' thoroughly addicting slingshot act gets the HD bump, and while this simple bird-launching game doesn't demand the extra screen real estate, the crisp, hand-drawn visuals look better than ever on the iPad. But the real charm of Angry Birds comes through in the touch-based gameplay, which finds you flinging fowl at intricately crafted structures housing evil pigs.

Between the sharp stage layouts and the limited selection of birds in each scenario, the game offers a pitch-perfect level of challenge throughout its 105-mission campaign. Before long, you'll be putting off things like work (trust us) to power through tricky stages. No



Black birds explode after impact, or can be detonated at any time with a touch.

need to double-dip here if you've played the cheaper iPhone version, but if you haven't, spread your wings and soar on the iPad.—Andrew Hayward

Angry Birds HD 1.2.2
Chillingo Ltd.
chillingo.com
\$4.99

EXCELLENT

iPAD

TONY HAWK'S PRO SKATER 2

Arguably the best-loved entry in the seminal series, Tony Hawk's Pro Skater 2 makes its App Store debut 10 years after its original PlayStation release. Despite the change in platform, Pro Skater 2 maintains all the licensed skaters, familiar locations, and career objectives of the original release, which remains a stone cold classic despite a decade of genre advancements.

But the transition to iPhone falls short in very tangible ways: the woefully inconsistent frame rate makes it difficult to line up landings, while the touch and tilt controls don't offer the precision or



responsiveness of a gamepad. It's still a decently fun way to stoke your nostalgic fires, but for \$10, we expect such issues to be ironed out before the game hits the App Store.

—Andrew Hayward

Tony Hawk's Pro Skater 2 1.0.0
Activision
activision.com
\$9.99

SOLID

IPHONE

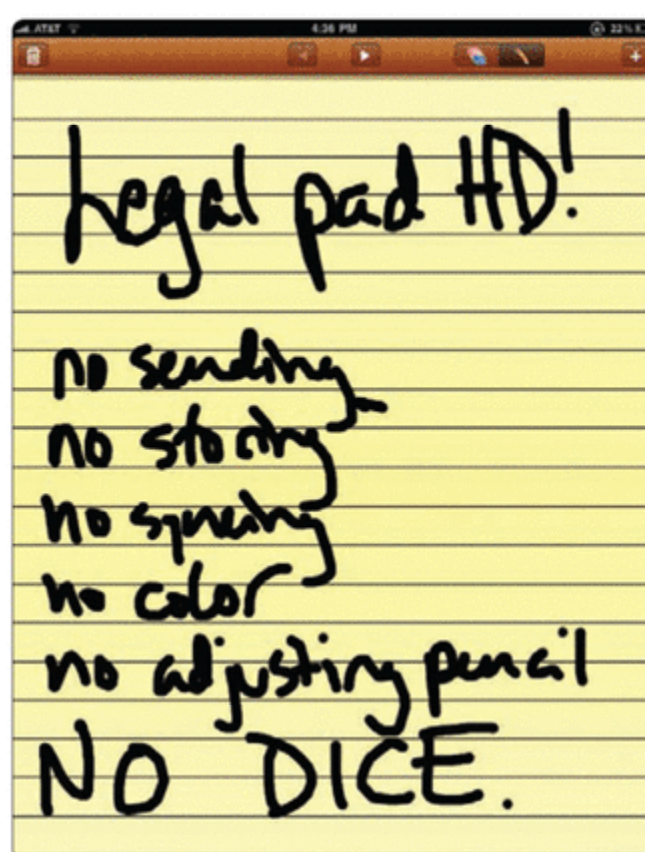
Competition stages challenge you to notch high scores and avoid bails.

BACK TO THE DRAWING BOARD

A search for the best stylus-friendly iPad note-taker hits the wall

I have this touch-capacitive Pogo stylus, and it never made a lot of sense to me as an iPhone tool unless I was wearing gloves (not likely) or had severely sunburned the tips of all my fingers (even less likely). I know some people like them for typing or drawing, but I never used mine on the small screen. Now, though, I have an iPad, and I want to take notes on it, so I need a notebook-type app I can use to jot down ideas with the stylus or—in a pinch (heh)—my fingers.

My search, by the way, started one month after the original iPad launch, so I naively hope the apps I find won't feel like beta software. Not so for the first three. **Finger Notes** (\$2.99, dragancats.com) is almost unusable. Double-tapping the screen erases... the entire screen. And that happened a lot, especially when I tried to use the stylus. And you can't erase just a part of the screen



LegalPad HD is practically devoid of any truly useful features.

Scribble Notes (\$5.99, seashellgames.com) is better, but needs undo—you can't erase, except to draw over it with white, and that erases the lines on the paper too. Sob.

HandWriting Mail Pro (\$8.99, ultie.com) is designed around the gimmicky task of sending a letter in your own "handwriting," so as you write each line on the bottom of the interface, it's added to the sheet of stationery along the top. It's tricky to make your missives look good, though, and they're emailed as PNG attachments with no saving in the app itself.

At this point my old pen and paper are looking pretty good. Luckily, I found two apps that work a little better. **PaperDesk for iPad** (\$1.99, mypaperdesk.com) lets you type, write, draw, and even record audio—great for classes or meetings. But you can't export the audio, only play it back from within the app. Emailing your notes attaches them as PDFs, but strangely, the audio toolbar along the bottom was included too. Still, it works in portrait or landscape and has the best set of tools so far, even letting you bookmark notes so you can find them later after you've created dozens.

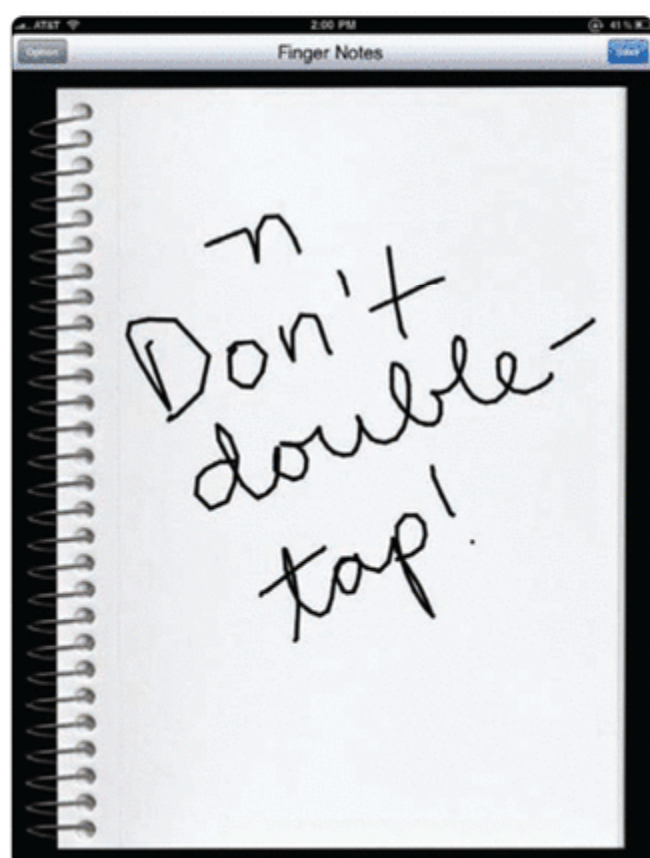
And **Penultimate** (\$2.99, cocoabox.com) is the best as a real writer, delivering stylus writing that feels smooth and natural. It also makes my handwriting look the most like, well, my real handwriting, and I dug its gel-pen look. You can't change the pen thickness or color, but you can email individual pages or a whole notebook as PDFs.

Still, call me picky, but after test-driving these nine not-so-ready-for-prime-App-Store-time apps, I wish I would have blown that \$28 on the nicest Moleskine and fancy pen I could find.—Susie Ochs

My search started one month after the iPad launch, so I naively hope the apps I find won't feel like beta software.

or email your notes, only save them to the photo roll.

Write Now XL for iPad (\$2.99, jetware.com) is a laggy, obviously rushed-out port of the iPhone app Write Now, evidenced in the grossly oversized control panels and

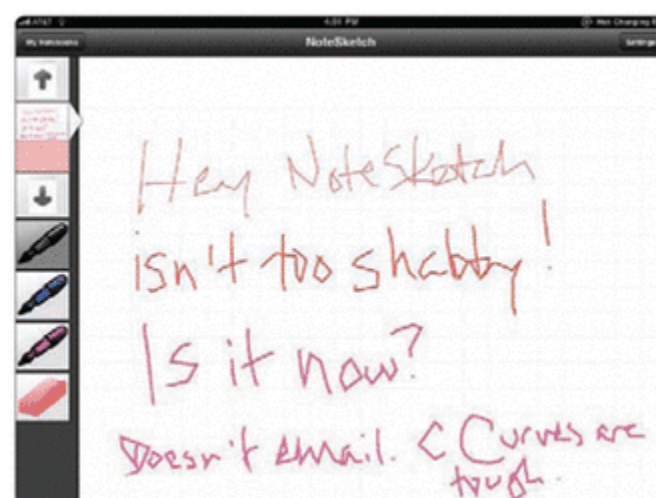


Writing in cursive is the best way to avoid Finger Notes' cruel false erasings.

text labels. And then there's **LegalPad HD** (\$0.99, atomicharvest.com), which feels alpha, but according to iTunes is version 1.5. Turns out, the first version didn't even have an eraser tool. It's there now, but you can't change the way-too-thick pen size—the developers say that's coming in version 1.7. Meanwhile, no sending, no saved-note gallery, no color—no joking.

NoteSketch (\$0.99, thejukeboxnation.com/notesketch) has a thoughtful design—customizable for lefties or righties with an optional, movable, nonlive "green zone" for stylus users to rest their hand on while writing. But writing didn't feel natural. My capital C, for example, wound up with four points instead of a curve. To get graceful-looking letters, I had to write way too slowly. And there's no emailing here either—it saves PDFs, and you sync those back to your Mac via iTunes for printing or sharing, another heart-slash-deal breaker.

PadNotes (\$0.99, www.nicoladefranceschi.com) takes four taps before you can write, a UI nightmare. It can email PDFs, but it prefers to crash. And this is version 1.2.



NoteSketch is designed well, but it makes our letters look pointy and strange.

Introducing App-Stravaganza!

Mac|Life



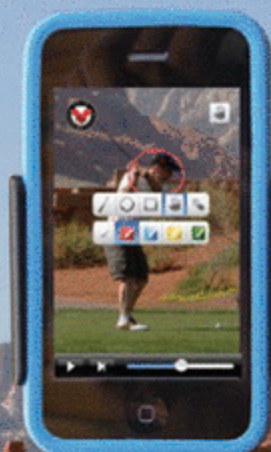
Interested in
marketing your
iPhone app or
product here?

Contact your Mac|Life advertising representative
for more details!

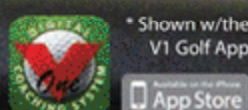
Aida Rodriguez at 708-562-0686

Suggested Uses. Infinite.

Clamp it to a golf cart*, a
plane's tray table or any-
where else you go. The
IN YOUR FACE viewbase
conveniently holds your
iPhone or iPod touch
with or without a case.



Mac|Life
RATED GREAT



IN YOUR FACE VIDEO CONTEST

Share how you are using or would use the
IN YOUR FACE viewbase by creating a short
video on YouTube. Grand prize is a brand
new iPad. Contest rules at TheInYourFace.com

IN YOUR FACE
flexible holder for iPhone

Your iPad/iPhone Idea to Ca\$h Flow in 4 Steps

- 1 Bring your application idea to Zco
- 2 Zco designs and develops your app
- 3 Zco helps you *market* your app
- 4 Sit back and collect monthly checks 😊



Software Development & Digital Media Marketing Services

Look for these apps in the App Store

NameCatcher



Lifestyle

Abbo EMR*



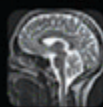
Medical

Postcard Star



Travel

eRoentgen



Medical

A1 Ring Toss



Games

StoryPages



Productivity

Brag Book



Productivity

iPlaylist Creator



Music

Crafted by

Zco

20+ Years of High Quality Service

www.zco.com 603.881.9200



ZcoCorporation



*Available Q3, 2010

Zco Corporation is one of the largest developers of custom software in the world for the mobile platforms (iPad, iPhone, Android, Blackberry, Symbian & Windows Phone)

VISIT MACLIFE.COM FOR ONLINE-EXCLUSIVE REVIEWS, UPDATED DAILY

>>>Reviews

TOUGH TESTING, TRUSTED RATINGS

For detailed definitions of every score on Mac|Life's ratings scale, go to maclife.com/ratings.

PHOTOGRAPHY BY MARK MADEO

2.4GHZ CORE i5 MACBOOK PRO

The best Mac laptop yet for gaming—and working

Arriving just in time for Steam's debut on the Mac, the Core i5 MacBook Pro is the best gaming laptop Apple's ever built. And thanks to the new processor's Hyper-Threading technology and Turbo Boost speeds, this MacBook Pro is also a workhorse that delivers both impressive speeds in all the most processor-intensive applications and a built-in battery that lasts an entire day.

The 2.4GHz Core i5 model we tested is a speed demon. It starts up fast, it launches applications quickly, and the huge Multi Touch trackpad does a new scrolling trick where you can flick two fingers to scroll with momentum, as on an iPhone or iPod touch—so even reading documents and web pages just feels fast. Compared to the mid-2009 15-inch MacBook Pro (2.8GHz Core 2 Duo, 4GB of RAM), the Core i5 model was 41 percent faster when converting tracks in iTunes, 75 percent faster when importing JPEGs into iPhoto, and 24 percent faster when exporting a PDF from Adobe InDesign.

The mobile Core i5 chip has two cores, but it uses Hyper-Threading technology to "split" those into four virtual cores for Mac OS X to use for processor-heavy tasks. And Turbo Boost lets the processor kick up the speed temporarily or direct resources from one core to the other as needed.

This new MacBook Pro also switches automatically between a discrete Nvidia GeForce GT 330M graphics card with 256MB of GDDR3 memory and the integrated Intel HD graphics with 256MB of memory shared with the main memory. Unlike the last generation of Pros, where you had to manually switch between the higher-performance discrete graphics and the battery-saving integrated graphics, the new Pros do this for you when you're using graphics-

heavy applications. We saw incredible gains in our Call of Duty 4 tests: the Core i5 MacBook Pro hit 61.1 frames per second, 48 percent better than its predecessor.

The MacBook Pro's resource-management capabilities help it achieve outstanding battery life too. Our most punishing battery test is the DVD rundown, where this machine lasted a jaw-dropping 6 hours, 44 minutes. Apple claims 8-9 hours of wireless productivity, and we got 8.5 hours of normal use in mostly graphics-light tasks like email, web apps, word processing, and entertainment—that's enough for a whole workday. Results will vary based on what apps you use because the discrete graphics chip needs more power. The battery is not removable, but you can upgrade your own RAM (stock is 4GB, max is 8GB) and hard drive without breaking the warranty.

The Pro's design hasn't changed from the last generation—a sleek unibody aluminum enclosure, 5.6 pounds, and a glossy, 15.4-inch LED-backlit display with native 1440x900 resolution. You can also opt for a 1680x1050 upgrade in glossy for \$100 or antiglare for \$150. We wish Apple would add an extra USB 2.0 port, but it's stuck with two, plus FireWire 800, an SD card slot, and the other usual suspects. For the first time, the Mini DisplayPort can output multichannel audio along with video, so a compatible Mini DisplayPort-to-HDMI adapter is all you need to send sound and video to your HDTV.

The bottom line. With the power of the Core i5 and the style of a MacBook Pro, this machine is a sleek aluminum hunk of evidence why Apple owns the high-end notebook market. —*Susie Ochs*

15-INCH 2.4GHZ CORE i5 MACBOOK PRO

Apple
apple.com
Price: \$1,799
Specs: 2.4GHz Intel Core i5, 4GB DDR3 SDRAM, 3MB shared L3 cache, 320GB 5,400-rpm SATA hard drive, Nvidia GeForce GT 330M graphics processor with 256MB GDDR3 memory, Intel HD graphics with 256MB of DDR3 memory shared with main memory, 1440x900 glossy 15-inch LED-backlit display, backlit keyboard, Multi Touch trackpad, 2 USB 2.0 ports, FireWire 800 port, Mini DisplayPort, iSight, 802.11n AirPort Extreme, Gigabit Ethernet, SD card slot, audio in/out, Bluetooth 2.1+EDR

✦ Amazing battery life. Automatic graphics switching for best performance. Mini DisplayPort provides digital video and audio output. Option for higher-resolution glossy or antiglare screen.

➡ Only two USB ports.

MacLife
RATED EXCELLENT

ADOBE ILLUSTRATOR CS5

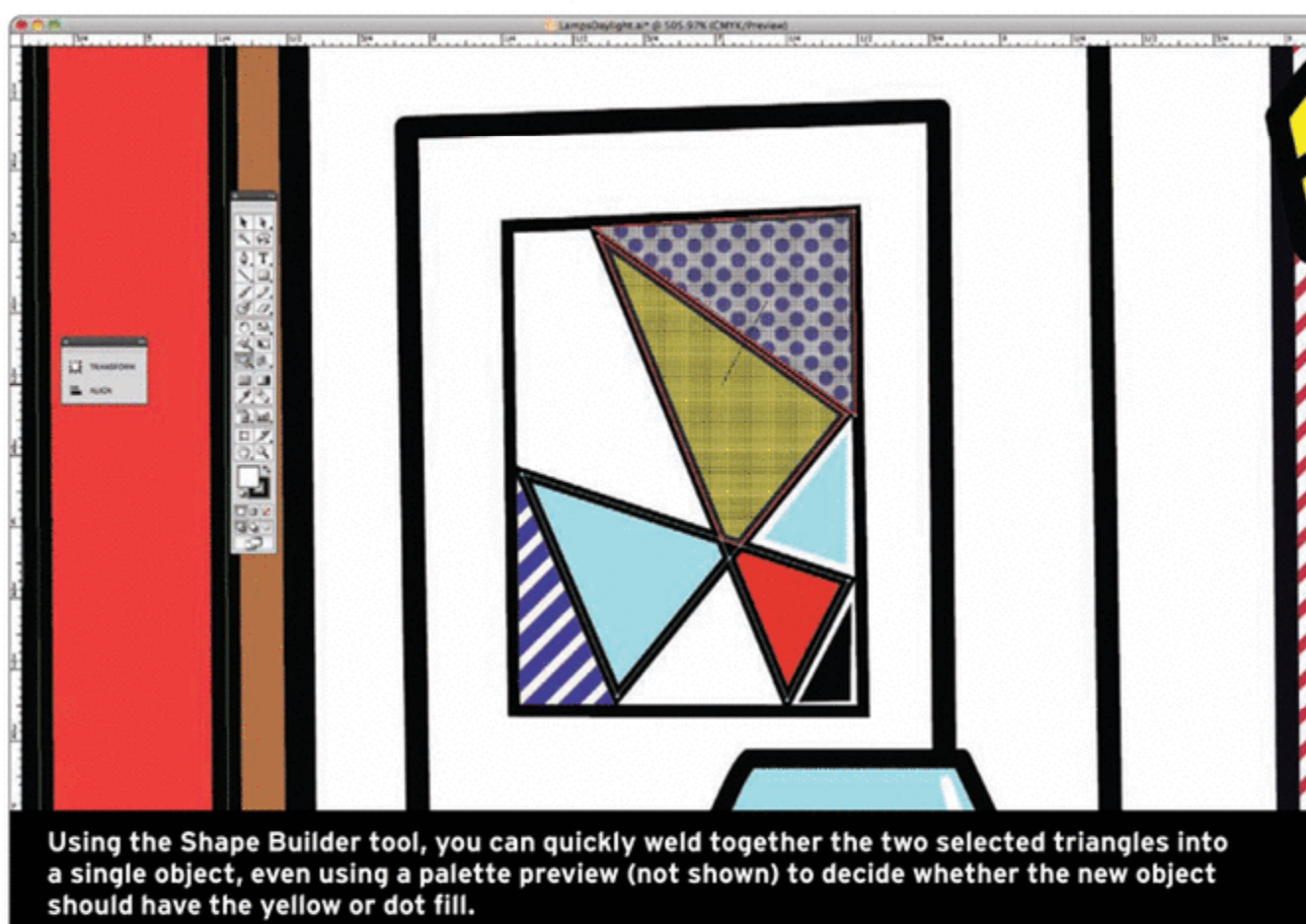
New tools, new magic—but enough to warrant an upgrade?

Let's face reality: Adobe could have slapped a CS5 label on an untouched version of Illustrator CS4, and all the digital artists of the world would still be using Illustrator as their go-to app for vector art. It's not like there's any serious competition in the arcane world of control points and bezier curves. As such, when a new Creative Suite version is released, the question isn't "Should I buy Illustrator or the package from those other guys?" but rather "Does this latest CS version include enough new magic to warrant an upgrade?"

Our answer is a qualified yes. Illustrator CS5 isn't a bold overhaul, but it still provides enough new features

can be 2 points wide at one end, a hairline in the middle, and 50 points wide at the other end. On paper it might sound like a shape-building tool, but the path you originally created remains a simple path whose geometry can be edited at will.

Other additions are less showy than the Shape Builder and Width tools, but refine existing features, or address more arcane needs. On the pedestrian-but-useful list you'll find the Draw Inside mode, which lets you create a mask out of any object, avoiding all the hullabaloo intrinsic to traditional masking. The Arrow and Dash tools have also been overhauled, offering



Using the Shape Builder tool, you can quickly weld together the two selected triangles into a single object, even using a palette preview (not shown) to decide whether the new object should have the yellow or dot fill.

a mix of greater control (it's now easier to get the precise arrowhead you desire) and greater nuance (dash segments can now intelligently wrap around corner joints). There's also new Artboard functionality that gives you Layers-like control over your various Artboards, and the ability to paste a single object on all your 'boards at the exact same location.

to make an upgrade a no-brainer—if your illustration needs dovetail with what Adobe hath wrought.

The most useful addition is the Shape Builder tool, which lets you weld together multiple shapes, accomplishing what can be executed with Illustrator's Pathfinder tools, but in a vastly more intuitive manner.

Simply select an array of overlapping paths, and drag the Shape Builder across them to combine everything into a single object. You can also use the Option key to subtract one shape from another, as well as toggle on a palette preview to assign colors to your newly created objects. The Shape Builder tool's content-awareness engine is very similar to that of the existing Live Paint Bucket tool, with which it shares a Toolbar home.

CS5 also introduces the Width tool, which lets you dynamically adjust the width of any stroke. Let's say you've used the Pen tool to draw a squiggly path with a 2-point stroke. Select that path, then use the Width tool to manipulate control points, creating varying stroke widths along the path. For example, your stroke

On the more esoteric side, the new Perspective Grid tool lets you draw 2D objects directly onto perspective-correct planes. It's the perfect feature for folks who want to, say, draw isometric views of buildings or place a label on a 2D assembly of a 3D product box. And then there's the new Bristle Brush, which simulates richly textured real-world painting brushes, all with pure vector paths. Both new features are fascinating, but also a bit mission-specific, so you really have to consider if you'll use them in the work you do.

The bottom line. That need to stop and consider pretty much encapsulates Illustrator CS5. It has some wonderful new additions, but it's light on mind-blowing enhancements. For example, we'd love an overhaul of LiveTrace, which needs intuitive controls and some of the content-aware mojo that Photoshop CS5 uses. But of course we couldn't discuss every new feature here, so anyone considering the \$199 upgrade should delve into Adobe's demo videos to see exactly what they'd be paying for.—Jon Phillips

ILLUSTRATOR CS5

Adobe
adobe.com
Price: \$599 (\$199 upgrade)
Requirements: Mac OS X 10.5.7 or 10.6, Intel CPU, 1GB RAM

➤ Shape Builder and Width tools are snazzy additions. Draw Inside, revised Artboards, and new Arrow and Dash controls are pedestrian but much appreciated.

➤ Feels like CS4.5—not enough new features, and many of the ones included lack the wow factor.

MacLife
RATED

GOOD



ADOBE INDESIGN CS5

New version offers across-the-board improvements and expanded web-publishing tools

Last summer marked the 10th anniversary of InDesign, Adobe's page-layout tool. While early versions of the program generated a buzz and built a solid user base, the pace of innovation slowed over the years, and some of the more recent updates have been less than sensational. Fortunately, that's not the case with InDesign CS5, which has several cool new features for print publishers, some significant interface improvements, and an expanded set of tools for creating media-rich online publications.

Let's start with a few of the most useful features.

Our favorite is the ability to flow the text of a paragraph across any number of columns in a multicolumn frame, which means you don't have to create separate text frames for a headline that spans multiple columns. Similarly, you can split a paragraph into multiple columns within a one-column text box.

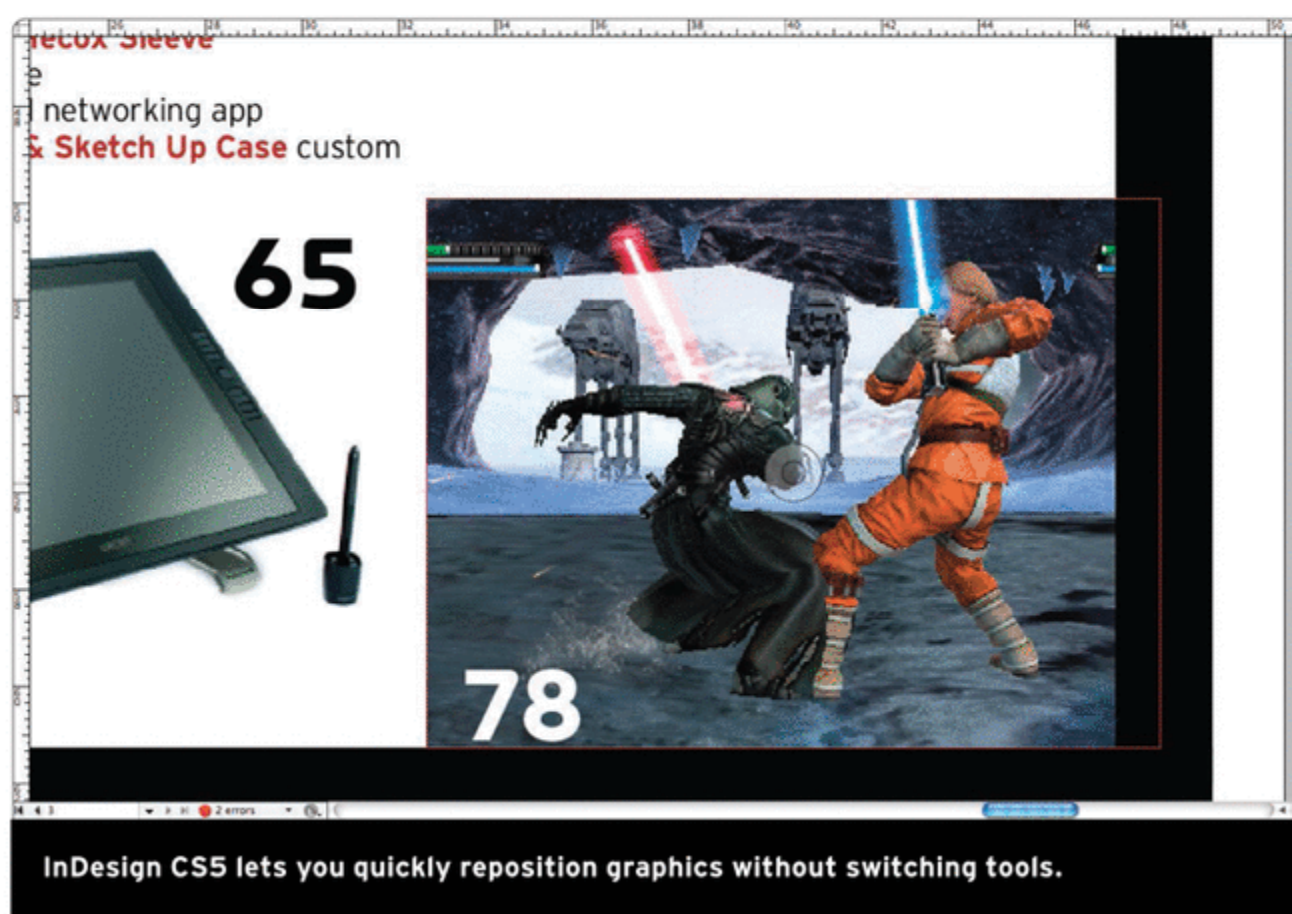
Another fave: The new Document-Installed Fonts feature makes it easier to share InDesign documents. InDesign's Package command collects the font and graphics files required to display and print the file correctly. When a packaged InDesign file is opened, InDesign will automatically—and temporarily—open the fonts from the packaged document if the fonts aren't installed on the host computer. Other new features include the ability to specify different page sizes within a document, start a document on a right- or left-hand page, track and manage text changes, and balance the text in multicolumn frames.

The functionality of the Selection tool has also been expanded significantly. In previous versions of InDesign, moving a picture within a graphics frame required using the Direct Selection tool. In InDesign CS5, a small doughnut-shaped icon is displayed at the center of a selected graphics frame. If you click within this indicator with the Selection tool, you select the graphic and can move it within the frame; if you click outside the content indicator, you select the frame and can move the image itself. This terrific feature will save users a lot of tool-switching time.

So will the ability to temporarily access any tool when the Selection tool is active by pressing a

shortcut key. Other UI improvements include the ability to display the names of individual objects in the Layers panel (like Photoshop and Illustrator) and to use the Selection tool to rotate objects and apply corner effects to frames—with the option to apply different effects to each corner.

If you've never considered using InDesign to create media-rich online publications, InDesign CS5



InDesign CS5 lets you quickly reposition graphics without switching tools.

may make you think again. When you create a new document, you can now choose between Print and Web. If you opt to create a web publication, the new Animation panel lets you animate objects (text, graphics, and so on) and includes several built-in motions. The Object States panel lets you combine several objects into a group that a viewer can display one at a time by clicking or rolling over a button. Other new panels for use with web publications include the Timing panel, which lets you control when animations play; the Media panel, which previews imported video files and lets you specify both the frame to use as a poster and navigation points to control what parts of the video play; and the Preview panel, which lets you preview web publications and test interactive elements without leaving InDesign. Finished web publications are exported as Flash Player (.swf) documents, which can be viewed in a browser.

The bottom line. InDesign CS5 is an impressive upgrade to an already mature program. Several of the new features will make print publishers happy, and the new web features make it a solid choice for creating dynamic online publications.—John Cruise

INDESIGN CS5

Adobe

adobe.com

Price: \$699; \$199 upgrade

Requirements: Mac OS X 10.5.7 or later, Intel processor

+ Flow paragraphs across column gutters. Use different page sizes within a single document. Greatly expanded animation and web-publishing features.

- A few feature holes (e.g., rotate text in table cells, vertical rules between columns). Several basic features are buried in submenus. Panel management is confusing.

MacLife
RATED

GREAT



ADOBE PHOTOSHOP CS5

The new features wowed us—now's the time to upgrade!

It's summer, so that must mean heat, humidity—and, in 2010—time for a new update to the Adobe suite of apps, including the flagship of the fleet, Photoshop. The CS5 iteration is a significant step forward, for reasons big and small, and overall, it's one of the strongest upgrades in the 20 years that Photoshop has graced hard drives around the world.

Those working with tricked-out Macs loaded with RAM will deeply appreciate the fact that Photoshop

CS5 finally takes us into the 64-bit world, providing support for as much RAM as you've jammed into your machine. That significantly speeds up performance when working with densely layered, print-resolution

new additions alone are reason enough for any CS4 owner involved in heavy image editing to bite the upgrade bullet.

If you've always wanted Painter-level brushes in Photoshop, you'll enjoy the flexibility of the new Mixer Brush and extensive Bristle options, which deliver sweet natural-media effects that make heavy use of a Wacom-style graphics tablet. **Puppet Warp is a very powerful new tool that allows you to bend and distort images using "virtual pushpins," turning any photograph into pliable Play-Doh. It's very different from the Liquify filter, and was derived from After Effects, where it's used to make *South Park*-like animation.**

But at the end of the day, Photoshop is about photographs, and shutterbugs will deeply appreciate

the new noise-reduction code built into the Camera Raw plug-in, which will change how you approach shooting pushed ASA settings in low-light situations. It does an amazing job of minimizing—and often completely eliminating—pesky noise artifacts. The tweaked Camera Raw-Sharpening is really stunning, just when we thought that Smart Sharpen was already fantastic.

HDR (High Dynamic Range) Pro is tailored toward giving photographers the maximum quality when compositing multiple exposures, and we were pleasantly surprised to discover that you can now

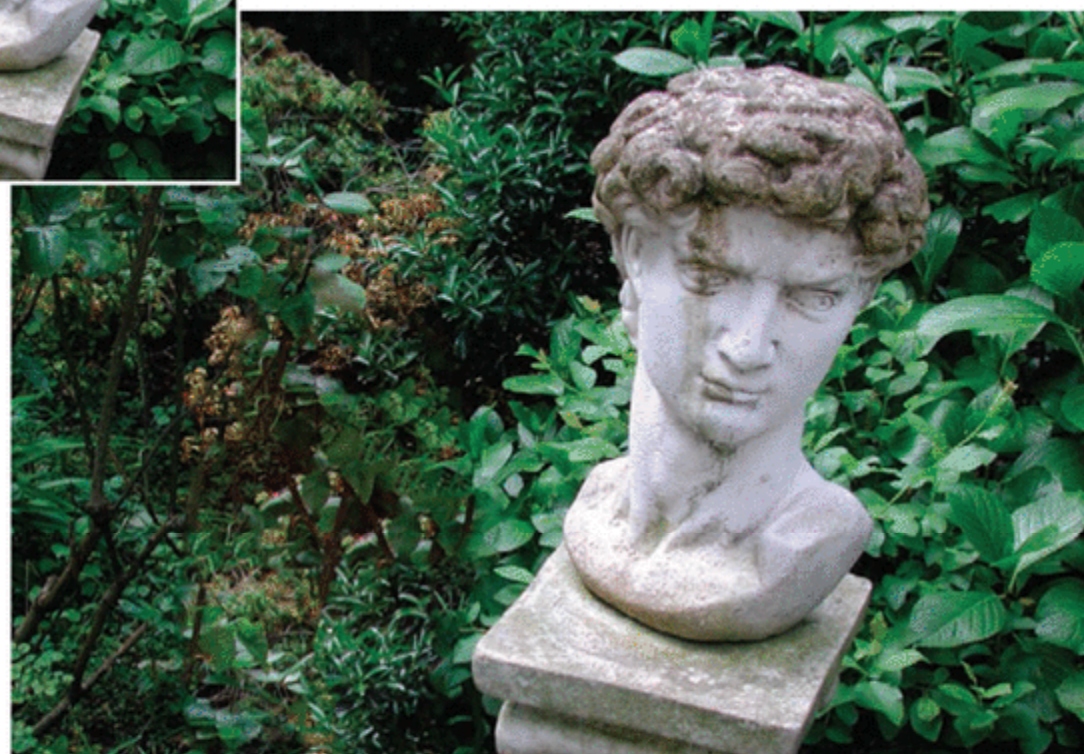
apply the hyper-realistic HDR look to single images shot conventionally—a nice creative touch. Pro photographers will also appreciate the combination of the newly automatic Lens Correction filter in conjunction with the release of a new lens distortion profiler, which lets you tailor the results to your specific digital camera—cool stuff.

The Extended version of CS5 is now all about 3D, including something exotically dubbed Repoussé, which finally delivers some workable 3D extrusion tools to the 3D menu. While you'll find it useful for some basic 3D logo work, it's still not even close to being a replacement for a separate 3D modeling and rendering program. When it comes to the issue of final render quality, Adobe's ray tracer simply doesn't justify the Extended package's premium pricing.

The bottom line. Photoshop CS5 is one of the most compelling versions we've ever seen, delivering a wide array of new toys that really make this a powerful imaging application. If you've been hanging back for a while, it's time to take the plunge.—David Biedny



Check out Content-Aware Fill at work! The original photo is above, and in the "after" shot to the right, the flowers were automagically vanished.



imagery—from applying filters to saving files and everything in between. Of course, you'll need Snow Leopard and loads of RAM to exploit this, but you already knew that.

In the "cool enough to be science fiction" department, the most potentially jaw-dropping new feature is Content-Aware Fill, which is much sexier than the name suggests. It lets you draw a crude lasso selection around an element you want to remove from a complex background—say, some people standing in front of a stone wall—and Photoshop CS5 automatically fills in the resulting hole by applying some serious image-processing mojo on the surrounding area. It's not always perfect, but when well-used, it's nothing short of astonishing.

For advanced masking nerds, the new edge-processing technology tucked into the Refine Edges dialog helps create really clean edges on challenging selections that normally present an extra challenge—think hair, fur, and other finely detailed nightmares that have long plagued expert retouchers. These two

ADOBE PHOTOSHOP CS5

Adobe
adobe.com
Price: \$699 (Standard), \$999 (Extended); upgrades from \$199
Requirements: Multicore Intel Mac, OS X 10.5.7 or later, 1GB RAM, GPU for Photoshop Extended 3D functionality

Content-Aware Fill, Noise Reduction & Sharpening enhancements, HDR Pro, Puppet tool, 64-bit support.

Extended is overpriced. Repoussé still not full 3D solution.

MacLife EXCELLENT RATED

ADOBE PREMIERE PRO CS5

Video for the internet star

There was a time when Premiere was *the* editing application on the Mac. Then Final Cut Pro and iMovie appeared. That prompted Avid to create consumer and prosumer versions of its expensive pro products, and Premiere quietly disappeared from the Mac landscape. But Adobe brought its video editor back a few versions ago, and this latest version is ready to do battle with Final Cut Pro—but it's also charging too hard into the prosumer market.

Premiere is meant to work seamlessly with the CS5 suite. To take full advantage of the new Premiere, you'll want to use the CS Live service (Adobe's new cloud-based apps), Adobe Story, and the included OnLocation. Adobe Story allows you to collaborate on scripts and seamlessly integrate those scripts with your Premiere project, thanks to the bundled OnLocation. That app will scan your footage and decide where it goes in your project by transcribing the dialogue and matching it with your script. For editors, line producers, and first assistant directors, the feature is worth its weight in RED cameras. CS Live services are free for 12 months if you register by April 30, 2011. After that, the service will cost you, although Adobe hasn't settled on a price yet. And considering the high price of Adobe's products, we're not impressed that they're trying to get us to pay even more.

OnLocation not only syncs your dialogue with your script, but also creates metadata that stays with your project from ingestion to output. Oddly, if you want to analyze a clip that isn't attached to a story (an interview, for example) to extract the speech to text, you need to do so in Premiere. Even that strange decision by Adobe doesn't diminish the power of OnLocation. The amount of metadata you can assign to clips is immense. You can generate alerts and audio peaks for clips so you can find trouble spots before dropping the clips into the timeline. In addition, you can tag your clips using a 4-star rating system and, with one click, signify if a clip is good or not.

Thankfully, the Premiere workflow hasn't changed much. The alterations seem like they've been there all

along and only helped us work faster. For example, the ability to quickly find and remove gaps in a timeline means not having to worry about flash frames. Also, you can import DSLR video files. More important, though, are the under-the-hood changes. Premiere has finally been rewritten to take advantage of 64-bit architecture. If you have a Mac Pro stuffed with RAM—and if you're doing heavy video editing, you should—Premiere can



leverage all of it. Another performance boost comes from the new Mercury Playback Engine, which uses the Nvidia CUDA technology on your Nvidia GPU to render video on the fly in the timeline. This means less rendering before editing and more time cutting.

Premiere is clearly geared toward high-end prosumers and stacks up nicely against Final Cut Pro in that setting. But if you need a little video-editing hand-holding, Premiere doesn't have some of the tiny features that we'd hope to see to get these users up to speed. For example, Final Cut Pro detects the settings of a video file the first time you place it in a sequence, and if there's a difference, Final Cut Pro gives you the option to change the sequence settings on the fly. Powerful stuff. **Really, if you're an experienced Premiere user, your workflow has to hit a sweet spot in order to justify this upgrade.** If you're shooting narrative projects, Premiere and its accompanying applications and services shine. For things like interviews, weddings, or documentaries, however, Premiere CS4 is still more than adequate.

The bottom line. Premiere is a great application for high-end narrative editors with the right Nvidia hardware. For everyone else, this isn't necessary. —Roberto Baldwin

PREMIERE PRO CS5

Adobe

adobe.com

Price: \$799, upgrade \$299. CS5 Production Premium \$1,699, upgrade \$599

Requirements: 64-bit-supported Intel processor, Mac OS 10.5.7 or 10.6.3 or later, Nvidia CUDA graphics card for Mercury Playback Engine

Wonderful narrative workflow from script to output. 64-bit native.

Mercury Playback Engine only available with Nvidia cards. Focused on tools for narrative editing.

MacLife
RATED

GREAT



ADIDAS MICOACH PACER

Electronic trainer keeps you running

With Nike+ included with the latest iPhones and iPods, it's hard for an outsider to compete in the gadget-aided exercise race. But Adidas leaps past Nike's and Apple's home-court offering in one big way: heart rate tracking. The miCoach requires more hardware—annoying, especially for runners—but heart rate data allows for more specific workout instructions. That level of detail and the comprehensive online training tools win in a sprint, but some visual feedback would help miCoach to go the distance.

Like its pedometer rivals, the Adidas miCoach Pacer includes a wireless sensor that attaches to your shoe. Unlike Nike's device, the miCoach attaches to any shoe's laces, although it'll slip inside special Adidas kicks. We like this more open-ended approach since—like many of you—we already have a favorite pair of running shoes.

MiCoach tracks running and walking stats, transferring data online automatically when you sync it, a process that works well. Heart rate tracking is done via a chest-strap heart monitor that, like the shoe sensor, talks wirelessly to a stone-sized receiver. The system constantly calculates your pace, distance, calories burned, and other stats. Connecting an iPod and headphones mixes your iPod music with audible feedback and running instructions from miCoach. While we like this compatibility—it works with any media player—strapping on multiple devices can be cumbersome.

The first time you head out, the miCoach instructs you to run at various paces, such as half of your capacity. It fades down your music volume whenever it speaks up, and we could always clearly hear the directions. This calibration run matches your heart rate to various zones that represent intensity levels.

After that's done, you'll pick workout goals on the miCoach website, such as increasing endurance, weight loss, or training for a race. The elegant site then programs a schedule to help you reach your objectives, varying the durations, running distances, and exertion levels. The miCoach calculates workout regimens with data from a professional training firm, Core Performance. Routines are designed to make sure you're pushing yourself in the right way for your goals—an aerobic workout burns more calories, but harder training builds strength.

Workout plans transfer over with a sync, and you're ready to hit the pavement. During your run, the miCoach will tell you to stay in a certain heart rate zone, guiding you as needed. But too often, the directions lack clarity. When miCoach told us to "maintain blue zone," we felt like a Woody Allen caricature. How fast am I going now? Am I near the

blue zone? Is the blue zone faster than the green zone? We learned some of the system's nuances—green is faster than blue—but there's no way to tell if you're on track at a glance. A button press will recite stats, but you have to hear everything all at once—pace, distance, heart rate, heart zone, and more. You'll always have to listen to more than what you want to hear.

When your workout is done, the miCoach syncs and graphs all of your stats online, which helped us stay motivated as we watched our numbers improving on the miCoach website. And even beyond these tools, the site's great articles and videos offer help for any runner. We learned some new warm-up tips and ways to prevent injury.

The miCoach occasionally stumbled beyond the audio feedback's limitations. The device includes an atypical headphone jack-to-USB sync cable, which will be hard to replace if we ever lose it. We also found a few minor software bugs, and the voice recordings often sounded a little fuzzy.

The bottom line. Runners at any level will jump for heart rate and goal-oriented training. But mediocre in-run feedback trips up the miCoach before it fully reaches its potential.—Zack Stern



This gadget menagerie is worth toting on runs; sometimes its prodding is the only reason we go at all.

MICOACH PACER

Adidas
adidas.com
Price: \$139.99
Requirements: Mac OS 10.4 or later; USB port; web browser

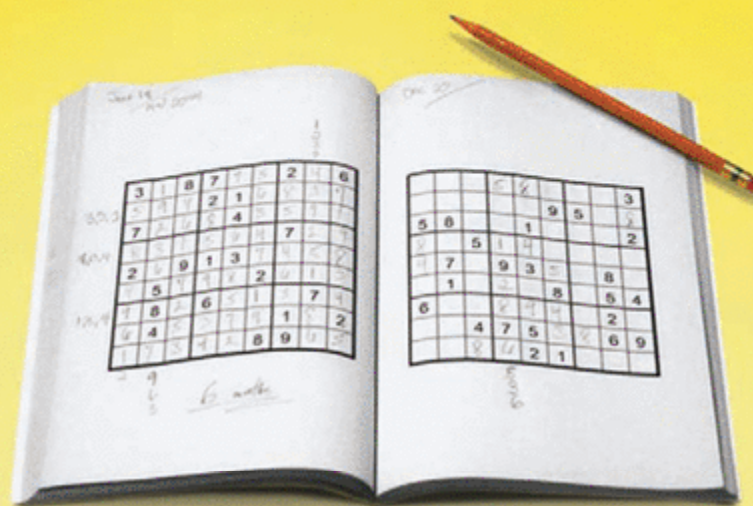
➤ Scripts specific workouts based on your long-term goals. Tracks heart rate. Stores and charts data on an excellent website. Includes instructional articles and video. Works with any media player and any pair of shoes.

➤ Requires separate media player to hear music. Lacks visual feedback, and audible directions can be confusing. Can't program a run on the device without a computer. Uncommon sync cable. Minor software bugs.

MacLife
RATED

SOLID





FUN LIKE SUDOKU

except you end up

SPEAKING JAPANESE.

Watch anyone solving a Sudoku puzzle and you see a brain on fire: eyes transfixed, pencil (or pen for the audacious) skittering across the squares, a number scribbled in place, done! Surprisingly, what looks like work is actually fun. Not so surprising say cognitive scientists because your brain loves solving puzzles. That's how it learns. It thrives on the bursts of pleasure that are part of the brain's reward system when you solve problems and challenges.

At Rosetta Stone, we get the link between language learning and problem solving. Every screen in our full-immersion programs presents an elegant language puzzle with just the right level of challenge to make learning effective and fun. Using Intelligent Sequencing,[™]

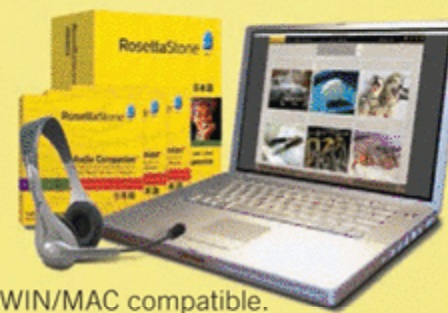
we combine language you already know with powerful visual clues to help you solve new language meaning intuitively — all without translation. And our sophisticated speech technologies have you speaking from the start — in Japanese or any of our 31 languages. Rosetta Stone[®] software is your language-learning solution. Let the fun begin!

SAVE 10% TODAY WHEN YOU ORDER
Version 3 Personal Edition CD-ROM products.

Level 1
Reg. \$229 **\$206**

Level 1,2&3
Reg. \$539 **\$485**

Level 1,2,3,4&5
Reg. \$699 **\$629**



WIN/MAC compatible.

Six-Month, No-Risk, Money-Back Guarantee.*

Arabic | Chinese (Mandarin) | Danish | Dutch | English (American) | English (British) | Filipino (Tagalog) | French
German | Greek | Hebrew | Hindi | Indonesian | Irish | Italian | Japanese | Korean | Latin | Pashto | Persian (Farsi) | Polish
Portuguese (Brazil) | Russian | Spanish (Latin America) | Spanish (Spain) | Swahili | Swedish | Thai | Turkish | Vietnamese | Welsh

Call or go online
(877) 204-4797
RosettaStone.com/mas070

Use promo code mas070 when ordering.

RosettaStone[®] 

©2010 Rosetta Stone Ltd. All rights reserved. Offer limited to Version 3 Personal Edition CD-ROM products purchased directly from Rosetta Stone, and cannot be combined with any other offer. Prices subject to change without notice. Offer expires October 31, 2010.
*Six-Month, No-Risk, Money-Back Guarantee is limited to Version 3 CD-ROM product purchases made directly from Rosetta Stone and does not include return shipping. Guarantee does not apply to any online subscription, or to Audio Companion[®] CDs purchased separately from the CD-ROM product. All materials included with the product at time of purchase must be returned together and undamaged to be eligible for any exchange or refund.

DON'T DENT YOUR iPad!

We gathered the most promising prospects from the first round of iPad cases and tested them mercilessly to determine which ones reliably protect your precious.

Less than an hour after the iPad was announced back in January, we began getting press releases for protective cases and sleeves for Apple's then-unreleased tablet. We tested many of that first round of protective accessories, and these were some of the most interesting options. For its minimal weight and good overall protection, we liked the LA robe iPad Allure from be.ez best, but there are as many iPad sleeves and cases as there are ways to use an iPad. The array of iPad protection shown here covers plenty of different uses and styles, and our ratings will help you balance form with function to select the one that's right for you. —*Ray Aguilera*



PHOTOGRAPHY BY MARK MADEO

1



1

PIXELSHIELD

Speck
speckproducts.com
Price: \$39.95
Requirements: iPad

+ Soft neoprene material offers bump protection. Available in black-and-gray or red.

- Everyone we asked thought the handle was useless because they'd carry the PixelShield in another bag anyway.

MacLife
RATED SOLID

2

1337

Incipio
myincipio.com
Price: \$34.99
Requirements: iPad

+ Molded grips are perfect for iPad gamers. Comes in three colors. Can charge in sleeve.

- Too heavy for everyday use (10.8 oz). Rotation-lock switch is hard to operate with sleeve in place. No screen protection.

MacLife
RATED GOOD

3

LA ROBE IPAD ALLURE

be.ez
be-ez.com
Price: \$29.99
Requirements: iPad

+ Snug fit doesn't waste any space in your bag. Foam material absorbs bumps. Available in four different colors. Cool striped pattern. Lightweight (4.5 oz).

- Zipper may scuff the edge of your iPad.

MacLife
RATED EXCELLENT

4

BOA SKIN XS

Booq
booqbags.com
Price: \$29.95
Requirements: iPad

+ Super compact. Hard backing provides additional screen protection. Stretchy fabric secures iPad without requiring a zipper. Three colors.

- Leaves one edge of iPad exposed. Minimal padding.

MacLife
RATED GREAT

5

BUBBLE SLEEVE

Hard Candy Cases
hardcandycases.com
Price: \$49.95
Requirements: iPad

+ Well-padded protection. Cool design. Three colors.

- Rubber "corners" mounted inside with weak, extremely sticky adhesive that got all over the inside of the case. Corners don't actually provide the intended snug fit. Bulky.

MacLife
RATED WEAK

iPAD STANDS

If you frequently use your iPad with a keyboard, a great stand can speed up your workflow

The iPad is different things to different people. For some, it's mostly a reading machine—books, magazines, blogs, and news sites. Others are using it as a partial laptop replacement, adding in a Bluetooth keyboard and using it for work-related tasks. If your iPad spends most of its time in your lap, a dedicated stand might not seem important, but if you're putting in a lot of keyboard time, a stand is a worthy investment. Let's look at three of the best options.

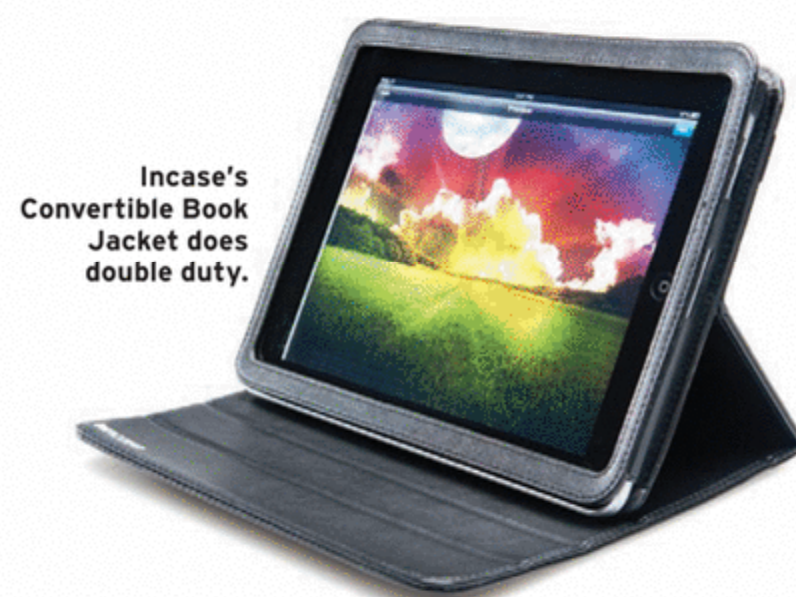
Taking its styling cues from the iMac, Luxa2's H4 offers an aluminum base with a rotatable arm to hold your iPad. Six rubber nubs support your device around three sides, plus the back rest is covered in a grippy rubber to keep your iPad in place. The supports are adjustable, making the H4 good for use with a Kindle DX or another similar device. The hinge allows for 360-degree rotation, and it can also flip vertically so that you can quickly show the iPad's screen to someone sitting on the opposite side of a table. Our only real concern is that—since the iPad is supported on only three edges—all that spinning and flipping could let your iPad slip out the unsupported side of the stand (in our testing, it started to slide out before we intervened). And while the hinge allows for easy changes in orientation, it's a bit "soft," so our iPad never sat exactly straight in portrait or landscape, and it didn't offer enough resistance to let us tap the Home button without moving the iPad.

Twelvesouth's BookArc for iPad takes a completely different approach. Its curved aluminum base and rubber sleeve are all you need to keep your iPad upright. Since there are no complicated arms or hinges, the BookArc can be easily slipped in a bag for travel. The 22.4 oz. BookArc is a tad heavy, but it's got enough heft to make it feel sturdy on your desk, even when gaming on your iPad. The reversible sleeve can hold your iPad vertically upright or at more of an angle that's better for close-up viewing. There's even a second rubber sleeve that's sized to accommodate an iPad in a shell-style case, which is a nice option. BookArc solidly holds your iPad in either portrait or landscape, and it looks gorgeous doing it, too.

If you're interested in a stand/case combo, Incase's Convertible Book Jacket might be just the ticket. It's a more robust alternative to Apple's mediocre iPad case, and it flips out to offer three different viewing-angle options. We like how the Book Jacket can do double duty as both a protective case and a stand for our iPad, but if space in your bag is at a premium, it might be a tad too bulky for daily use. If your iPad is perfectly seated in the case, cutouts leave all the buttons and ports easily accessible, but the iPad tends to shift

slightly with normal use, and we were constantly tucking it back in just the right spot to be able to use the volume and orientation lock buttons.

The bottom line. Which stand you buy is going to depend largely on how you plan to use your iPad. For its sturdiness and portability, we like the BookArc best, but both the Incase and Luxa2 stands have useful, redeeming qualities. —Ray Aquilera



Incase's Convertible Book Jacket does double duty.



The BookArc is simple, sleek, and solid.



The H4 rotates and flips your iPad for ultimate flexibility.

BOOKARC FOR IPAD

twelvesouth
twelvesouth.com
Price: \$39.99
Requirements: iPad

Compact and sturdy. Comes with a second sleeve that fits some shell-style iPad cases. Supports portrait or landscape orientation.

Even when used in "work mode," the iPad isn't angled back all that much.

MacLife RATED GREAT

H4

Luxa2
usa.luxa2.com
Price: \$59.99
Requirements: iPad or Amazon Kindle DX

360-degree rotation, plus vertical flip. Works with iPad, Kindle DX, or other similarly sized devices

Only supports your device on three sides, so it could fall out if you're not careful how you rotate it. Easily rotatable hinge makes it difficult to keep iPad totally straight in either orientation.

MacLife RATED SOLID

CONVERTIBLE BOOK JACKET

Incase
goincase.com
Price: \$59.95
Requirements: iPad

Doubles as a flip case. Three different viewing angles.

As a case, it's bulky and heavy. iPad tends to slide around, leading to misalignment with button cutouts.

MacLife RATED GREAT

iPAD KEYBOARDS

Bluetooth keyboards turn your iPad into a workaholic

We'll admit it. We're still having a hard time typing on the iPad—in particular, serious work in Pages, Bento, or other productivity apps cries out for a hardware keyboard. While we quickly adjusted to thumb-typing on the iPhone, iPad is a horse of a different color. In portrait mode, the keys are a little too spaced out to comfortably type with two fingers—and in landscape, forget it! Meanwhile, our traditional 10-finger typing is hampered by the lack of tactile feedback and having to hover over the virtual keyboard. Luckily, the iPad supports Bluetooth keyboards out of the box, so we rounded up the most interesting options to test as companions to our iPad.

Logitech's diNovo Mini isn't the first thing that came to mind when we thought of ways to enhance our iPad's productivity. It's intended more as a controller for a computer used as a media center than as a proper keyboard. Still, the ultracompact size

OMG! The diNovo Mini makes your iPad feel like the world's biggest texting device.



makes it extremely portable, which is a huge plus if you're looking for the smallest possible gear. We paired the rechargeable diNovo Mini with our iPad and were quickly typing away. The diNovo Mini's integrated D-pad button is useful for quickly skipping lines in text documents and otherwise manipulating the cursor without having to touch the iPad.

If a full-size keyboard is more your speed, Matias's Folding Keyboard hits a sweet spot in terms of ease of use and portability.

Matias offers a full number pad and contorts itself into a small package.



True to its name, the keyboard folds in half at its midpoint, leaving you with a fairly compact package that's easy to stow in a bag. Volume controls work fine, and while we don't love the squishy action of the keys, **the Folding Keyboard offers nearly full-size keys and a full number pad, which makes it an easy adjustment from a full-size desktop**

keyboard. But that size comes with a catch—at more than a pound (with AAA batteries) it was the heaviest keyboard we tested. Still, we love that the command keys are in the proper order, which means you can use it with your Mac and your iPad with no problem.

Though it's not designed as a portable keyboard, Apple's Wireless Keyboard is small enough to make a good traveling companion. At 11.5 oz. (with two AA batteries), it won't add much weight to your bag, and since it's likely the same—or very similar—to the desktop keyboard you're already using, there's won't be much of an adjustment period when you start working on it. There's no number pad, but it's lighter than the Matias keyboard and not much larger than the Matias when it's folded in half.

The bottom line. If compactness is of utmost importance, the diNovo Mini offers a good thumb-typing experience. And while we like the Matias's full number pad, for our needs, Apple's Wireless Keyboard ended up being our iPad's new best friend.

—Ray Aguilera

Though not technically "portable," Apple's slim wireless keyboard is very road-worthy.

diNOVO MINI

Logitech
logitech.com
Price: \$149.99
Requirements: iPad, Bluetooth-compatible Mac, or spare port for optional USB receiver

Ultra-compact. Perfect for champion thumb-typists. Rechargeable battery.

Membrane keys might not be close enough to a standard keyboard for some users. Pricey.

MacLife RATED GOOD

FOLDING KEYBOARD

Matias
matias.ca
Price: \$99.95
Requirements: iPad or Bluetooth-compatible Mac

Nearly full-size keys. Folds in half for easy portability.

Squishy key action. Heavy.

MacLife RATED SOLID

WIRELESS KEYBOARD

Apple
apple.com
Price: \$69
Requirements: iPad or Bluetooth-compatible Mac

You're probably already familiar with the size and action of the keys. Lighter than the Matias Folding Keyboard, and not much larger.

No number pad.

MacLife RATED GREAT

APPLE iPad Wi-Fi+3G

Free your iPad from Wi-Fi—but unfortunately, not from AT&T

When I reviewed the Wi-Fi iPad for our June cover story (4.5 out of 5 stars, p20), it was a little tricky coming up with bona fide complaints about it—call me fangirl all you want, but I was smitten, as was the rest of the *Mac|Life* staff. With the iPad Wi-Fi+3G, my rose-colored glasses are covered with smudgy fingerprints of regret.

phone calls to AT&T finally got my 3G service running, but as of this writing, I still can't manage my account or change plans from the Cellular Data setting on the iPad—and unfortunately, that's the only way to do it. The pleasant AT&T reps I've spoken to canceled the auto-renewal, gave me a ticket number, and promised

to follow up when AT&T finds a solution. While I really wish Apple would branch out to other carriers for both the iPad 3G and the iPhone, the AT&T reps have been sympathetic and helpful, even though they admitted they weren't sure what was causing the error (I didn't tell them I was reviewing the iPad). As of this writing, 15 users on Apple's Support Discussion forums got the same error; it appears that calling AT&T is the only fix.

When testing the 3G network, my upload and download speeds varied widely because the performance is fully dependent on AT&T's 3G network, which is notoriously spotty here in the San Francisco Bay Area. In five tests, the iPad averaged just 0.25Mbps downloading over the 3G network, which was half the speed of the iPhone 3GS tested in the same area at the same



If you don't need 3G service regularly, we recommend sticking with the cheaper Wi-Fi version.

After two days of failed 3G account activation and a good 90 minutes of phone calls (first with AT&T, who passed me to Apple, who told me to talk to AT&T, who transferred me to Apple, who transferred me back to AT&T), the 3G iPad's luster was fading—fast. I even considered returning it. And that's saying a lot for someone who loves the iPad as much as I do.

Physically, the 3G iPad is just as sleek and sexy as the Wi-Fi version. It uses assisted GPS for location services, trumping the Wi-Fi unit's method of locating you based on the hotspot you're closest to. And the built-in compass helpfully reorients the maps in the direction you're facing.

But the big difference is the 3G service, which you sign up for in the iPad's Settings app under Cellular Data. The available plans are \$14.99/month for 250MB and \$29.99/month for unlimited data. To track how much data you're using, head to Settings > General > Usage. As a reference, streaming a 22-minute *Arrested Development* episode with the Netflix app used 68.2MB. The plans run 30 days from the day you start them, and they automatically renew.

And if you're able to sign up seamlessly, feel lucky. I got most of the way there, then kept getting an error marked "Q5033: Please try again later." Not even restoring the iPad to factory settings helped. Multiple

time (0.49Mbps downloading). The iPad did upload at 0.13Mbps over 3G, which is slightly faster than the iPhone 3GS's 0.09Mbps. Using Wi-Fi, the iPad 3G averaged speeds of 3.30Mbps down and 3.63Mbps up, which is comparable to the Wi-Fi-only iPad's 3.05Mbps down and 3.46Mbps up—and again, your results will vary with your network speed. And though the iPhone 3GS has a Field Test Mode that lets you gauge the 3G radio's signal strength, Apple confirmed that there's no such mode on the iPad, so we can't tell if the iPad's 3G radio is stronger or weaker than the iPhone's. At least the battery life still impresses—we got 13.5 hours of video playback (at half-brightness and half-volume) and 11 hours, 40 minutes when streaming video over the 3G network using the Netflix app. Netflix over 3G ranged from perfect Wi-Fi-like streaming to moderate stutters that added 20-plus minutes to a 90-minute film, but again, this depends on the 3G network in your area.

The bottom line. Caveat emptor. If your activation goes smoothly (and it should), we're sure you'll love your iPad. If you get stuck on error Q5033, either return the iPad immediately or get ready for some quality time with AT&T's service techs. But really, if you don't need 3G service on a regular basis, we recommend sticking with the Wi-Fi version, which is \$130 cheaper.—*Susie Ochs*

iPAD Wi-Fi+3G

Apple
apple.com
Price: \$629, 16GB; \$729, 32GB; \$829, 64GB
Specs: 1GHz Apple A4 chip, 16GB, 32GB, or 64GB flash drive, 9.7-inch 1024x768 LED-backlit glossy Multi Touch display with IPS technology and oleophobic coating, 802.11n Wi-Fi, data-only 3G GSM radio, Bluetooth 2.1 + EDR, digital compass, assisted GPS, accelerometer, ambient light sensor, 30-pin Dock connector, built-in speaker, mic, and stereo headphone jack.

+ Great battery life. Everything the Wi-Fi iPad does well, this iPad does just as well.

- No way to sign up for or manage the 3G data plan except on the iPad itself. We had significant activation problems requiring multiple phone calls to fix. Why is this device tied to AT&T again?

Mac|Life
RATED **GOOD**

ACRYLIC SOFTWARE TIMES

Finally, a way to enjoy reading your RSS feeds

These days, we all have way too much email to cope with. So when RSS readers make my news feeds look like emails, I find something else to do. That's why Times impresses me so much. Thanks to its cleanly designed, gorgeous presentation and simple interface, it restores the pleasure of reading news in the way that only newspapers could previously provide.

Times presents you with a slate of pages that you toggle between by clicking a toolbar at the top. Each page is divided into three sections, and the overall look mimics a newspaper's front page. You can create as many pages as you like (we divided ours by genre—tech, news, games, sports, etc.), and when you add an RSS feed to a section of a page, the latest headlines populate the section you selected. Click a story you want to read, and the page curls down like you folded down a piece of paper, loading in the full story from the corresponding website. You can even see through the back of the page you just “turned,” a cleverly lifelike touch.



Times feels like reading a really smart newspaper stocked with your favorite RSS feeds.

Reading RSS feeds in Times is a delight. Between the iconic, attractive presentation and the ability to set up your own sections of your “newspaper,” it makes RSS feeds both fun and useful to read again. And if you want to save something for later, you can call up a “shelf” where you can permanently save links to stories. You can also share them via email, Facebook, Twitter, Digg, and Delicious.

Inevitably, there's a catch to using Times: there's no Google Reader integration or other sync mechanism—something to consider if you access news from multiple machines. We exported an OPML file from Reader, which worked fine (feed discovery also works—type in newsweek.com, and you'll get their Top Stories feed).

But we had to sink some time into setting up the pages the way we wanted. We'd prefer more control over this process, but instead, within the three sections on a page, Times decides the order in which feeds appear on the basis of how often we read them and whether new stories were posted. Call us control freaks, but we'd rather decide which feeds go where on a page.

The bottom line. If you want reading RSS feeds to be both entertaining and informative again, Times is a terrific solution despite its minor missteps.—*Paul Curthoys*



TIMES

Acrylic Software
acrylicapps.com
Price: \$30
Requirements: Mac OS 10.5 or later,
internet connection

• Terrific presentation, organization, and information density for reading RSS feeds.

• No Google Reader integration. Needs better user customization of sections.



tēK·nical™
for iPad Wi-Fi / Wi-Fi + 3G



Now Available

INCIPIO®
myIncipio.com

© Incipio Technologies, Inc. All rights reserved.
All trademarks are the property of their respective owners.
myIncipio.com

iHOME iA5

Do you really need an alarm clock that tweets?

iHome's new iA5 is billed as an "app-enhanced" alarm clock. In plain English, that means you can augment this standalone clock and speaker dock by downloading the free iHome+Sleep app for your iPhone or iPod touch to unlock additional functionality.

As iPod-compatible alarm clocks go, the iA5 works just fine. A large-ish display on the left shows the time in easy-to-read numbers, and the dock charges your device overnight—which is crucial, as anyone with an aging iPhone (meaning, more than six months old) knows. The hardware features basic controls and an embedded alarm that will go off even if there's no iPhone or iPod touch docked. You can also use the iA5 as a speaker for your iPod—the sound quality is fine for casual listening, and the flexible sleep settings can let you drift off to your favorite tunes.

Which brings us to the real star of the show—the software. **The companion app can perform all sorts of feats: updating your Twitter or Facebook status when you wake up or go to sleep, tracking how much time you're spending sleeping, and logging your favorite tracks to wake up to.** Personally, I can't imagine a better way to piss off my Twitter and

Facebook friends than pinging them every time I go to bed, but the option's there if you want it.

You can also build custom alarms, which iHome calls "Sleep Cards." A Sleep Card can either be programmed for a specific alarm schedule (every weekday at 6:15 a.m., for example) or for Naps, which are essentially alarms set for a predetermined number of minutes after you activate them. The only catch is that in order to use your Sleep Cards, your iPhone has to be docked in the iA5. Leave your phone in the living room when you go to bed Sunday night, and you're going to be late for work on Monday. In our tests, the app-based alarms worked fine, but the app itself was slightly buggy and occasionally froze—which can be frustrating when you're trying to quickly check your alarms before turning in for the night.

The bottom line. The iA5 adds some new twists to the venerable alarm clock. We like the customizable alarms offered by the companion app, and the sleep-stats tracking is a great reminder that we should strive for more shut-eye. Twitter and Facebook integration works, but we really have to wonder if anyone cares. —Ray Aguilera

iA5

iHome

ihomeaudio.com

Price: \$99.99

Requirements: iPod or iPhone with Dock Connector

✦ Supports multiple, highly customizable alarms. Nap settings are more convenient than setting and resetting your regular alarm. Tracks sleep habits. Integrates with social networks.

➔ There's only a single on-board alarm for times when your iPhone isn't present. Companion app was occasionally buggy and prone to freezing. Snooze and On/Off button placement is weird, especially with an iPhone docked. Your Twitter followers don't care that you just woke up.

MacLife
RATED

GOOD





IOMEGA ICONNECT WIRELESS DATA STATION

NAS for people who don't know (or care)
what NAS means

Network Attached Storage (NAS) devices are often expensive and tough to set up. While centralized, always-on network storage is a huge win, collecting everything from all your various USB drives to stash on a NAS can be a royal pain. Fortunately, the storage masters at Iomega have come up with a user-friendly solution that will appeal to both networking geeks and newcomers: the iConnect Wireless Data Station, a simple device that allows you to attach up to four USB storage devices and then access them via your home network.

Setting up the iConnect is pretty simple. Just pop in an Ethernet cable from your router and attach an external drive. **The iConnect supports four USB storage devices—thumb drives or hard disks—and makes all their content accessible via the network.**

There's even a built-in iTunes Server for sharing music to all the machines in your home. Browser-based software helps you set up remote access via your own custom URL, and you can adjust the security settings so that only registered users can access files. iConnect can also alert you via email if there's a rift in your internet connection at home so you can keep tabs on your network from anywhere. It plays nice with Windows drive formats, and it can serve as a Time Machine backup or share USB printers.

We put about 350GB of music, movies, and photos on our hard drives and hooked up the device to our router to see how it performed. As soon as we fired up iTunes, our videos and music were instantly recognized as a shared library. We even managed to stream multiple video files simultaneously—without any lag at all. We moved files to and fro without a hitch, and the iConnect didn't conflict with any other devices on our network.

That said, we'd like to see more than four measly USB ports. Still, if you only have a few drives, the iConnect is a great alternative to a dedicated NAS. Although remote access features are a bit confusing to set up if you don't know how to configure your router setting—and its file-upload capabilities are limited—it works for casual use. A final oddity: Iomega bundles a one-year subscription for remote access, but after that, you'll have to pay an annual fee of \$9.95.

The bottom line. The Iomega iConnect is cheaper than an NAS box and great for a small home network, but its limitations mean it isn't suitable for power users.—*Florence Ion*

Plug-n-play sharing of
all your movies, music,
and other files.

1337™
for iPad Wi-Fi / Wi-Fi + 3G



Now Available

INCIPIO® 
myIncipio.com

© Incipio Technologies, Inc. All rights reserved.
All Trademarks are the property of their respective owners.
myIncipio.com

ICONNECT WIRELESS DATA STATION

Iomega
go.iomega.com

Price: \$99.99

Requirements: USB storage device,
router with an available Ethernet
port

 Perfect for a small household
with lots of USB drives hanging
around. Easy setup. Cross-platform.

 Remote Access software is
clunky, and it requires subscription
after the first year.

MacLife
RATED

GOOD

SHURE SE115M+

Off the deep end

Shure's new SE115m+ headset for the iPhone 3GS does its darnedest to become the next big thing for your iPhone. The "m+" in the name refers to the remote and mic attached to the cable below the right earbud. Like the headphones that shipped with your 3GS, the inline remote controls the volume and makes all the fancy track- and playlist-skipping moves we've grown accustomed to. The remote's volume buttons protrude a bit more than the middle button, which makes it easy to navigate without looking. And its placement and mic sensitivity meant we didn't have to do the whole "holding the wire up to our mouth to talk" bit. Overall, the headset worked fine for making calls on our phone.

The SE115m+ headset's wires are fashioned to be worn looping over the front of your ear and down the back of the ear. This setup solves the problem of your earbuds falling out with just a slight tug. Shure also includes both foam and Soft Flex rubber ear sleeves in three sizes for optimal fit. The in-ear design offers passive noise isolation, effectively blocking out external noise for an improved listening experience.

As earbuds for listening to music, the SE115m+ has very crisp high-end frequency response. Cymbal

crashes and snare drums are vivid and tight. The mid range is almost as impressive, but it suffers from a slight muddying of the audio. If you're a fan of rock, it's doubtful you'll even notice the low-end muting, but to fans of electronic genres or hip hop, the SE115m+ headset will feel a little light.

The bottom line. While we love the comfort and great upper-range response of the Shure SE115m+ headset, fans of deep bass will be disappointed, especially considering the price.

—Roberto Baldwin



Great highs,
sad lows

SE115M+

Shure

shure.com

Price: \$119.95

Requirements: iPhone 3GS or 3rd generation iPod shuffle for voice control and Voice Over

+ Lots of extra ear foam and flex ear adapters for comfort. Nice high and mid dynamic range. Great for Rush and Muse.

- Low-end bass sounds squelched. Not so good for Public Enemy and Jay-Z.

MacLife
RATED

SOLID

audioengine

upgrade your music!

Experience our award-winning sound, high-quality materials and truly useful features.

GET 10% OFF
plus free shipping
when you buy online!
Use Coupon Code
MLTEN



Model A5N
shown in Solid
Carbonized Bamboo
\$449

starting at
\$349 per pair

Audioengine 5 (A5) Premium Powered Bookshelf Speakers
High-quality audio for your Mac or PC

"There are no other speakers in this price range that come close."
— Mac Observer



\$119 per set

Audioengine W2 (AW2) Premium Wireless Adapter for iPod
Unwire your iPod

"Super fast setup and the uncompressed sound is pretty remarkable."
— Uncrate

Works with all your gear • All cables included • 30-day audition • 3 year warranty

Visit our website for more product info, reviews, and awards: www.audioengineusa.com

SHERWOOD NETBOXX R-904N

Making "convergence" a dirty word

Why doesn't this great audio receiver include great audio/video streaming tools? The NetBoxx R-904N sounds good, but its streaming is more annoying than awesome. You have to dig up your own Mac software, you'll fight the weak interface, and you'll be rewarded with video-resolution issues. We'd hoped that this one box could rule our A/V needs, but you're much better off buying a standard audio receiver and an Apple TV.

The NetBoxx acts as your home theater hub, connecting a TV, components, and speakers, but it rations its ports rather tightly. It supplies three HDMI inputs and two sets of component and composite inputs—but absurdly, you can use just three devices total, plus an additional audio-only source. After getting close to maximum capacity with just a PlayStation 3 and TiVo HD, we attached 7 speakers and a subwoofer. You'll provide your own speakers and can get by with fewer, but the 7.1 surround modes are the receiver's strongest suits. The included calibration mic listens



to the speakers' test tones to automatically set levels based on the size of your room and speaker configuration. Since the receiver supports Dolby Digital Plus, Dolby TrueHD, and more, movies sound great. The system produces a rich range of audio from any source, and dialogue was clear.

The NetBoxx also streams network music and video via Ethernet or an included USB-to-Wi-Fi adapter. But Sherwood doesn't bundle any media-streaming software. We tried both TwonkyMedia (\$29.95; twonkyvision.de) and EyeConnect (\$49.95; elgato.com) and had no problems sending music in MP3, WMV, WAV, and AAC.

The embedded VuNow (vunow.com) streaming interface, however, marks the first of many problems. Once a song starts rolling, you can't pause it—you can only stop and return to the prior menu. Worse yet, browsing your collection means endless scrolling through long lists, and the songs will only play alphabetically, instead of respecting track-number data. First-generation media players stopped making that mistake years ago.

Video streams are even more problematic. The streaming interface runs at a maximum resolution of 720p—but not from a Mac. Tech support couldn't give us a solid answer on what the max resolution is, **but in our tests we did successfully stream files up to 800x450**. Nearly all online sources, including HD YouTube clips, show a black border around the picture—even those already formatted 16:9. You can use a zoom feature to blow everything up, but you'll lose resolution in the process.

The bottom line. NetBoxx audio sounds great...as long as you only want to use a scant three inputs. Streaming features, however, are awful on the Mac—and tech support was consistently baffled by our questions.—Zack Stern

Too bad that hitting the power button switches the hardware from "stylish" to "blinded by the lights."

SHERWOOD

NetBoxx R-904N

sherwoodusa.com

Price: \$649.95

Requirements: Home theater speakers; Ethernet or Wi-Fi network; composite or HDMI TV (or DVI TV and adapter) for streaming; Mac DLNA streaming software.

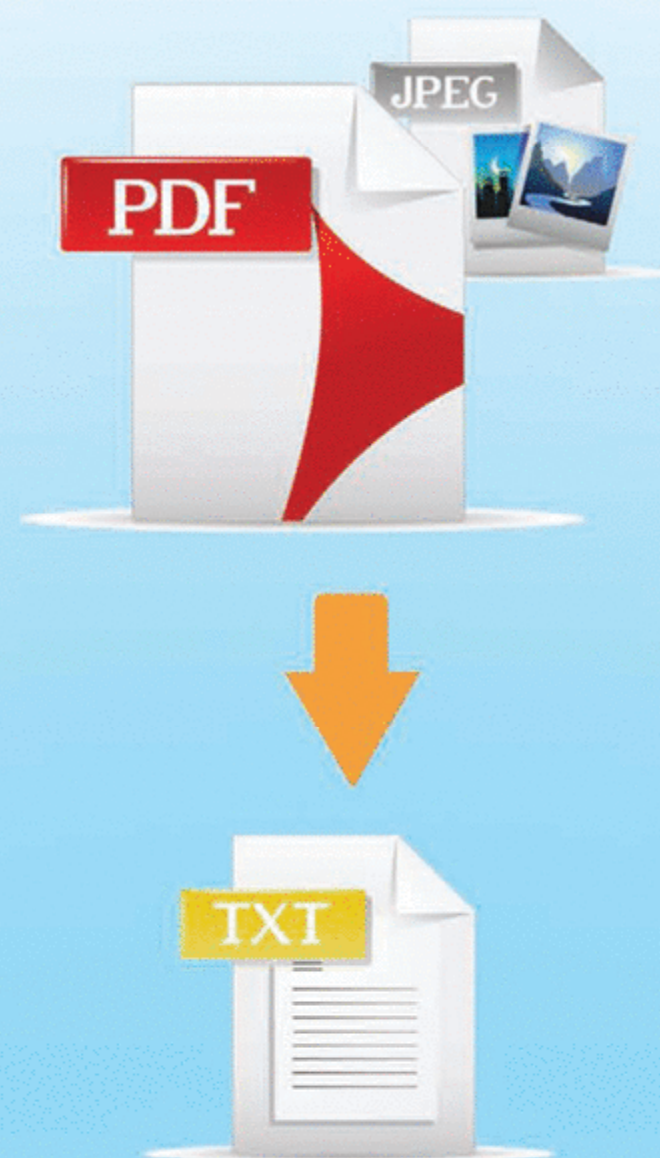
+ Great sound quality. Plays audio, video, and photo files from network, online, or USB. Slick microphone setup tool simplifies calibration. Small, elegantly shaped hardware. Optional, add-on iPod dock.

- Clunky interface. Requires your own Mac DLNA server software. Black borders and 720p video playback issues. Can't stream to component-connected TVs. Six front-mounted lights shine bright blue. Outputs your video devices only through same-style input. Streaming software takes 1 minute, 20 seconds to first start. No Netflix or Amazon streaming. Tech support has no experience using their hardware with Macs, so you're on your own.

MacLife
RATED

WEAK

CONVERT YOUR PDFs INTO TEXT



PDF OCR is a simple drag-and-drop utility that converts your PDFs and images into text documents.

VERSION	Community Edition	Enterprise Edition
SUPPORTS PDF, GIF, JPG, PNG, PSD AND MORE	✓	✓
RECOGNIZES TEXT IN OVER 20 LANGUAGES	✓	✓
SUPPORTS MULTI-COLUMN LAYOUTS	✓	✓
SUPPORTS MULTI-PAGE PDFs	-	✓
PRICE	FREE	\$29.99



For iPhone 2G/3G/3GS/iPod

Direct plug-in/no cable.
Includes 2G/3G support brace.
RS001 ~~-\$69⁹⁵~~ **\$39⁹⁵**



For iPhone/iPod, with Cable

Cable connection only.
Perfect for iPod touch.
RS008 ~~-\$69⁹⁵~~ **\$39⁹⁵**



For All BlackBerry/Smartphones



Cable or direct plug-in.
Works with all USB-port phones.
RS007 ~~-\$69⁹⁵~~ **\$39⁹⁵**



Built-in super bright
LED flashlight.

Built-in laser pointer.

10 Reasons RichardSolo 1800 is the **best** backup battery for iPhone/Smartphones — and *MacLife* readers save \$30. **You pay only \$39⁹⁵**

1. It is the only one that actually "latches" onto the iPhone — very stable.
2. Includes free, slim, protective hard case for iPhone 3G/3GS (\$24⁹⁵ value) that works perfectly with included support brace.
3. Unlike "slipcase" configurations, there is no rear blockage of your cell phone antenna.
4. Licensed and certified by Apple for iPhone 2G/3G/3GS/iPod.
 
5. Built-in flashlight is surprisingly useful and bright; laser pointer included.
6. Lightweight — you can easily carry it in your pocket, and top up your iPhone and iPod as needed.
7. Choose from two models: direct plug-in or cable. Both are 1800 mAh lithium-ion rechargeable!
8. We support you. Quick email response by the best customer service in the industry, and a full 1-year warranty.
9. **Free bonus** car charger and wall charger included. Charge battery and iPhone in tandem!
10. For this special price; enter the discount code **maclife30** at checkout. Instantly save \$30!

Online ordering and blog reviews:
www.RichardSolo.com

Enter the discount code **maclife30** at checkout to instantly save \$30.
You pay only \$39⁹⁵

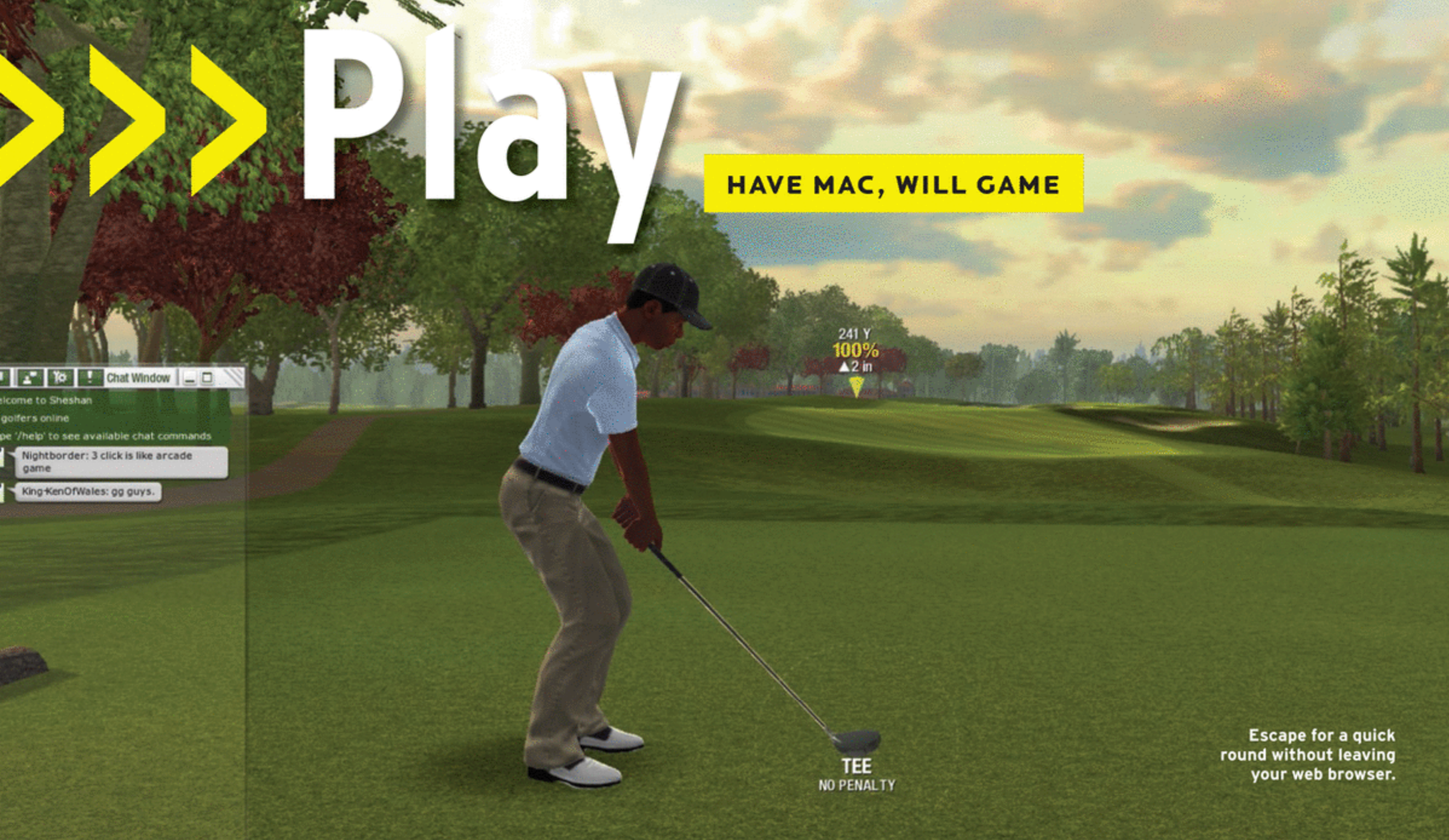
Weekly
GREAT DEAL

Sign up today at RichardSolo.com to receive our weekly great deal email offer!

► **Order now online: www.RichardSolo.com**

RichardSolo®

iPod is a trademark of Apple Inc., registered in the U.S. and other countries. iPhone is a trademark of Apple Inc. BlackBerry® is a registered trademark of Research In Motion Ltd. Free items require purchase.



TIGER WOODS PGA TOUR ONLINE

Par for the course

Golf games require a finesse, a certain *je ne sais quoi* that encourages patience and foresight. Gamers predisposed to mashing buttons to chainsaw zombies in half may get teed off by the tender golf-clap moments of Tiger Woods PGA Tour Online. But if they manage to learn the ropes, there's a rich and rewarding experience to be found.

In-game chat boxes are filled with (mostly) kind souls, eager to help and encourage you. And it's a good thing they are—there's more to Tiger Woods PGA Tour Online than swinging a club. Beginners will need time to figure out the intricacies of wind speed, ball spin, and the feel of the courses, all pleasantly enjoyable challenges to master. And the controls will be instantly familiar to anyone who's videogame-golfed before, offering the option between a three-clicking swing or shoving your mouse around to mimic a real-life club movement.

Tiger Online features 11 golf links, and additional courses are added regularly. While the graphics aren't very impressive, they don't detract from the game. You'll see occasional glitchiness, such as visible wireframes or instances when trees and other objects render poorly. Each course offers objectives that act as the game's achievements, such as birdying all par fives. With the completion of each objective, you'll receive money and experience. If the objectives seem out of reach, you'll find plenty of other ways to increase your funds and level up, and each day, new tournaments are added for members to compete in. Most feature progressive purses, so even an embarrassingly bad scorecard will net you a couple hundred dollars to spend on upgrades.

Tiger Online also features something called "The Cut." Every day, players are challenged to beat a certain score on a course of their choice. If you complete that challenge, the next day you'll be presented with a slightly harder challenge—and a slightly larger reward. Once

you've made some money, you can go to the Swing Trainer and purchase upgrades to help you drive farther or putt more accurately. These immediately start improving your scores, which enables you to complete tougher course objectives. That's a smart career structure, and it's the kind of well-designed approach that kept us coming back for more.

The game features very limited customization options. In fact, there are only four characters, basically boiling down to golfers with different skin tones. But since you rarely see other characters (except in group games), the disillusionment of golfing with dozens of doppelgängers rarely comes in to play. The Pro Shop offers a place for fashionable players to set themselves apart, as well as purchase items with practical benefits. Many of the items can be purchased for in-game money, while some, like fancy putters, require micro-transactions.

The ability to play in a web browser (Safari 3 or later is recommended, and a free Unity Web Player plug-in is required) is absolutely this game's killer feature. **The whole system is snappy enough to open for a quick round between projects or emails.** It's easy to suspend rounds, and if the browser quits, Tiger Online politely saves your data to the nearest hole.

The bottom line. Though Tiger Online is slow-paced, the game is incredibly fun and infinitely rewarding for beginners and masters alike.—Nic Vargus

TIGER WOODS PGA TOUR ONLINE

Electronic Arts

tigerwoodsonline.ea.com
Price: \$9.99/month, or \$59.99/year with 1,500 bonus points. Free account can play one course or purchase à la carte "greens fees" (\$1 and up per round).
Requirements: Mac OS 10.4 or later, 1GB RAM (2GB recommended), 768kpbs broadband Internet connection (7Mbps recommended), Safari 3 or later

+ Rewarding learning curve. Lots of encouragement. Hitting an eagle feels amazing. ESRB Rating: Everyone.

- Can get glitchy when too many windows are open. Obnoxious menu system. Limited customization.

MacLife RATED **GOOD**



Brains and brawn are required to survive Brothers In Arms' tactical battles.

BROTHERS IN ARMS: DOUBLE TIME

The not-as-great war...

The Brothers In Arms series is one of the greats in gaming—it stands out from the slew of generic shooters that trivialize World War II thanks to its perfectionist, respectful approach to historical accuracy and realistic squad combat. Which just makes this shoddy port all the more disappointing.

Double Time assembles the first two games in the series—Road to Hill 30 and Earned in Blood—under one roof, but it does little justice to these five-year-old games, which first appeared on PC and Xbox (as in, the first Xbox...not the 360) in 2005. The graphics haven't been updated a lick, and while they were remarkable in their day, in 2010 they hurt to look at even in 1920x1080. A ton of pop-in problems further disrupt the realism, and character movement feels trudgingly slow. Bizarrely, the games are installed as two separate apps that don't even share common preferences, so you have to recustomize everything when you start the second game.

But if you're cut from remarkably tolerant cloth, the core of what made these two games great can still be enjoyed. Unlike the boom-boom-pow of series like Call of Duty, Brothers In Arms focuses on tactical, squad-

based combat in meticulously re-created settings. The original developer, Gearbox, put immense amounts of research into its virtual European theater, weapons, and combat scenarios, and you'll feel like you're playing Band of Brothers: The Game.

More importantly, this is anything but a spray-n-pray shooter. If you pop your head up from behind cover, your skull will be relieved of its contents. Instead, as the NCO in charge of two squads, you use a simple, speedy interface to issue commands. The tactics usually involve telling one unit to take cover and lay down suppressing fire while you lead the other unit on a flanking maneuver that finishes off the enemy. The games keep upping the ante with more and more challenging, interesting battles, and as it all progresses, you get caught up in the intriguing tale of these men and what it cost them to win this war.

The bottom line. Double Time is a lousy port of two terrific games. If you've always wanted to play Brothers In Arms, it'll let you see how the series became famous, but only because Gearbox's genius still manages to shine through.—Paul Curthoys

BROTHERS IN ARMS: DOUBLE TIME

Feral Interactive
feralinteractive.com

Price: \$29.95

Requirements: 1.8GHz Intel processor, Mac OS 10.5.8 or later, 1GB RAM, video card with 128MB VRAM (GMA graphics with shared RAM not supported), 9GB disk space

Brilliant tactical combat. Impressive historical realism and story. ESRB rating: Mature.

2005 graphics weren't updated. Sloppy port with inexcusable performance issues.

MacLife
RATED

WEAK



Tatz. True Sound. True Identity.



Flat Wire (Tangle Free)

Waste no more time untying knots. Wind it up, put it in any pocket and voilà; tangle free, stylish flat wire that gives you that carefree, yet put-together feel and look. It's the next generation of wire.

Scarz

You're known by what you do and who you are... and you have the Scarz to prove it. Battle-tested and strong, the other guys know you by your reputation and when they're with you, it's all about respect. Show your mark with pride.



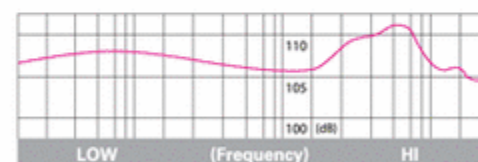
Chamber Sound

Whether it's a small set of earphones or a pair of large headphones, the digital character of your music is woven together masterfully in the sound chambers before it ever reaches your ears.



Impressionz

You have a style all your own. You're not just another face in the crowd. You're YOU, and that's what counts. You need to make your mark right up front. You're all about Impressionz.



Precision Acoustic Engineering

Renders deep, rich sound and provides superior noise isolation.



Memory Foam Earpads

Cushion your ears for supreme comfort



Broken Heartz

You're not a diva, you're just a girl who knows what she likes and knows how to get it. Just ask all the Broken Heartz you've left in the dust behind you. Sweet and strong, you know the balance.



GreenNology®



www.i-Luv.com

iLuv®



SAM & MAX: THE DEVIL'S PLAYHOUSE EPISODE 1: THE PENAL ZONE

Play good cop/goofy cop with Sam and Max

If you're a fan of buddy-cop movies, clichéd puns, and slapstick humor, you'll feel right at home in *Sam & Max: The Devil's Playhouse, Episode 1: The Penal Zone*. It's the first episode in a five-part adventure series, as the rather lengthy name suggests. In this first installment, the kooky pair of freelance investigators deals with some equally kooky characters, including the main villain, an alien named Skun'kape who lands on Earth in peace but clearly has an ulterior motive. It's up to Sam and Max to find out the true reason for his arrival and banish him to another dimension.

You maneuver the two protagonists around a slightly downtrodden, very cartoony version of New York City and use their specialties to

SAM & MAX: THE DEVIL'S PLAYHOUSE EPISODE 1: THE PENAL ZONE

Telltale Games

telltalegames.com

Price: \$34.95 for a five-episode series

Requirements: Intel Core 2 Duo processor, Mac OS 10.5 or later

➤ Story-driven. Memorable characters. Different endings. ESRB: Everyone 10+.

⚠ Outdated graphics. No way to skip through cut-scenes.

MacLife
RATED GOOD

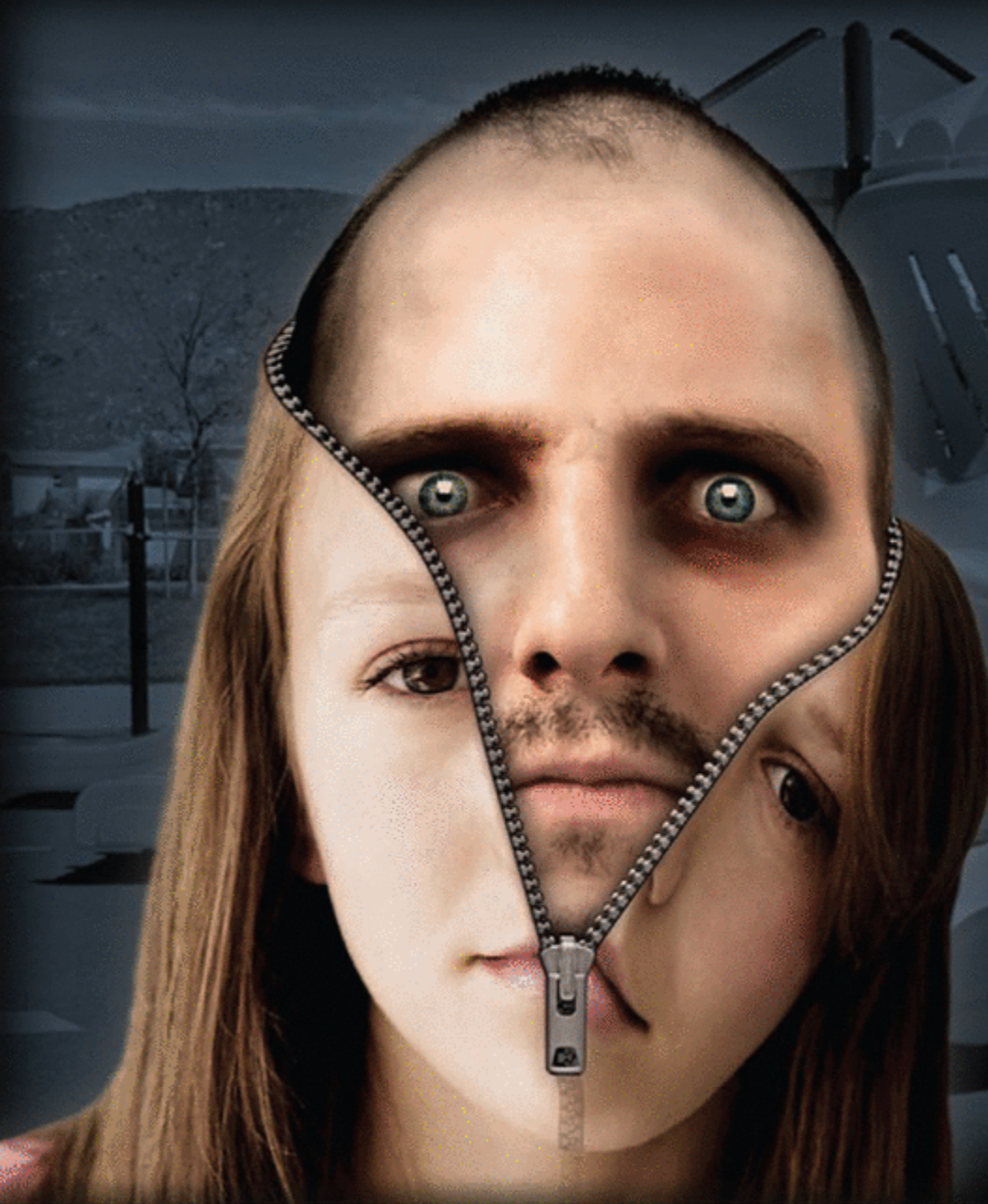
solve puzzles, which lead you to your next task and ultimately determine the ending. Max's psychic abilities are distinguished by a variety of classic toys, while Sam does most of the grunt work, like driving their very classy DeSoto squad car. Though the game is a point-and-click affair, you can also use the WASD keys to steer. But since the keyboard controls are inverted in Max's psychic mode, it's easier to simply click. Controlling Sam and Max using the trackpad is also treacherous, so laptop users should plug in a mouse before diving in.

This is Sam and Max's first appearance on the Mac since 1995, though they're still well-loved in the gaming world. Two series prior to *The Devil's Playhouse* (*Sam & Max Save the World*, and *Sam & Max: Beyond Time and Space*) were popular on the PC and Xbox 360, so this Mac port might make new players feel out of the loop. Regardless, this particular series definitely has a more memorable story line than seasons past, and gamers attracted to clever stories will find it worth playing.

While the plot might seem suitable for gamers of all ages, it's not very cohesive since this first episode is part of a long series. The story is often too involved and drags on, which can make solving the puzzles a bit tedious. Fortunately, Max's "future vision" hint system can point you in the right direction. His jokes, however, will make you face-palm.

Sam and Max themselves also have a tough time being rendered in this virtual world—the game did not run smoothly on our Core 2 Duo MacBook Pro. The game even got stuck loading cut-scene segues. Adding insult to injury, the game's graphics aren't exactly cutting edge, and yet the developers recommend using a system with a dedicated video card over one with integrated Intel graphics. We should also mention that there is no key for skipping through cut-scenes, so have your patience hat handy.

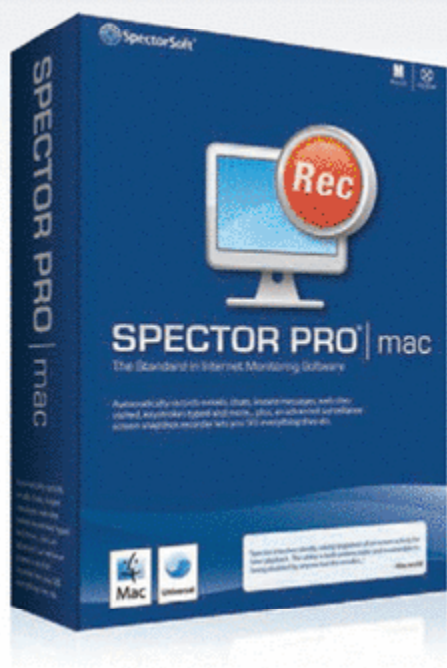
The bottom line. If you're a fan of the kind of cheesy dialogue and plot-driven point-and-click adventure that Penal Zone specializes in, you'll have a blast. If not, you'll find yourself groaning more than chuckling—especially given the technical issues.—*Florence Ion*



Meet Susan...
a 42 year old man posing
as a 15 year old girl online.

**"Susan" and your 13 year
old just made plans to
meet at the park.**

How Did You Know? *because...* Spector Pro Is Watching



Your child is online now. Sadly, so are the bad guys. Each day, more than 50,000 predators are striking up conversations and trying to set up personal meetings with unsuspecting children through Facebook, MySpace, chat rooms and Instant Message services. How much do you really know about your child's online "friends" and what they're planning?

Monitor and Protect your Children Online with Spector Pro | mac

Make sure your child is safe with Spector Pro, the best selling software for monitoring and recording every detail of their computer and Internet activity. Spector Pro records everything they do on the Mac – their chats, instant messages, emails, the web sites they visit, the keystrokes they type...and much more. Plus, with Spector Pro's advanced screen snapshots feature, you not only see what they do, you see the exact order in which they do it, step by step.

Is there a "Susan" online with your child? Find out with Spector Pro mac, the most widely used and trusted monitoring tool available today.

Take the next step

Call us today at
1.877.288.5702

Visit us online at
www.SpectorProiswatching.com



>>> Ask

TECH SUPPORT & TECHSPLANATIONS

>>> PANDORA TO AIRPORT EXPRESS

I thought I could stream all of my music from my Mac to my AirPort Express, but I can't send my Pandora music to it. I've looked all over my AirPort Utility settings and my System Preferences, but there's no way for me to stream Pandora to it. What gives?

Out of the box, you can only stream iTunes music to your AirPort Express Base Station, which has an audio out port for connecting to a stereo or set of speakers. If you want to send Pandora to your AirPort Express, your best bet is to purchase PandoraJam (\$15, bitcartel.com).

PandoraJam is a native Mac OS X application that not only lets you stream your Pandora music to your AirPort Express, but also gives you dozens of extra features that you won't get from the pandora.com website. For example, PandoraJam lets you record and tag your music for later playback on your iPod; it lets you

use the Apple Remote to control your music; it gives you Growl notifications of your currently playing song; and it can update your Twitter/IM status as well.

If you want to take your AirPort Express streaming even further than Pandora, check out Airfoil (\$25, rogueamoeba.com). Airfoil lets you stream *any* audio from your Mac to your AirPort Express, even audio output from websites and applications. You can even simultaneously stream audio to multiple AirPort Expresses, other Macs, or Apple TVs.



PandoraJam is the ultimate Pandora companion. One of its many features is the streaming your Pandora music to your AirPort Express.



Airfoil can stream any audio to your AirPort Express, Apple TV, and even other Macs.

Font Issues

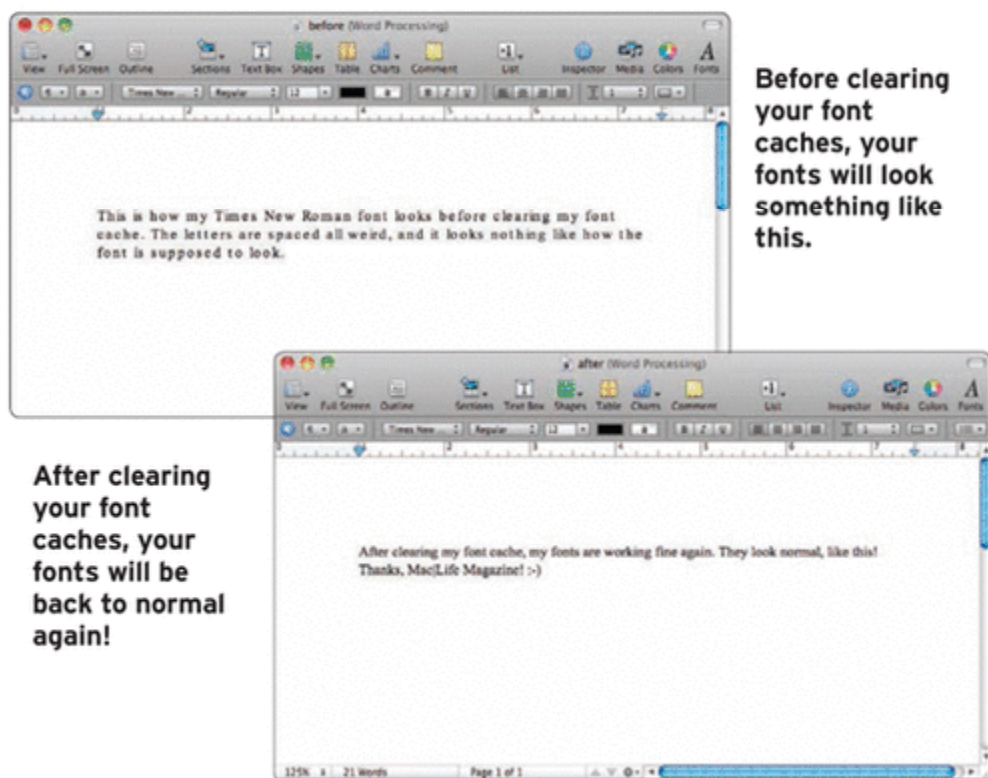
I just updated to Mac OS X 10.6.3 through Software Update, but now all of my fonts look really strange in Pages and Keynote. Even worse, most of my fonts are completely missing from Word and Excel! This was all working just fine in 10.6.2. Is there any way that I can downgrade back to 10.6.2?

You *could* downgrade back to 10.6.2 (by reinstalling 10.6 from your original Mac OS X Installation DVD and then reapplying the Mac OS X 10.6.2 updater available on Apple's website), but the

solution to your problem is much simpler than that. All you need to do is clear your Mac's font caches, then restart your Mac, and everything will be back to normal again. You can clear your font caches by using any number of Mac utilities such as Cocktail (\$15, maintain.se) or OnyX (donations accepted, www.titanium.free.fr).

If you're running Leopard or Snow Leopard, you can clear the font caches with a Terminal command. Open the Terminal and type `atsutil databases -removeUser` and press Return. That clears the font caches

for the current user. To clear them for all users, type `sudo atsutil databases -remove` and press Return. You'll be prompted for an administrator password.



Time Machine Advice

I'm running Leopard on a 2005 iMac G5. The hard disk is only 80GB and is almost full. I've also just bought an iPod touch, which I want to connect to the internet using Wi-Fi. The iMac is AirPort Extreme-ready, and I have broadband internet but no Wi-Fi router. I was thinking I could buy the 1TB Time Capsule to suit both my needs: external storage and router. Then I'll just need an AirPort Express card for the slot on the iMac. Good idea? When the Time Capsule is up and running, can I drag and drop files from my iMac onto it, therefore freeing up space on the iMac's hard drive? Or should I consider upgrading the hard drive inside the iMac itself? The Time Capsule will definitely do both the things you need it to. But there are two disadvantages to this approach. The first is that the Time Capsule won't back itself up, so whatever files you migrate to it, the 1TB disk will be unprotected. You can get around this by partitioning the Time Capsule disk and putting your media files on one partition, and a Time Machine backup on the other. But this would mean your data and backup are stored on the same drive. If the Time Capsule's disk fails, you'd lose your data and your backup at the same time.

The other disadvantage is that your files will only be accessible over a Wi-Fi connection, which is much slower than USB or FireWire. This might not be a huge problem, depending on how often you access those files.

Though it's tempting to treat the Time Capsule as a single magic box to solve all your storage problems, it's better to use devices for their intended purpose. Use a Time Capsule for backup and Wi-Fi connectivity, but get a separate external hard drive to expand your iMac's working storage. You could connect this either to the Time Capsule if you want it to be accessible from more than one computer, or to your iMac for the fastest possible connection.



The Time Capsule has a USB port where you can attach a drive for additional storage while reserving the Time Capsule's drive for backups.

Magic Hands

It took me a while to get used to the Magic Mouse. For the first week or so, I kept a USB mouse handy and generally didn't use the Magic Mouse all day. By now, I'm totally hooked on it, but I have found that when I use the Magic Mouse all day my right hand can feel sore since the way I position it over the Magic Mouse is so different. Have you noticed this?

We personally haven't had problems with the Magic Mouse's ergonomics, but it is a weirdly shaped little thing, and it doesn't really shock us that not everyone would find it comfortable for long periods of use.

Fortunately, a product exists to fix this—and delightfully, it's called Magic Mouse, Fixed (\$12, mmfixed.com). It's a chunk of silicone for you to rest your hand on, leaving your fingers free to perform the "magic" gestures. A small suction cup at the bottom lets you stick it to your Magic Mouse without adhesive and keep it from sliding around. Give it a shot; it might be just what your hand needs.



Bulk up your Magic Mouse and give your achy hand a break.

Tiled Windows

I loved using the "tile" function in Mac OS 9 that allowed me to have new windows open so that the upper corner of the previous window remained visible. Now that I have a much larger screen on my iMac I find myself continually having to deal with hidden windows that get covered over by new windows that I open! Yes, I know about the F9 key and also about how Spaces shows multiple "desktops," but I want to find an app that will allow me to get that old tiling behavior back.

Well, it depends on what you mean by "tiling." Those other operating systems refer to tiling as resizing windows to fill the screen in a side-by-side view or other orderly grid, like tiles on a wall or floor. You might be talking about multiple windows in one application opening in an orderly fashion so all their title bars are visible. We found several apps that provide tiling tricks—all require Leopard or Snow Leopard.

Cinch and SizeUp from Irradiated Software (irradiatedsoftware.com) might do the trick. Cinch (\$7) lets you manage windows with your mouse—nudge one to the left of the screen and one to the right, and they're automatically resized to take up half the screen each. SizeUp (\$13) uses keyboard shortcuts, letting you resize windows for tiling,



WindowFlow Pro lets you choose open windows to snap into a tight layout.

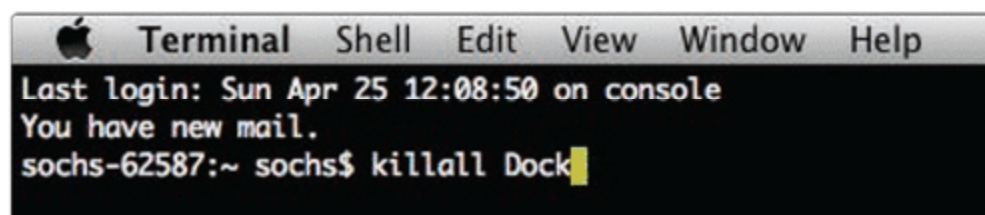
send windows to another display or another Space, and more. WindowFlow Pro (\$15, windowflow.com) has tiling options and an easy-to-use window switcher. Everything's done with keyboard shortcuts, so it feels snappy and efficient, but it's for Intel Macs only. You might enjoy it more than Exposé and Spaces, although those built-in options can certainly keep your windows organized and easy to find if you take enough time to get used to them.

De-Ice the Dock

What should I do when my Dock freezes?

The first thing we try is restarting the Finder. Press Command-Option-Escape to bring up the Force Quit Applications window, highlight Finder in the list of applications, and click the Restart button.

If that doesn't work, you can restart the Dock with a Terminal command. Launch the Terminal and type `killall Dock` and then press Return. That kills the Dock process, and then the Dock automatically restarts.



Kill the Dock, and it will live again.

Browsing the iBookstore

Can I check out iBookstore online without using an iPad? I don't have an iPad yet, and I'm trying to decide between that and a Kindle.

No. Currently, the only way to access and browse iBookstore is to use an iPad with the iBooks app. You can't browse online or via iTunes. That might change someday as Apple brings iBooks to more platforms. The company announced it'd be moving iBooks to iPhones and iPod touches with the iPhone OS 4 update this summer. So if a Mac reader follows suit, it would make sense for you to be able to check out the selection through that app or even through iTunes. After all, we can now preview iTunes Store and App Store selections in our web browsers. But so far, iBookstore is too new.

One thing to keep in mind is that you can also read Kindle books on the iPad with the free Kindle app, and non-iBookstore e-books can be read in either the iBooks app if the e-books are in ePub format or



in other iPad-compatible reading apps. So if you do get an iPad, you're not limited to just the e-books in the iBookstore.

The iBookstore: So far, it's for iPad's eyes only.

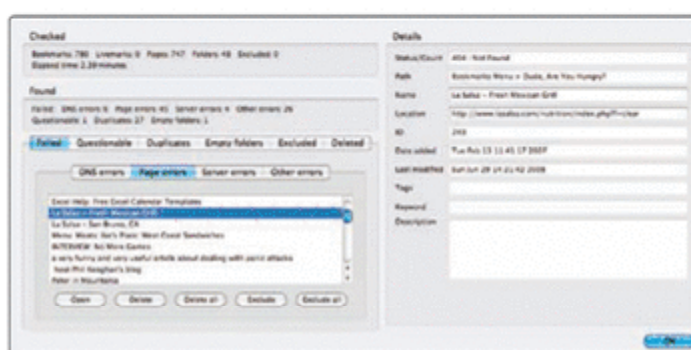
Bookmark Purge

I use Firefox and want to do some spring cleaning on my bookmarks. I know a lot of them are probably outdated. Seriously, I have hundreds. Before I start wading through them, is there a way to quickly weed out the ones that don't even go anywhere anymore?

Yup. Right after we finished last month's feature on souping up your web browser ("Teach Your Browser New Tricks," Jun/10, p30), we saw a Firefox add-on called CheckPlaces featured on Lifehacker. This little gem (donations accepted, andyhalford.com/checkplaces) will sweep your bookmarks to see if the pages they point to still exist while also finding duplicates and empty folders.

The first time we used it, it scanned 780 (!) bookmarks in just over a minute, and returned a healthy list of failed, questionable, and duplicate

bookmarks, cutting down on the bookmarks we had to sort manually by nearly 100.



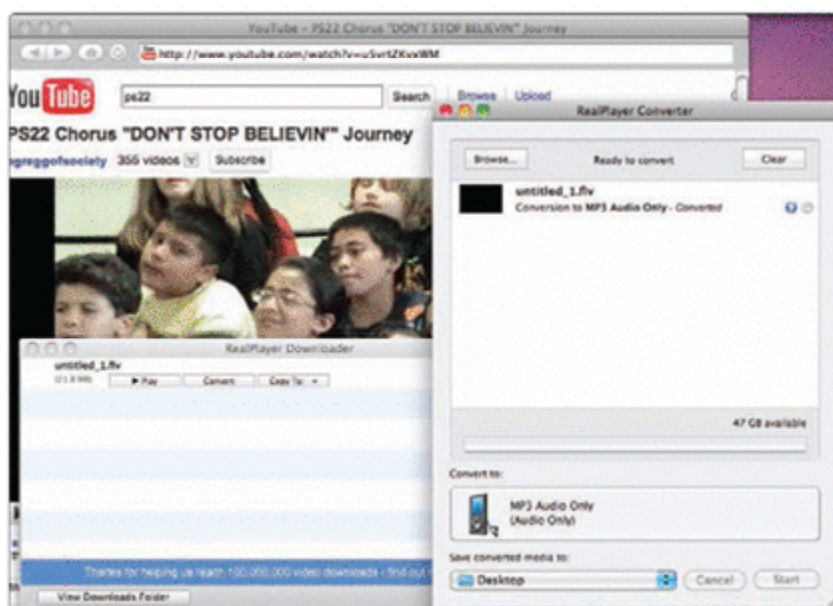
The results list breaks down all the bookmarks you have that failed.

YouTube to MP3

Is it possible to save a YouTube video's audio as an MP3 file? My kid's music teacher posted a video of the school chorus singing, and I want to scrape off the audio to use as a ringtone.

Aw, cute! Yes, grab a copy of RealPlayer SP for Mac OS X (free, real.com/realplayer/mac). It features a browser where you can load up YouTube and find your kid's video. Then choose Window > Open RealPlayer Downloader, and the currently playing video will show up there. The little Facebook, Twitter, MySpace, and Email links next to the video's name let you share the video before you even download it if you want to brag about your little star.

Otherwise, click Download next to the video's name, then click the Convert button, which launches RealPlayer Converter. From there, you can create custom copies of the video for your iPhone, BlackBerry, Android phone, Xbox, PlayStation Portable, or lots of other devices. But if you want just the audio as an MP3, click the big button under Convert To, set the top dropdown to Show All Devices, and find MP3 Audio Only in the list. RealPlayer Converter will output the audio to the destination of your choice, ready for your MP3 player or to make into a ringtone.



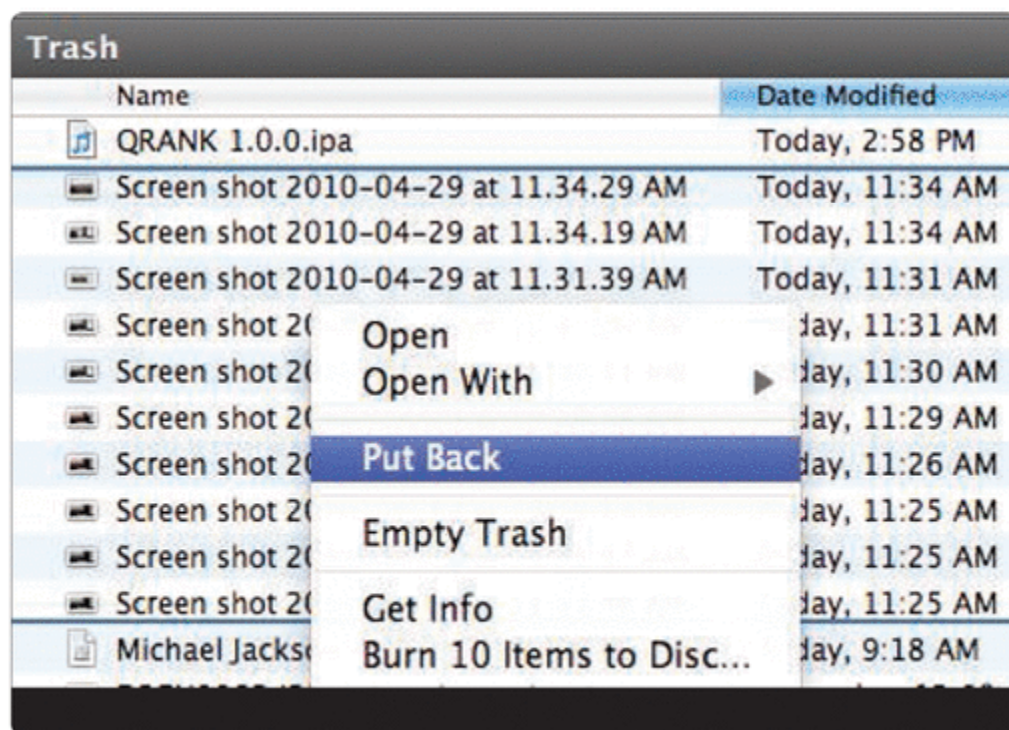
RealPlayer SP can do a lot for a free app—download web video, convert it, share it, or just pull out the audio.

Put Back Saves the Day

My roommate played an April Fools' prank on me by deleting a bunch of files from my Mac, an iMac running Snow Leopard. When I busted him on it, he said, "They're still in the Trash can. Just drag them back out." Well, I'm a stickler for organization, but I don't recall where each and every one of those mistakenly trashed files used to reside. Is there a third-party utility that can help me? I've password-protected my Mac in the meantime.

Wow, your roommate is mean! Deleting someone's files is way worse than leaving dirty dishes in the sink or never taking the recycling out. Anyway, your problem is highly solvable without relying on third-party utilities or Terminal commands or any of that. Head to the Trash and select the items that you'd like to restore to their original locations. (Remember that you can select multiple items by holding down Command, or multiple adjacent items by clicking the first and Shift-clicking the last.) Then just right-click to bring up the contextual menu, where you'll see the Put Back option. Select that, and your files will be, well, put back, right where they used to go. That'll save you time sorting them one by one—time that could be better spent beating your roommate about the head and chest with your keyboard.

Put Back is new in Snow Leopard, so readers using Leopard or an older version of Mac OS X can't use it. If the Put Back option isn't available, it means the system doesn't know the item's last location, usually because it was deleted from within an application (like iPhoto) and not deleted from the Finder. If you select multiple items and notice that Put Back is grayed out, try selecting the items one at a time instead.

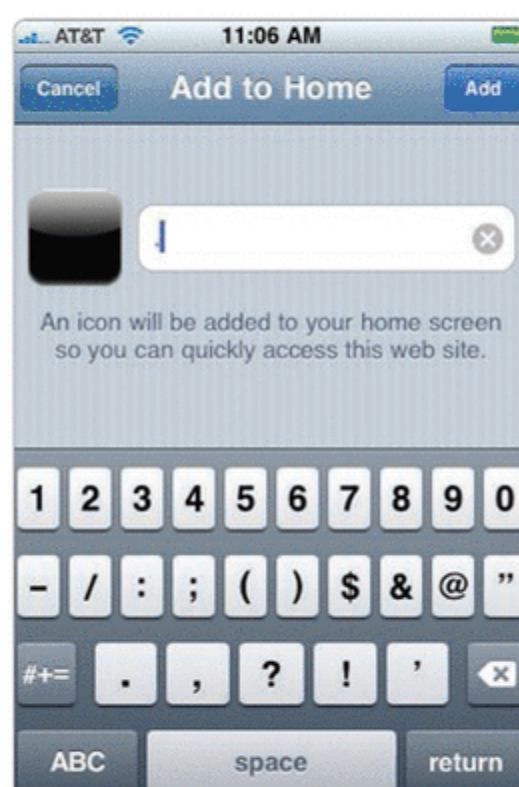


Put 'em back, Finder!

Home Screen Spacer

Is there any way to have my iPhone leave a blank space on a home screen? I leave a blank spot at the end of some of my home screens, but then when I buy new apps, those apps are slotted into the blank spots, instead of added to the end of the list, where I want them. And moving them, even in iTunes, gets tedious.

Our own Roberto Baldwin discovered a pretty slick workaround for that problem—you can find it on MacLife.com by surfing to tinyurl.com/iphonespacer. Basically, you'll create an all-black "spacer" icon on the home screen by navigating to a page with a lot of black in it (blackle.com is a perfect one to use), zooming in until all you can see is black, and then pressing the plus sign. In the pop-up menu, select Add to



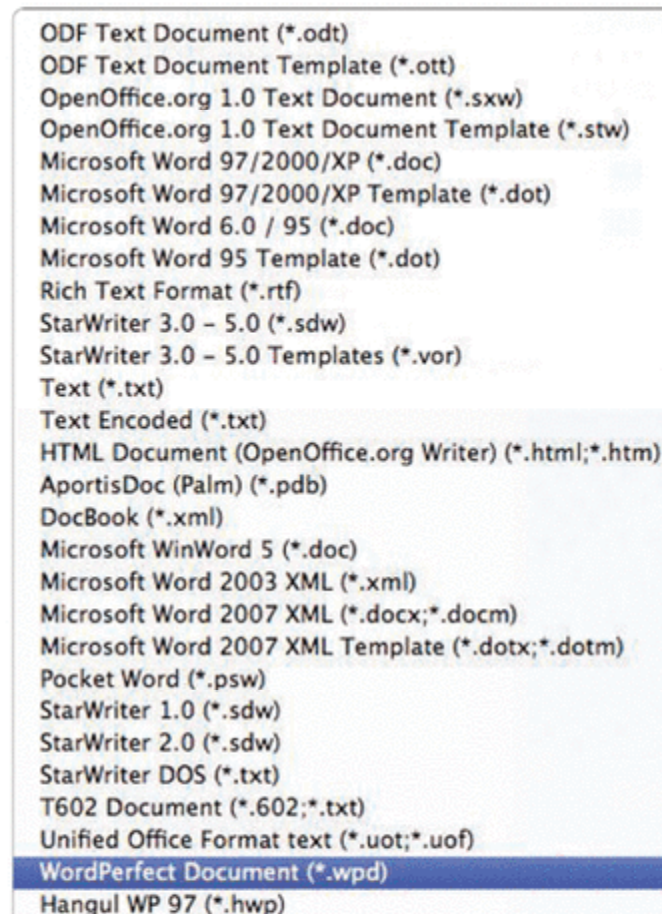
Home Screen, and then in the resulting screen, replace the site's name with a single period. Click Add, and a black icon will be added to your Home Screen, with a pretty easily ignored period as its name. The spacer icons do have a little iPhone sheen on them, so they're not totally invisible. But they do their job of taking up space at the ends (or in the middles) of your home screens, just like you wanted.

This all-black icon can hold a place on your home screen.

OpenOffice Opens All

I used to use Corel WordPerfect on the Mac. Now that I've upgraded to Mac OS X, my WordPerfect documents show up as Unix files and I can't open them. MacLinkPlus won't do it, and neither do Word, Pages, TextEdit, and Preview. Help?

The problem isn't that they show up as Unix files. It's just that hardly anything supports the WordPerfect file format anymore. For an application that was the top word processor by a country mile back in 1991, this is an extraordinary fall from grace. But OpenOffice.org (free, openoffice.org) will handle it as long as you don't get too picky about features like embedded graphics.



OpenOffice.org can handle tons of file types (even more than you see here), including WordPerfect.

Ask is written by Susie Ochs and Scott Rose, a Los Angeles-based FileMaker developer and Mac consultant. Visit him at www.scottworld.com.

GOT A TECH QUESTION OR A HELPFUL TIP TO SHARE?

Email ask@maclife.com or write to MacLife, 4000 Shoreline Ct, Suite 400, South San Francisco, CA 94080

Create

HOW TO DO ANYTHING ON YOUR MAC

Control Your Mac from Your iPhone

Can your iPhone replace your Mac? Probably not. But who cares—your iPhone can let you use your Mac from anywhere, and that's even better.

I recently had a breakthrough moment that made me realize how dramatically the technology world has improved since the introduction of the iPhone. I was sitting in a taxi in New York City when my mom called me with an urgent Mac problem that needed to be solved immediately. Now, talking someone through a solution over the phone can quickly become an exercise in frustration. But not this time around.

With my mom on speakerphone, I simultaneously logged in to her Mac remotely and fixed the problem for her. All within seconds. From the backseat of a cab. Using AT&T's 3G network. I didn't even have to hang up on our phone conversation.

How did I accomplish this bit of 21st-century magic? With an ingenious and well-designed app called LogMeIn Ignition that lets you remotely control an unlimited number of Macs from your iPhone. Once you start using LogMeIn Ignition, you'll come up with all sorts of reasons for remotely connecting to your Mac (or other people's Macs) while you're on the go. And the one-time setup couldn't be easier.

BY SCOTT ROSE



You got your Mac in my iPhone! Oh wait, that's actually pretty handy.

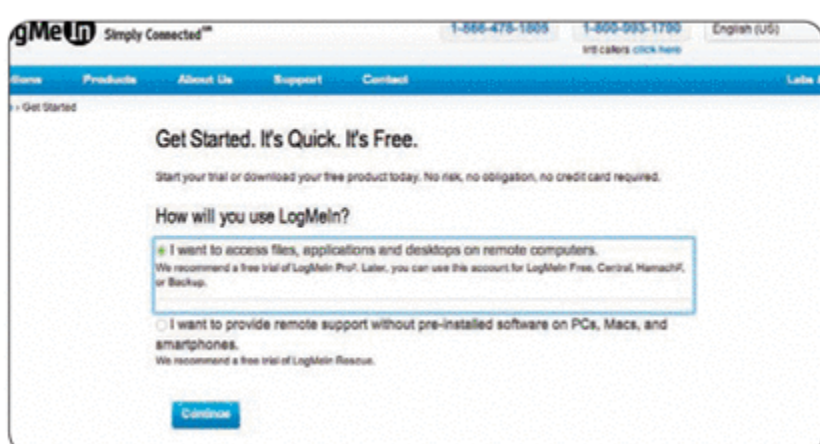
>>>WHAT YOU NEED

LEVEL:
medium

- >> An iPhone (or iPad or iPod touch)
- >> A Mac with LogMeIn Free installed on it (free, logmein.com)
- >> LogMeIn Ignition (\$29.99, logmein.com)

1 Create an Account

Go to logmein.com and create an account for yourself. Check your email and click on the verification link that was emailed to you to finish creating your account.



When creating your new LogMeIn account, choose the top option. The bottom option only works on PCs for now.

2 Download the Installer

Using the Mac you want to control remotely, log in to logmein.com and click the green button that says "Add this computer." The "Add a different computer" button requires a \$299 annual subscription to LogMeIn Central, a premium service that's great for IT pros but not needed for this how-to. On the next screen, click the Download Now button, and the LogMeIn installer

will download to your Mac.



Click "Add this computer."

3 Name It

Run the installation program that you just downloaded. The installer will ask you to assign a name to your Mac. Use something descriptive to distinguish this Mac from any other Macs you might want to control in the future.



Name your Mac something straightforward.

4 Link Up

The installer will also ask you to type in your LogMeIn email address and password, which links this Mac to your LogMeIn account. You can add an unlimited number of Macs to your account for free, but only one LogMeIn account can control any particular Mac for free. If you want to add unlimited LogMeIn accounts that can control any subset of your Macs that you authorize, you'll need to upgrade your account to LogMeIn Central for \$299 per year. For IT professionals like

myself, this annual subscription is worth every penny because it offers dozens of additional features, all explained on the LogMeIn website.

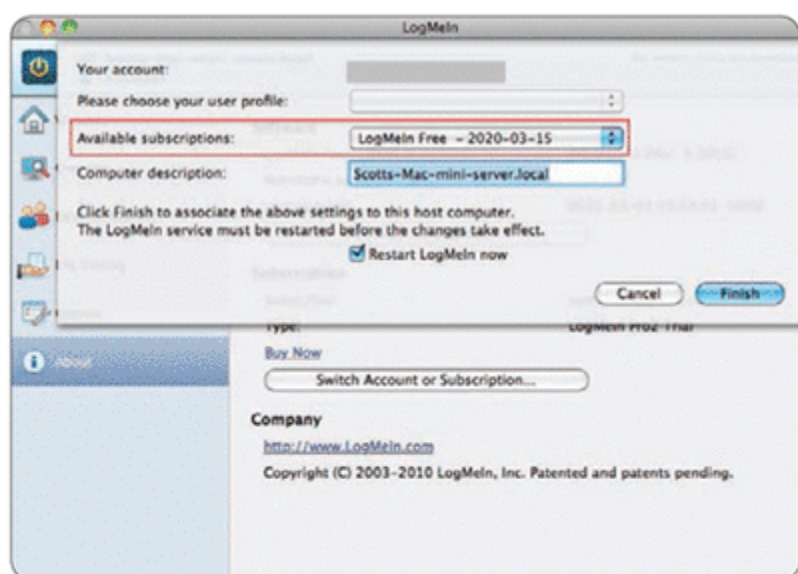


Link this Mac to your LogMeIn account.

5 Keep It Free

Finish the installation process by following the prompts. After installation, the LogMeIn application will launch on your Mac. Note that LogMeIn automatically enrolls your Mac with a free 30-day trial of LogMeIn Pro (\$69.95 per year), but this professional subscription isn't required. It'll give you extra features when controlling your Mac from another Mac, but doesn't add anything when you're controlling your Mac from your iPhone.

You can switch this Mac to LogMeIn Free (which is, as the name implies, free) by clicking the About button in the left margin. Then, click on the "Switch Account or Subscription" button, sign in to your account, and switch the Available Subscriptions dropdown to LogMeIn Free.

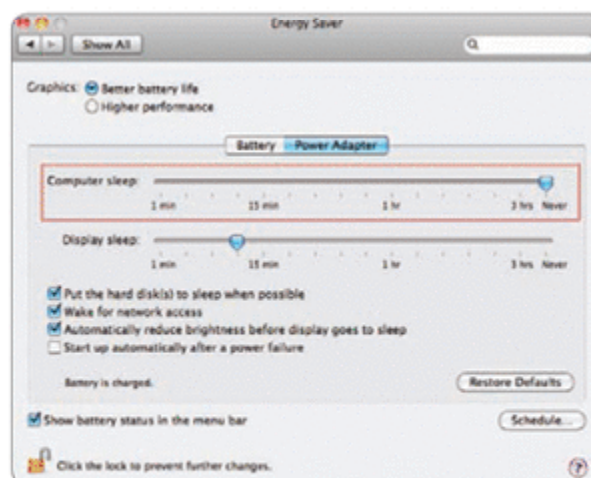


Compare LogMeIn Free and LogMeIn Pro at tinyurl.com/yd6ajrr. For this how-to, Free is all we need.

6 Keep It Awake

Quit the LogMeIn application. LogMeIn places an icon in your menu bar to let you know that it is always running in the background, even if you log out of your Mac's user account. However, LogMeIn can't currently wake up any sleeping Mac, even if that Mac is plugged in via Ethernet to your network. So if you'll want to control an unattended Mac, make sure that it can't fall

asleep—the setting is in System Preferences > Energy Saver.

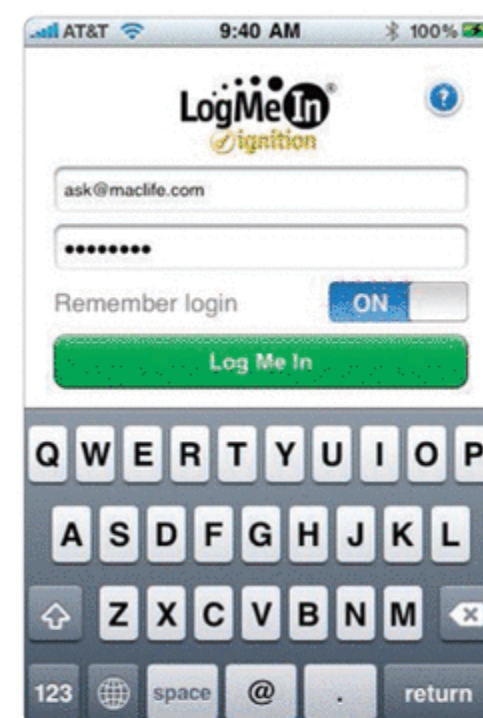


If you plan on accessing this Mac remotely while it's unattended, set your computer to never sleep.

7 Grab the App

Your Mac is all set up—now it's time to turn to your iPhone. Purchase LogMeIn Ignition (\$29.99) from the App Store. It's a Universal app, meaning it runs natively on iPhone, iPod touch, and iPad. Launch the app and log in to your LogMeIn account.

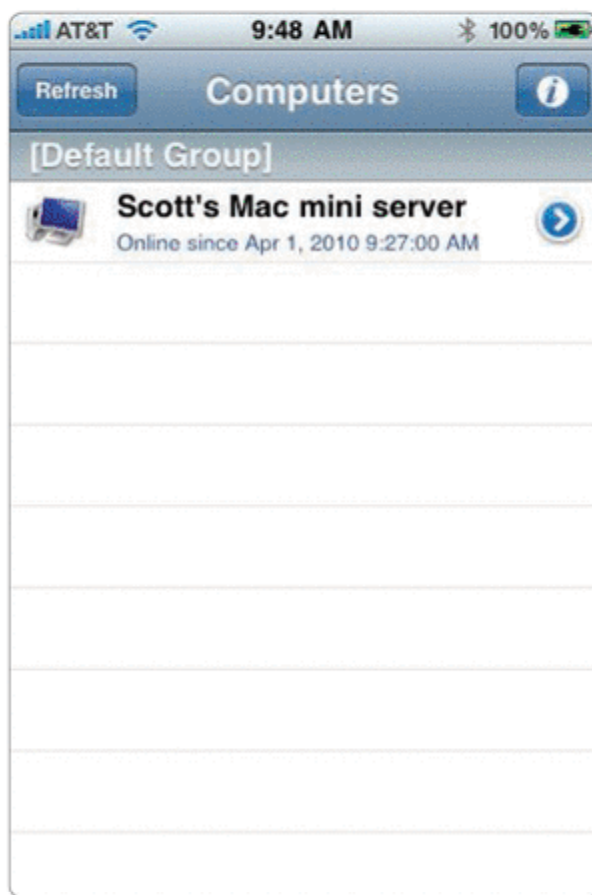
This is what the LogMeIn Ignition app looks like when you launch it.



Control Your Mac from Your iPhone (continued)

8 Find Your Mac

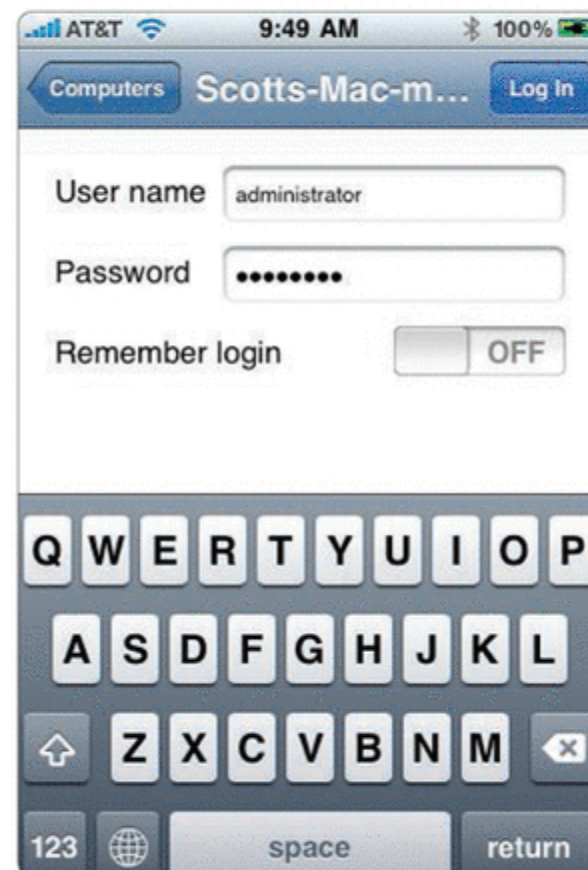
You will see a list of all the computers that you have added to your LogMeIn account. Touch the one that you want to remotely control. In the screenshot, I've only added one computer to my LogMeIn account so far, but I can add an unlimited number by repeating Steps 2 through 6 from my other machines.



There's the computer I named in Step 3.

9 Log Yourself In

Log in to your Mac by using an administrator's username and password that exists on that Mac. Flip the "Remember login" switch to On if you want LogMeIn Ignition to remember it next time.

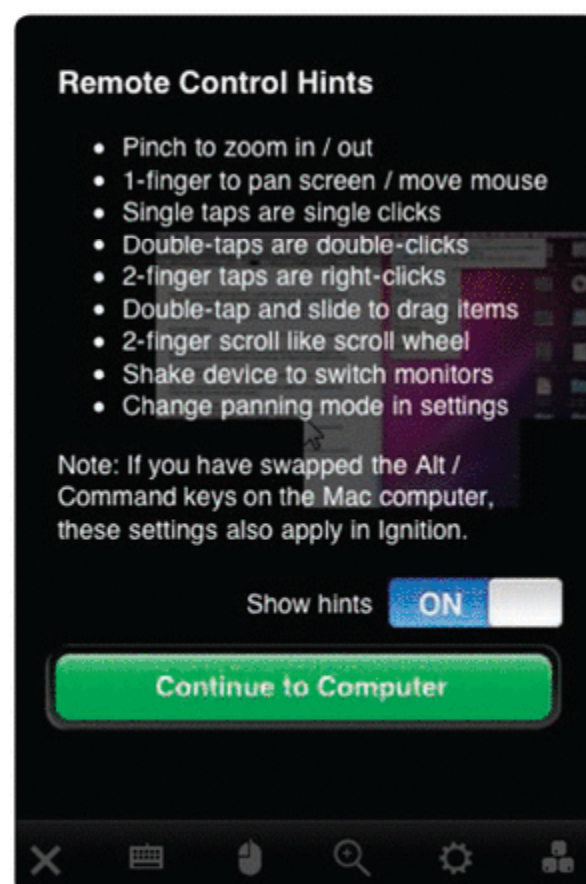


LogMeIn Ignition can save this username and password if you'd like it to.

10 Learn to Right-Click

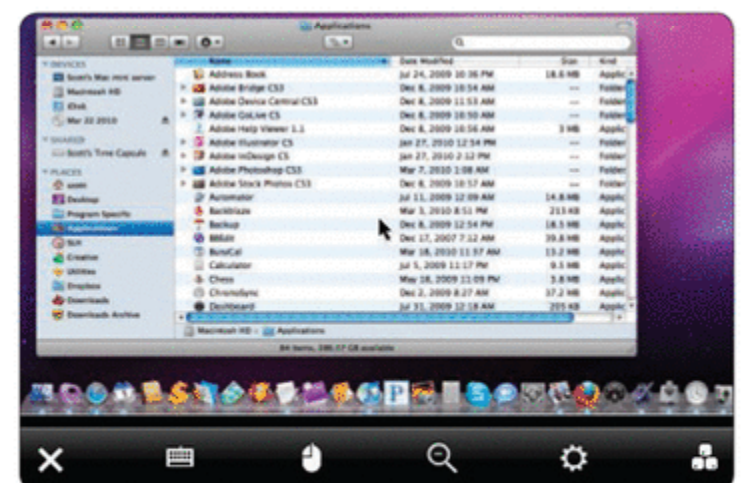
You will be surprised at how quickly LogMeIn connects to your remote Mac, even over a 3G network. A handy screen of tips comes up on your iPhone to help you control your remote Mac. Read over these tips carefully to learn how to do important things like right-clicking, dragging items, and switching monitors. Click the green "Continue to Computer" button to begin the fun!

Everything that you can do on your Mac, you can do from your iPhone.



11 Take It Away

You're now successfully controlling your Mac remotely from your iPhone! Feel free to launch applications, open documents, check on your backups—anything you would normally do while sitting in front of your Mac. But this time around, you're doing it all from the palm of your hand.



Believe it or not, you now have total control of your Mac from your iPhone.



The Dot Com that changes all the rules.
Live from the MacLife Experts.



»» Exclusive Content »» Reviews & How-To's »» Modern design
»» Breaking News »» Hot products »» Shareware Vault »» Product First Looks

Create. Share. Enjoy. That's www.maclife.com

Make a Tilt-Shift Picture

The world looks like it's made of toys with this fun Photoshop trickery.

Tilt-shift photography produces images that have a very sharp focus but also have a very shallow depth of field, making the landscape, buildings, and figures in the photo look like toy representations of their actual-size counterparts. To shoot genuine tilt-shift photos, you need a small- or medium-format camera with special lenses, and the image composition requires precise rotation of the lens parallel to the image plane and a proper orientation of the plane of focus—in other words, you

need to be a professional photographer with some pretty pricey equipment.

Fortunately, it's still possible for novice photographers to emulate this look on the cheap thanks to Photoshop. With the right source photo and the application of a few filters, you'll be able to simulate the tilt-shift look, making cars look like Micro Machines and houses look like miniature-scale models made out of cardboard and toothpicks. **BY FLORENCE ION**



>>>WHAT YOU NEED

LEVEL:
medium

>> Photoshop CS3 or higher. We used Photoshop CS4.

>> A photo taken from an elevated place—see Step 1 for more.

The “before” photo (left) is the San Francisco skyline. In our tilt-shift version (above), we focused on the church, blurred the rest, and pumped up the saturation to make the buildings look like miniature toys.

1 Choose an Appropriate Photo

Choosing the right photo for this faux miniature model is the most important step of this process. When you select your photo, make sure it has an elevated viewpoint—more than 30 degrees—and that it has a reasonably wide-angle field of view. Additionally, tilt-shift images look best when they're populated with lots of small figures, such as cars, pedestrians, or foliage.

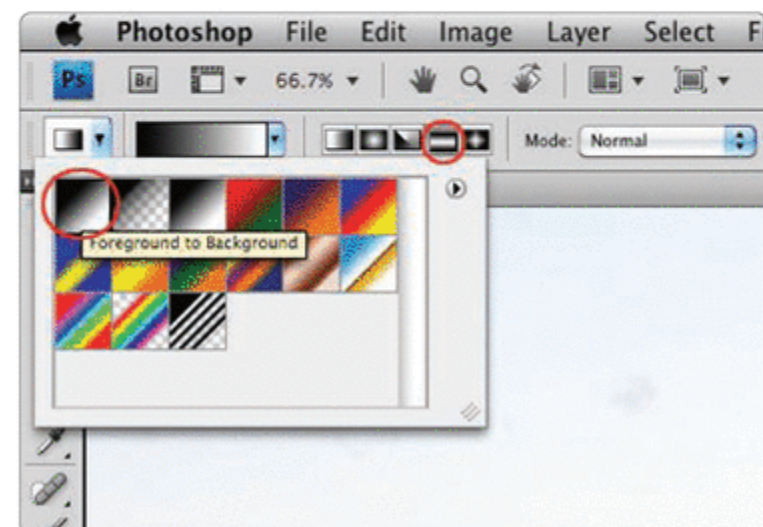
We snapped this from our fire escape. Sure, you can come over sometime.



2 Enter Quick Mask Mode

Enter Quick Mask mode by pressing Q; you'll notice that the top of your photo's status bar window will now display Quick Mask Mode. Press G to select the Gradient tool. In the toolbar at the top of your screen, make sure the Reflected Gradient option is selected, which is the fourth icon from the left. For your gradient color scheme, choose the first gradient style selection, which should say Foreground to Background when you hover your mouse over it.

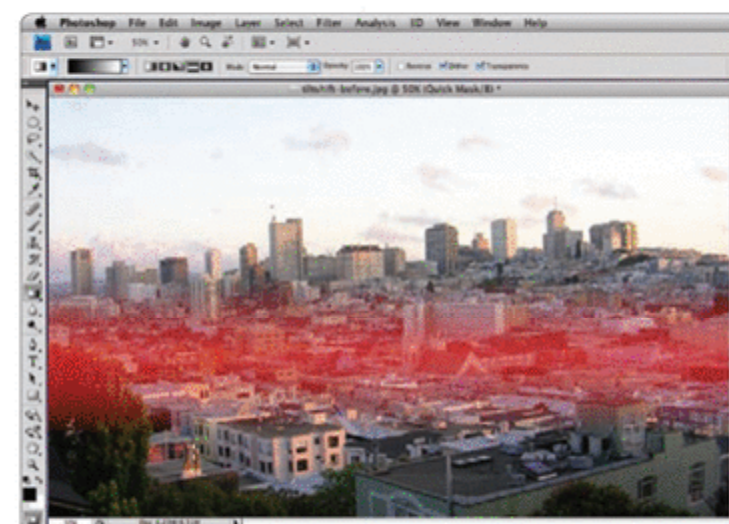
We've circled the two options you need to click.



3 Define the Focus

Next, choose a point on your image where you want your final photo to be focused. Starting from that point, draw a vertical line, ending where you want the photo to transition out of focus. The area of focus should now have a red overlay. The gradient scheme you chose will ensure that the parts that aren't red will be blurred, and your focus area will be the foreground. To get the focus area just right, you may have to try drawing the gradient line several times. For most tilt-shift photos, the in-focus space should take up no more than a third of the entire image.

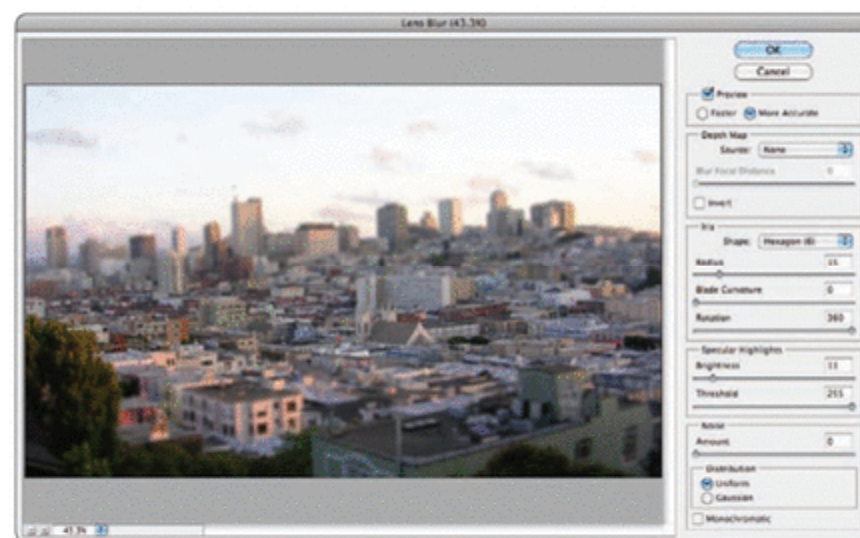
The red part will be in focus.



4 Blur Your Photo

Exit Quick Mask mode by pressing Q; Photoshop will convert your gradient into a selection path. Leaving it active, point your cursor to Filter > Blur > Lens Blur; a window will pop up with a preview of your photo with options on the right side. Below the Preview checkbox, select More Accurate, and under Iris, the shape should be Hexagon with a Radius of 15, a Blade Curvature of 0, and a 360-degree Rotation.

Under Specular Highlights, set Brightness to 11 and Threshold to 255 with no noise. Photoshop may have already defaulted to some of these values for you. Click OK to apply these changes and the blurring effect. You'll notice that your area of focus is perfectly visible, while the surrounding area is blurred.



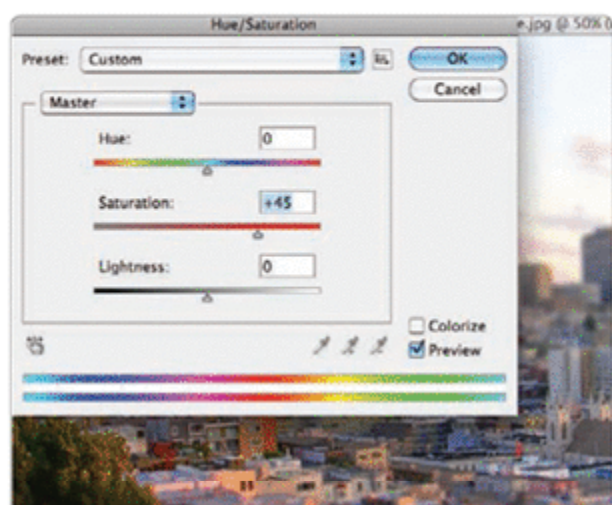
If the blur effect is too strong, pull back that Radius slider a little.

5 Increase Saturation

Deselect the photo and open the Hue/Saturation menu—look under Image > Adjustments or hit Command-U. You'll want to amp up the Saturation so your photo looks more vibrant, matching the tone of

tilt-shift photos. For this particular image, we set the Saturation to 45.

Crank up the color with a high saturation.

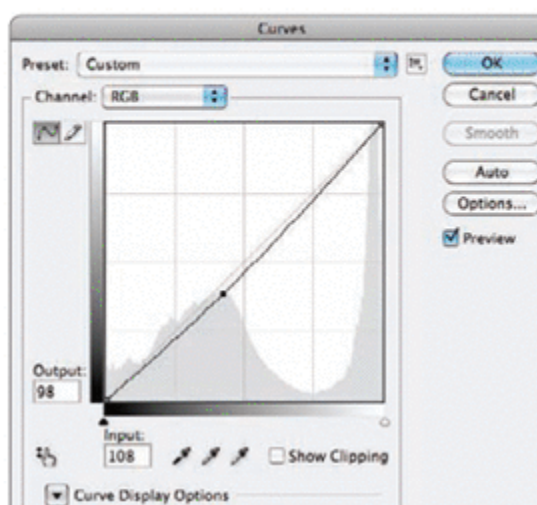


6 Tweak the Curve

Almost done. The last step is to adjust the tone and contrast of the photo with the Curves tool, accessed via Command-M. In our example, we tweaked our settings only slightly to increase contrast and darken the photo. Follow the underlying histogram to determine how to set your curve. Again, this setting

depends on the photo you're working with and your own preferences. When you're finished, accept the changes and save your photo.

Tweaking the curves adds the finishing touch.



Create. Share. Enjoy. Mac|Life

Interactive.



**SAVE
72%**

Subscribe Now and
get **BOTH** a Print and
Digital Subscription
to Mac|Life magazine!

For just \$19.95 you'll receive: 12 print issues, 12 digital issues,
PLUS a bonus digital issue delivered immediately upon order!

Go to www.maclife.com/replynow

Six Great Tips for Using Spotlight

Spotlight can do more than just find a file. Use it as an app launcher, phone book, calculator, and more.

Back when I started working here in 2006, mentioning the word “Spotlight” in our offices would trigger a chorus of scoffs and guffaws. Editors who shall remain nameless complained its constant indexing was slowing down their machines and that the search functions themselves were too sluggish. Well, I’m just a friendly nerd who wanted to fit in, so I jumped on the “Spotlight, Boo!” bandwagon.

Since then, I’ve jumped back off, my feet planted firmly in “Hooray for Spotlight!” town. It helped that Apple keeps improving its performance with every iteration of Mac OS X, and it helped even more to discover that finding files is just one of Spotlight’s areas of expertise. Try some of these tricks, and Spotlight will become an essential tool for you too.

BY SUSIE OCHS

>>>WHAT YOU NEED

LEVEL:
easy

>> A Mac running Mac OS 10.4 or later

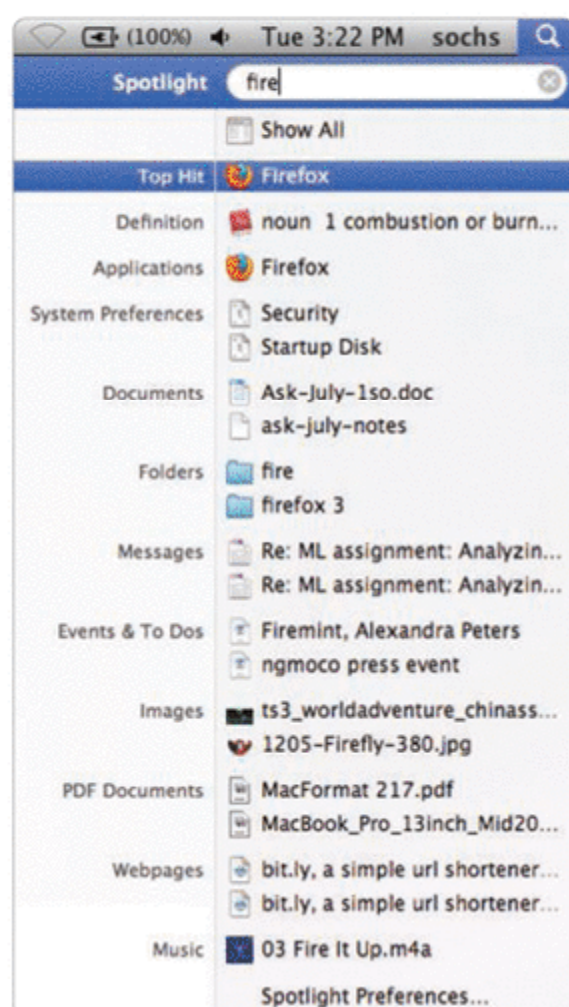


Spotlight puts your Mac’s power and flexibility on center stage.

1 Launch an Application

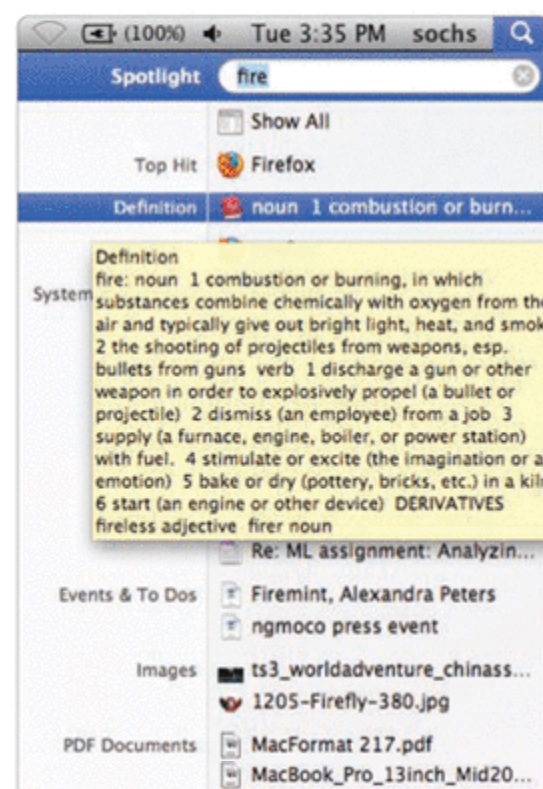
Keyboard-command junkies don’t need to rely on an app-launching utility like Quicksilver or LaunchBar. Just press Command-Space to call up the Spotlight window and start typing the name of your application. When it appears in the Top Hit spot, press Return to launch it. If you need to navigate to it in the list of results, you can use the arrow keys (hold Command while pressing the arrow keys to jump to another section), and when it’s highlighted, press Return to launch it.

I launch Firefox this way so often that it’s the Top Hit as soon as I press the F key.



2 Define Words

You’ll notice if you open a Spotlight window (Command-Space) and type “fire” that, besides Firefox, one of the results is a Dictionary.app definition of that word. Selecting it and pressing Return opens its Dictionary entry. This can be a quicker way to look things up than to launch



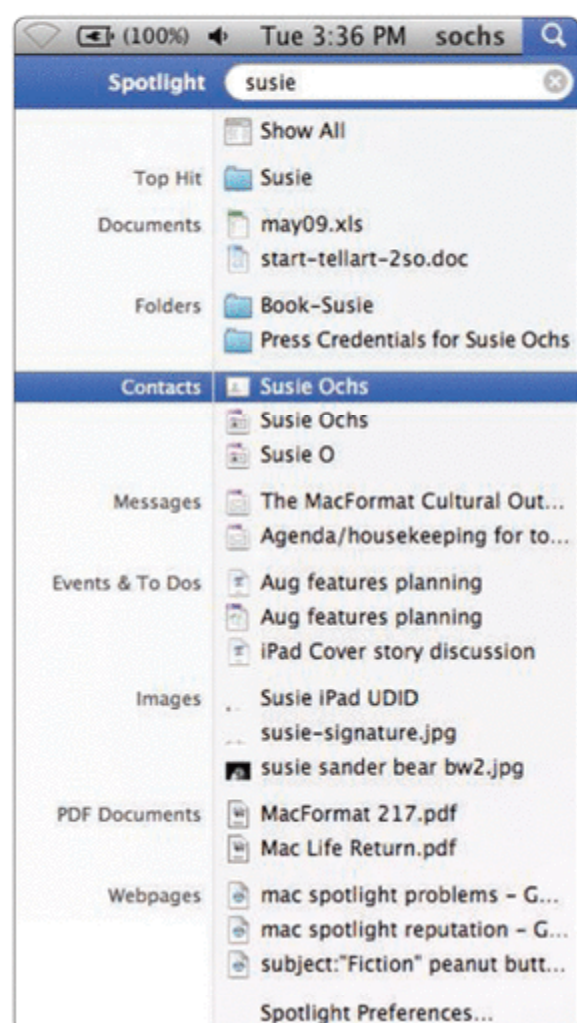
Dictionary from the Applications folder and type in your word. Plus, if you mouse over the definition in Spotlight’s results, a tooltip appears with the full definition for you to read without launching the Dictionary app at all.

Oh, so that’s what “fire” means.

Six Great Tips for Using Spotlight (continued)

3 Find Contacts

Instead of launching Address Book or Entourage when you need somebody's phone number or email address, just have Spotlight find the exact contact you're looking for. Type a name into your Spotlight window (Command-Space) and use the arrow keys to select that

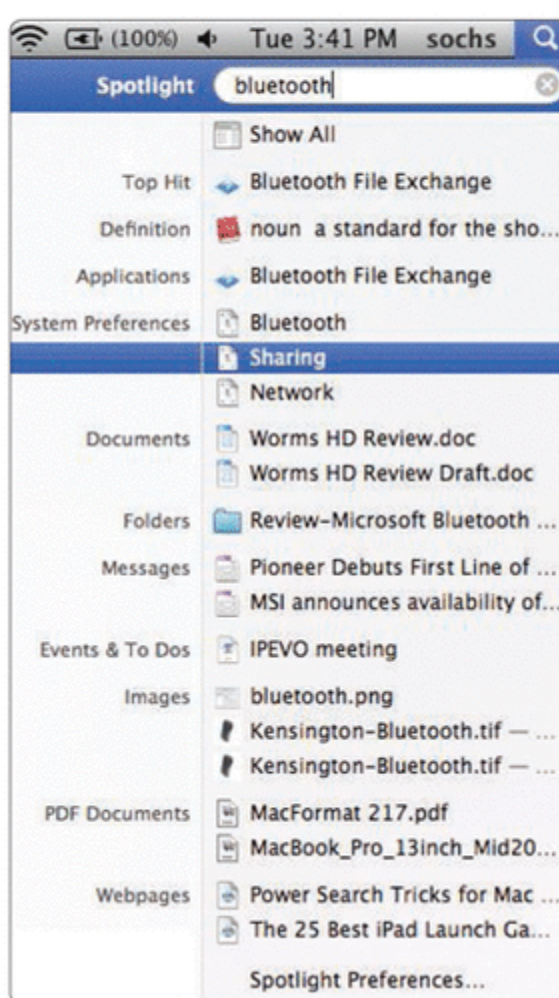


person from the Contacts section of the results list. Pressing Return launches your contact application with that person front and center, or you can mouse over the name in the results list for a tooltip displaying their phone numbers.

Why, there I am!

4 Quick-Launch System Preferences Panes

Sometimes, even when you know what preference you want to change, it's tricky to recall which System Preferences pane contains it. We used to launch System Preferences and use the search box in the top right, which highlights any panes that contain the word you type in.



Well, Spotlight can do that too. For instance, when we type "Bluetooth" into a Spotlight window (Command-Space), the System Preferences section of the results list contains not only the Bluetooth pane, but also Sharing and Network, two other System Preferences panes that deal with Bluetooth issues. As always, select one and press Return to launch it.

If you can't remember which System Preferences deal with Bluetooth, Spotlight can.

5 Do the Math

Spotlight can perform calculations for you too, saving you the trouble of launching Calculator. Just call up that trusty Spotlight window (Command-Space) and start typing your equation. Remember that the multiplication symbol is * rather than x.

The result will be displayed right in the Spotlight window, and if you press Return, the Calculator app launches with your result displayed. That can be handy, since once you click elsewhere on your Mac's screen (say, to type the result into a document), the Spotlight window closes and your equation isn't visible until you open it again with Command-Space.

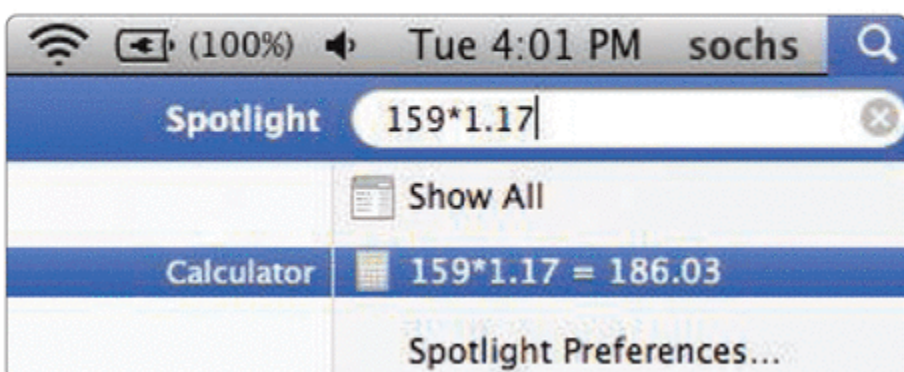
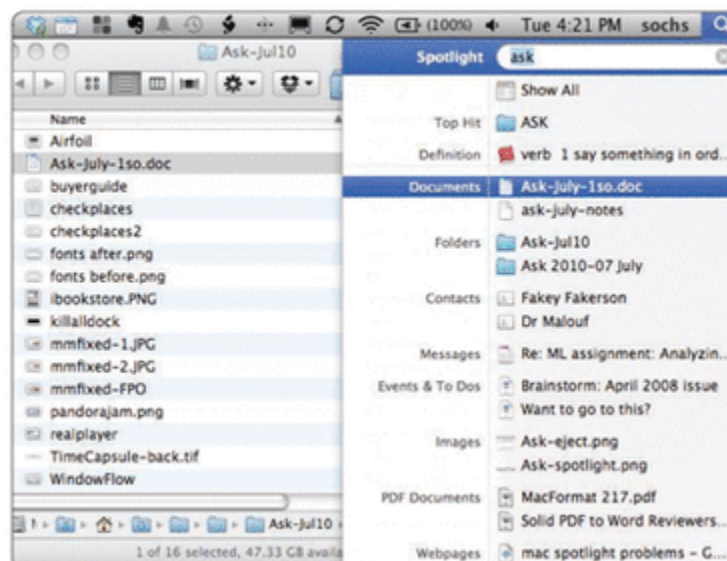


Figure out how much a \$159/night hotel room costs after 17% worth of taxes are applied.

6 Find a Folder

To find out which folder holds a particular file, search for that file with Spotlight, but don't just highlight the file in the results list and press Return—that launches the file in question. Instead, hold Command and press Return (or, if you're a mouse user, hold Command and click), and a Finder window will launch that shows your particular file inside the folder where it resides.



When we Command-clicked the highlighted result, the Finder window launched.



FatCow™ PRESENTS

host smart drive smart

register to win at:

www.fatcow.com/hostsmart

win this!

GRAND PRIZE

smart
fortwo pure coupe



or these!

SCHWINN
one of four bicycles



or this!

Vespa
S 50 4V scooter



Create a Website with FatCow and Win a Wicked Cool Car!

only
\$66
per year



Website Hosting ... Our Milk and Butter

Our robust, all-in-one hosting solution includes everything you need to put your business or personal site online.



Advertise Your Site for Free

Get the word out about your great new site with ad credits from Google™, Yahoo!™, and Facebook™.



Blogs, Photo Galleries & More

Our installation wizards make it easy to add a variety of applications to your site—photo galleries, blog software and more!



10-Minute Websites

Create a website with just a few clicks, using a variety of dynamic themes and templates; no programming required.



Friendly Moo Crew Support

We're here to help. If you have questions, our friendly Moo Crew is available 24x7 via phone, email and online chat.



It's Easy Being Green

Web hosting is extremely energy intensive. At FatCow, we power our server farm with 100% wind energy.

GIVEAWAYS
FROM

smart

Vespa

SCHWINN

FatCow

call us 24x7
866.544.9343

No purchase necessary to enter or win. Host Smart Drive Smart Giveaway is open only to legal residents of the (50) United States (and D.C.) 18 years or older. Promotion starts on May 17, 2010 and ends at 11:59 pm ET on September 30, 2010. Void where prohibited. For full entry details see Official Rules at www.fatcow.com. Sponsor is FatCow Web Hosting, 70 Blanchard Rd., Third Floor, Burlington, MA 01803. smart USA Distributor, LLC (smart® a Daimler Brand), Piaggio USA, SCHWINN, a Divisions of Dorel Industries Inc, are not affiliated with FatCow or this promotion.

Gum Plus™

Browse more, play more, talk more!



Xtand Go™

The seat for your device on the go.



JUST®
mobile
form & function

Available at:

MICRO CENTER

MacConnection
www.macconnection.com

amazon.com

MacMall
Your #1 Apple Superstore

Fry's

www.just-mobile.com

©2010 by Just Mobile Ltd. All rights reserved. Just Mobile, and other Just Mobile marks are owned by Just Mobile Ltd. and may be registered. All other trademarks are the property of their respective owners.



iGo \$333



i360° \$39.90

Mac|Life
Editors'
Choice



mStand \$49.90

Mac|Life
RATED **AWESOME**



iLevel \$79.90



iLap from \$49.90

www.raindesigninc.com 1800 797 7321

 **rain**

KANEX XD™

FOR APPLE iMAC® 27-INCH

WATCH. PLAY. LISTEN.

The Kanex XD™ brings high definition content to your Apple iMac® 27-inch. Connect and play Xbox 360®, PlayStation®3, and Blu-Ray content for a truly amazing visual experience.



KANEX®
www.kanexlive.com

Visit us at E3 2010
Booth #2959 South

Superior Quality Mac Memory



Lifetime Warranty

Same Day Shipping

1-800-831-4569

Mon-Fri 9am-6pm CST

Memory Upgrades**iMac Intel DDR3**

4GB - \$126.99
8GB - \$349.97
16GB - \$699.49

Mac Pro DDR3

4GB - \$ 148.99
8GB - \$ 289.99
16GB - \$ 575.99
32GB - \$1399.99

MacBook DDR3

4GB - \$126.99
6GB - \$234.99
8GB - \$349.97

MacBook Pro DDR3

4GB - \$126.99
6GB - \$234.99
8GB - \$349.97

Firewire Hard Drives

750G - \$159.99
1TB - \$175.99
1.5TB - \$199.99
2TB - \$259.99

Internal SATA Drives

500G - \$ 58.99
1TB - \$ 94.99
1.5TB - \$129.99
2TB - \$167.99



Speak to a
Memory Expert

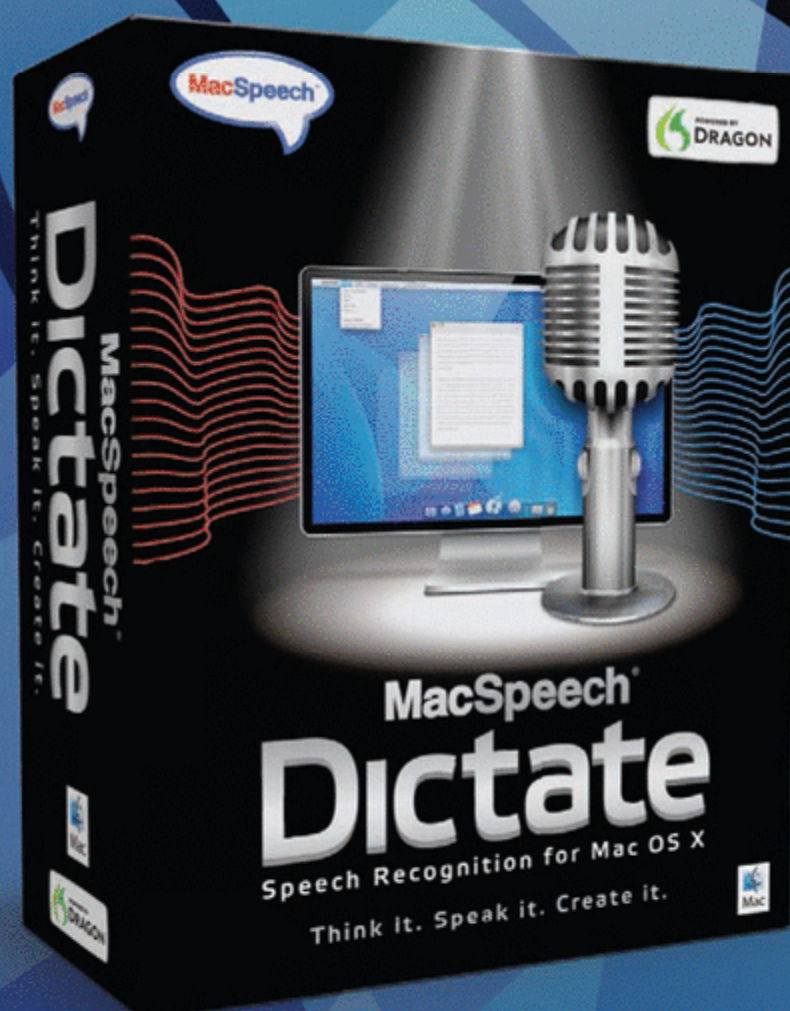
1-800-831-4569

Secure Online Ordering at

WWW.RAMJET.COM

Prices subject to change without notice

Professional, Fast, Dependable



You talk. It types.

MacSpeech Dictate
Premier speech recognition for the Mac.

www.macspeech.com

Available from MacSpeech, Apple, and other fine Macintosh retailers.
Visit the MacSpeech website for a complete retailer listing.



~~Type.~~ Talk!



THE LIFER



In our new monthly column, Rik Myslewski delves deeply and geekily into all things Apple. And he's starting off with a doozy:

What's really behind Apple's war on Adobe Flash?

Apple may be the world's most secretive consumer products company. And when facts are few, mere speculation roils a sea of hyperbole. You need someone to dive beneath its turbulent surface and fetch pearls of reality. Beginning this month, I'm signing on as your diver.

And it's a good month to dive in, considering the steaming soup

of disinformation and misdirection that is the ongoing imbroglio of Steve Jobs versus Adobe's Flash. The skirmish shines a spotlight on the competition between Flash and HTML5's <video> tag, the open web video standard that Jobs prefers over Flash.

Jobs famously called Flash a "CPU hog." Well, yes and no. Yes, Mac OS X's Activity Monitor will show that Flash-encrusted web pages cause Safari to chew up CPU cycles. But no, HTML5 by itself is no savior—at least, according to testing performed by the video-encoding wizard Jan Ozer of the Streaming Learning Center. What matters is hardware acceleration—which is one reason why Flash performs better on Windows than it does on a Mac. And when Ozer tested the upcoming Flash 10.1, which enables GPU acceleration, Flash handily spanked HTML5. But only on Windows.

On the Mac, Flash 10.1 isn't scheduled to enable hardware acceleration because the programming hooks (or APIs, which stands for *application programming interfaces*) that are

"Flash 10.1 handily spanked HTML5. But only on Windows."

necessary for it were only introduced in Mac OS 10.6.3, released in late March. Also, Apple only provides APIs for decoding video, not displaying it. For that, Adobe is on its own.

But these hardware-acceleration APIs are for the Mac, not the iPhone/Pod/Pad's upcoming iPhone OS 4.0 (which, by the way, needs a new name). It's on these mobile devices that Jobs & Co. are betting the company—and it's from them that Flash is forbidden. Jobs says that when running on mobile devices, Flash's software-based decoder egregiously sucks power when

wrestling with H.264 video. Interestingly, there are no hardware-acceleration hooks into the iPhone/Pod/Pad's PowerVR SGX graphics guts, which were designed by Imagination Technologies, a company in which Cupertino is heavily invested. However, Imagination has another mobile offering, the PowerVR VXD, which does decode H.264 in hardware, but Apple hasn't chosen to use it...that I know of. Imagination won't tell me—not that I blame them, knowing how Apple feels about secrecy.

Jobs has also said that he prefers HTML5 to Flash because HTML5 is an open standard. Had I first read that statement at the breakfast table, my subsequent guffaw would have caused nuggets of Count Chocula to rocket out of my nose. Apple is the poster

child for tightly controlled, closed systems. The iPhone OS

developer license, for example, disallows any app that would "install or launch other executable code by any means"—an edict that keeps Flash, Java, and other executables off the iPhone/Pod/Pad. But it gets worse: when Apple announced iPhone OS 4.0, it beefed up that proscription to require that all apps be "originally written in Objective-C, C, C++" and not translated from another language into native code for Apple's mobile devices.

This escalation eviscerates Adobe CS5's Packager for iPhone, which translates ActionScript 3 projects into native iPhone/Pod/Pad apps. How the new edict will affect multiplatform languages such as haXe or multiplatform translators such as Appcelerator is unknown, although Apple may let them slide since they use Apple's APIs, while Adobe's Packager produces low-level native code.

Perhaps Steve's real beef with translated apps is that they can be made available to many devices—Windows Phone 7 and Android smartphones, webOS slates from HP, whatever—and he'd prefer not to share his developers. And then there's the small matter of Flash games and videos tending to be free, which is hardly a good way to encourage you to spend money in iTunes—although Apple claims that the App Store and iTunes Store are merely "break even" businesses designed to sell hardware, not make a profit.

But divining Apple's motives is mere speculation. And that's not what I signed on for.



»Since the late 1980s, Rik Myslewski has paid his rent by keeping an eye on Apple. He was editor-in-chief of MacAddict from 2001 until its transformation into MacLife in early 2007, and is now a member of the snarkily sophisticated team at London's The Register, which is "biting the hand that feeds IT" daily at www.theregister.co.uk.

TECHTOOL PRO 5

Problems?

Fix them yourself and save money on costly repair bills.



Save Money! Install TechTool Pro Now!

- Keep your computer running smoothly.
- Help prevent problems in the future.
- Fix most of your problems on the spot.

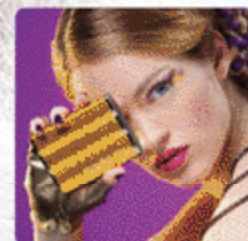


Micromat, Inc., 5329 Skyline Blvd., Santa Rosa, CA 95403, USA
800-829-6227 707-566-3831 info@micromat.com www.micromat.com





HyperMac Nano
1800mAh
Recharge iPhone 1.5X



HyperMac Micro
3600mAh
Recharge iPhone 3X



HyperMac Mini
7200mAh
Recharge iPhone 6X

Photograph by Photographer of the Year and HyperMac user Michael Scott

10 different colors, 3 different sizes
Recharge the iPhone 1.5/3/6 times

HyperMac
HyperMac

Battery Pack

for iPhone, iPod, iPad, USB devices

MacBook Pro/Air

Power your MacBook up to 34 hours!
Or recharge the iPad up to 9 times!



Visit > hypermac.com/ml
Call > 1.888.202.1888



HyperMac 60Wh
Extend up to 14 hours



HyperMac 100Wh
Extend up to 19 hours



HyperMac 150Wh
Extend up to 25 hours



HyperMac 222Wh
Extend up to 34 hours



Car Charger
for MacBook