



GET # INFO

So, were you right?!



It's a **nudibranch**; this particular one was about half an inch long. The photo was taken by Brian Wall on a recent dive trip in the Bahamas.

nudibranch – a opisthobranchiate mollusk (sea slug), having no shell except while very young. The gills are naked and situated upon the back or sides. (from NOAA's Web site)

To learn more:

<http://www.divegallery.com/>
(cool image gallery from the Phillipines)

http://www.diveoz.com.au/nudi-branches/nudibranch.asp?info=main_page (to learn more about these creatures)

Here's a chance to contribute to the newsletter. Send acronyms to Melanie Crain, hcrain@nc.rr.com. They will magically appear in a future issue of *Get Info*.

RECOGNIZING A JOB WELL DONE

How to Thank the Leaders of Your Computer User Group

If you have found benefit in belonging to a computer user group, there are many ways of thanking the leaders of the group. Sure, you can always walk up to them after a meeting and shake their hand. But there are more meaningful things you can do, too. You can thank them by moving the club forward in countless small ways.

You can drop off membership flyers at the local computer stores and public libraries. You can offer a smile and encouraging word to people who show up to meetings. You can answer questions on the club's e-mail list. You can ask questions on the club's e-mail list. (Questions are as valuable as answers.) You can exhibit patience with computer beginners — answering their questions in ways that benefit them the most. You can offer some computer item you're no longer using to another member of the club. (If you're giving away commercial software, make sure you delete the copy on your own computer.)

You can also spread the word about the club around town. Be careful not to oversell, though. When I explain about the benefits of the local user group, I spell out honestly what the club can offer and can't offer. You would be doing no-one any favors if you raise false expectations in the minds of prospective club members.

You can write an article for the club's newsletter. Articles can be on almost any topic you think would bring value to club members. You don't need to be a computer expert to write an excellent article. Computer beginners have lots of important and interesting things to say. "In the beginner's mind there are many possibilities, but in the expert's there are few."

You can talk to your local public librarians about the benefits you've encountered in your user group. Librarians are the intellectual hub of any community. You want them to be able to pass on information to anyone who inquires about computer user groups. You might even give them a video showing one of your user group meetings in action — so they can better visualize and describe the meetings to other community members.

Collective action
is what user groups
are all about.

continued on next page

TMUG Officers

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TMUG Committees and their Chairmen

Programs: Allen Emery

Membership: Alec Whittaker

Website: Melanie Crain, pro tem

TMUG Web site: www.tmug.org

All members are invited to the following Special Interest Group (SIG) meetings:

Triangle Adherents of Palm Information Technology (TAPIT)

(Palm Computing SIG)

Meets at 6:30 p.m. on the 3rd Monday at the Prime Outlets Mall (in the Food Court). The Mall is on Morrisville Rd, off I-40, opposite direction from the airport; Smythe Richbourg (palmnews@tmug.org)
<http://tapit.interpug.com>

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How to Thank... continued

And now here's some unexpected ways you can thank the leaders of the club. You can show up to the club meeting with an unexpected door prize. Perhaps buy a pair of new computer speakers. Some headphones. A computer microphone. (Note Macs use different microphones than Windows computers. Mac users usually use a USB microphone.) Stop by a bookstore and buy a copy of a new how-to computer book. Or purchase a modest Amazon.com gift certificate as a door prize. Offer to be a "club driver" — so if someone calls the club and says there is a sick child or adult who could use a computer at home, you'll be there to deliver that donated computer on behalf of the club. Bring homemade cookies to club meetings (being careful not to leave crumbs for the next people using that meeting space.) Offer to be a "computer mover," so that if someone in the club isn't able to move their computer from one room of their house to another, you'll be there to help them do that. Or be the modem rescue person, so if someone's modem got zapped by lighting, you be there the next day and connect a replacement modem for them. If they ask you why you did that, tell them that you value them being connected.

You can start a scholarship program for 5 families a year in your community. Interested families could apply to the club to get a donated computer and half off the annual dues of the club (for the first year). By doing so you're building a ramp to club membership, you're helping the community and you're creating new ways for club members to engage in outreach and publicity. Get creative in how you thank the leaders of your computer club. Behind the scene, many hours of work go into making computer clubs work. Club leaders are not paid a dime. They do it because they get a thrill from seeing people help each other, from people increasing in their learning and computer confidence. Surprise them in the ways you say thanks. You may even want to say: "I'm ready to work. I'd like to offer my time to help." A grateful handshake is a good starting point. A grateful action is an appropriate follow-up. Actions speak louder than words. Collective action is what user groups are all about. Find a need. And then fill it. ▽

Phil Shapiro

The author has benefitted from the generosity of people in computer user groups for the past 20 years. He is reachable at <http://www.digitaldivide.net/profile/pshapiro> and pshapiro@his.com. This article was inspired by the actions of the Macintosh Business Users Society of Greater Philadelphia in starting an award program for students at the University of the Arts in Philadelphia — where this user group meets. Somebody in that club is thinking outside of the box in excellent ways. This article may be freely printed in any user group newsletter and used for any nonprofit purpose.

Old Macs Don't Just Fade Away

by Dawn D'Angelillo dawn@smalldog.com

As electronics enthusiasts, it's easy for us to get excited about new iPods, faster processors, sleek iBooks, and flat-screen monitors. But most of us have given little thought to what becomes of the equipment we replace.

An estimated 130 million computers will be manufactured and sold this year, as well as untold numbers of cell phones, televisions, and other electronic devices. The outdated electronics we replace, such as computers, televisions, printers and related peripherals, become electronic waste (e-waste). It's estimated that in 2005, one computer will become obsolete for every new computer put on the market. Cell phones have the shortest lifespan among consumer electronics: 1.5 years.

What's Inside

E-waste is both an environmental problem and a health hazard. Many people don't realize that electronics contain hazardous toxins such as lead, cadmium, hexavalent chromium, mercury, and brominated flame retardants, all shown to have adverse health effects in humans and wildlife. Particularly hazardous is older equipment which had large amounts of banned substances used in their production, such as polybrominated biphenyl (PBBs) and diphenyl ethers (PBDEs). These chemicals degrade slowly into the environment and build up in living organisms, much as the more well-known PCBs do. Accumulations of PBBs and PBDEs are known to affect behavior as well as thyroid hormone production as levels increase. While the adverse health effects of exposure to lead and mercury

are well documented, most people are less aware that hexavalent chromium (Cr VI) is more soluble in water than its natural cousin, chromium (Cr III). Cr VI targets the respiratory system and in 1975 was declared an occupational carcinogen by the National Institute for Occupational Safety and Health.

Want specifics?

Different devices and components include a wide variety of toxic substances.

- ❖ Monitors and televisions contain cathode ray tubes (CRTs), which use lead to shield users from radiation. CRTs also contain barium.
- ❖ Printed circuit boards can contain chromium, lead, beryllium, mercury, cadmium, nickel, and zinc. Lead solder is used to hold components to circuit boards, and brominated flame retardants are used in circuit boards, cables, and plastic casing.
- ❖ Batteries contained in printed circuit boards have numerous hazardous metals including mercury, nickel, cadmium and lead.
- ❖ Laptop computers have a small fluorescent lamp containing mercury in the screen, in addition to the materials in monitors and CPUs.
- ❖ Peripherals such as printers utilize circuit boards, batteries, and toner cartridges. Copiers have selenium or chromium drums.

Collateral Damage

When electronics are not properly disposed of or recycled, they end up in our landfills, where the toxins they contain can make their way into the ground water and into the air we breathe. Some discarded electronics are shipped to developing countries to be harvested for any usable components by children and other workers paid pennies a day. This work is often done without gloves, masks, or goggles, resulting in exposure to the harmful chemicals, glass, and other sharp objects.

<http://www.svtc.org/cleancc/pubs/techno-trash.htm>

http://www.ewaste.ch/case_study_chinal/

All this happens in part because no national regulations govern the handling or disposal of e-waste in the United States. California and Maine have passed their own e-waste laws, which place responsibility on the consumer. Other states have passed legislation classifying electronics as hazardous waste. This patchwork of different laws from coast to coast makes it difficult and expensive for consumers to understand what to do, and for retailers and manufacturers to adhere to the laws.

http://www.computertakeback.com/legislation_and_policy/e_waste_legislation_in_the_us/

Make a Difference

So what can we do about it? As consumers, we need take personal responsibility for recycling our electronics properly. Every electronics reseller should

offer options to customers and provide information about hazards of improper recycling. Manufacturers are also responsible: Apple, Dell, Sony, and the rest of the gang need to step up and offer incentives to make sure their temporarily cool items are recycled when they are no longer wanted. Apple has done some work here with the iPod recycling program and other environmental programs, although the Silicon Valley Toxics Coalition has called on the company to go further.

<http://www.apple.com/pr/library/2005/jun/03recycle.html>

<http://www.apple.com/environment/>

<http://www.svtc.org/>

Most solid waste districts can provide you with more information on resources in your area. You may want to ask a few questions when you go to drop off your electronics to be sure they're being disposed of properly. Some questions to ask include:

- ❖ Do you provide a data scrubbing service to remove information from the machines?
- ❖ What company handles the electronics after they leave here?
- ❖ Are the electronics repaired and resold or dismantled for working parts? If so, what protections do the workers have against the toxic materials?
- ❖ Where are the electronics sent? What is the final destination of the electronics?
- ❖ Are non-working electronics sent to developing countries?

If you're not sure where to go to recycle your dead electronics, the Electronics

Recycling Initiative and the Electronics Initiative Alliance have a list of links to pertinent recycling information for electronics. You can also find additional background information about the electronics waste problem on the Small Dog Electronics Web site.

<http://www.nrc-recycle.org/resources/electronics/policy.htm>

<http://www.eiae.org/>

<http://www.smalldog.com/ewaste/>

Small Dog Electronics supports shared responsibility and shared cost among consumers, manufacturers, and retailers. In other words, we're not just leaving it to our customers to pay for recycling. Currently, we offer free recycling when you purchase a replacement hard drive or iPod battery. We are also a local drop-off point for all electronics recycling. Recycling is available for 25 cents per pound, which covers the costs that we are charged by the recyclers.

We're also working with government leaders and industry organizations to develop a model for handling end-of-life electronics where financial and physical responsibilities are shared. This is proving to be a slow process, especially since our senator will be retiring this year. So far, no laws have been passed that have come directly from our efforts, but we will continue to keep this issue forefront in Vermont politics. We can all put pressure on our state and local governments to cooperate by writing to our elected representatives. Our biggest gains to date have been working with our local recyclers and solid waste managers to get them to assist in telling the story of e-waste.

Businesses, the technology and recycling industry, and our federal, state, and local governments should work together to

make sure that our e-waste does not go to landfills or incinerators or to developing countries, but that our country has a system for responsibly handling and disposing of e-waste.

Even if Small Dog Electronics can't be the biggest contributor to this movement, maybe we can help by being the smallest and the noisiest, doing the share of the work that is ours to do, and spreading the word to other people. This isn't hard. It's like taking a pooper scooper with you when you go for a walk with your dog. If each person cleans up his or her own mess, the whole mess starts to get cleaned up. ♣

Dawn D'Angelillo wears many hats at Small Dog Electronics, including Customer Service, Marketing Director, newsletter publisher, and listmaster. Small Dog Electronics is an authorized Apple reseller of computers and peripherals based in Waitsfield, Vermont. The social mission of the company has remained focused on multiple bottom lines. Small Dog Electronics believes that its effect on the community, environment, customers, and employees is just as important as maintaining its profitability.

QuickTime 7 Represents Major Overhaul

Information condensed from Apple Developer documentation by Bill Davies, bdavies@macnexus.org

Please note, all I did was take information off Apple's public web site and boil it down into an "abridged" version. — Bill

QuickTime 7 introduces a number of new features and changes to the user interface of QuickTime Player and QuickTime Pro. Both Player and Pro are available in Mac OS X v10.4 and are also backward-compatible with Mac OS X v10.3.

Some key things to know:

QuickTime has been completely modernized and wrapped onto OpenGL after many long years of development. It is now a Cocoa application better supporting the MacOS X user environment.

QuickTime 7 offers new playback controls, some of which are only available if you have a qualifying graphics card on your



Mac. This is referred to as the GPU. (Hint: Macs released after April 2005, with some earlier dual processor G5 towers mixed in, mostly those less than 6 months old.

Check Apple's web site for qualifying models.) Core Image in Tiger extends the basic graphics capabilities of the system to provide a framework for implementing

complex visual behaviors in your application. Core Image uses GPU-based acceleration and 32-bit floating-point support to provide fast image processing and pixel-level accurate content.

QuickTime 7 Pro requires purchase of a new QuickTime Pro license. Your Pro license from version 6 will no longer work.

New in QuickTime Player

The new QuickTime Player is a native Cocoa application. The intent of this new design is to better integrate QuickTime

Player in general with the Mac OS X user experience.

The following are some of the new user-level features available in QuickTime Player:

H.264 video support. This state-of-the-art, standards-based codec delivers exceptional-quality video at the lowest data rate possible, across the entire bandwidth spectrum.

New audio and playback controls. Users can use the new A/V Controls window (previously available only to QuickTime Pro users) to adjust settings for the best audio and playback experience. Users can now easily change settings, including playback speed, volume, bass, treble, and balance.



A new video controls panel is also available, as shown in the right portion of the illustration. This option, however, is only available for users with a special video card on Mac OS X v10.4 where Core Image support is provided. The video controls let the user adjust for brightness, color, contrast, and tint.

Zero-configuration streaming. You no longer need to set your Internet connection speed in QuickTime Preferences. QuickTime automatically determines the best connection speed for your computer. If a connection is lost during streaming, QuickTime automatically reconnects to the server.

Live resize. Playback continues smoothly as you change the size of the QuickTime Player window. (Note that there may be hardware dependencies that affect the speed and smoothness of live resizing.)

Multichannel audio. QuickTime Player can now play 24 audio channels—and beyond. With external speakers, you can enjoy the full sound effects of movies and games.

All-new content guide. The completely redesigned QuickTime Content Guide provides the latest in news, education, and entertainment on the Internet.

Screen-reader compatibility. Using VoiceOver, included with Mac OS X v10.4, users with visual disabilities can enjoy QuickTime Player features.

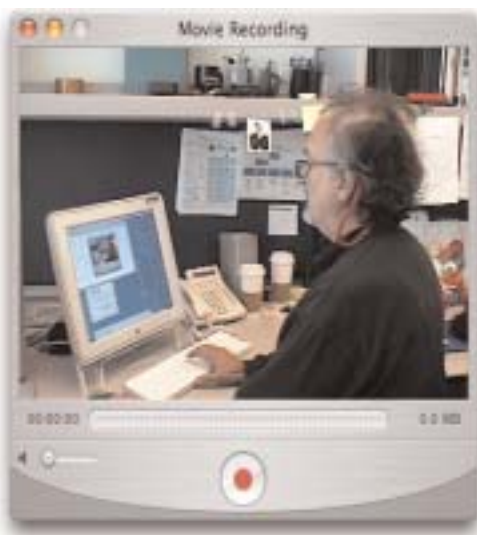
Spotlight-friendly content. New in Mac OS X v10.4, Spotlight makes it easy to find your QuickTime content. Spotlight can search for movie attributes such as artist, copyright, codec, and so on.

Easy access to QuickTime Pro. Items available only in QuickTime Pro display “Pro” by their names. If you choose one of these items, you’ll see a definition of the feature and learn how to upgrade to QuickTime Pro. Note that the designation “Pro” is only present when QuickTime Player is not the Pro version.

New in QuickTime Pro

The following are some of the new user-level features available in the Pro version of QuickTime Player:

Creating H.264 video. Users can take advantage of this codec for a variety of video needs, ranging from HD (high definition) to 3G (for mobile devices). This new codec provides better quality at lower bandwidth, enabling users to deliver high-quality video over the Internet.



Creating multi-channel audio. Users can create a rich multimedia experience by labeling each audio channel (for example, Left, Right, Left Surround, LFE, and so on). QuickTime automatically mixes the audio to work with the speaker setup of each user.

Recording audio and video. With a digital video camera or iSight connected to your computer, you can enrich your email messages with video clips. In addition, with enhanced recording of audio and video, users can add narration, for example, to their slide shows.

Sharing movies. Users can easily create a movie file for sending via email or posting to your .Mac HomePage. Select File > Share and a dialog appears that lets you choose a maximum size for the attached movie you want to share and then exports the movie to either your Mail program or to your .Mac HomePage.

Full screen playback enhancements. Full screen mode now provides floating Dashboard-style controls similar to the controls available for DVD Player. These include pause, play, stop, fast forward, and rewind. Users move the pointer to display the controller; after a few seconds, the controller fades away. Note that the controller does not appear with interactive movies when the mouse is moved, so that it does not interfere with movie content. Users can press the keyboard control-C to make it appear or disappear immediately. This new zooming transition, enabling you to go in and out of Full Screen, is dependent on the user’s computer hardware, as well as the media being played back.

Other Changes and Enhancements

QuickTime Preferences now has the option “Use high quality video setting when available.” Users can set this as the default for displaying high-quality video tracks, such as DV. And there are many more rearrangements to the menus and structuring of what lives where, more than can be shown here! ▽



eBay: Buying and Selling

by Alan Webster, Whittier Area Macintosh User Group

I've been buying and selling on eBay since 1998, and have learned some things I would like to share.

Buying

Just because you are using eBay, it doesn't mean you are going to get a good deal. If an item is popular, it can easily get bid up too high. You could buy it at a store for less.

Check a seller's "feedback rating" before bidding. This lists what past buyers have said about their experience with the seller and gives you an idea of what your experience will be like. If a seller hasn't sold many things or recent buyers have left bad feedback, it probably is not a good idea to send money to this person.

Check the shipping cost before bidding. Some sellers will set this really high (you were wondering why they were selling the item so cheaply). For added protection, use PayPal or a credit card when possible (see below). If the seller doesn't ship the item, you can get your money back.

Ask the seller questions before bidding. If they are responsive and helpful, it's a good indication that they will ship fast and that the item will be as advertised. Also, you should be sure the item is what you want. Pictures can only tell you so much.

Selling

Take good clear pictures of the item you are selling. It's very important to make a good first impression. Write a good headline that describes what you have to sell and its features. Make the buyer want to look at your ad.

There are so many categories that it's important to list your ad in the right one. I run an eBay search for the item to see where other people have placed their ads. Also do a search of "completed auctions" to see where people that made the most money placed their ads and what they said in that ad. This will also give you an idea of what your item is worth.

Write a clear description listing all of the features - model number, how old, used or new, tested or not. Also, make sure you tell what is wrong with it (scratches, damage, etc.). The buyer should be told exactly what they are getting, so there will be no hard feelings later.

Shipping

Make sure you charge enough. Weigh the package before listing (include packaging). An example of what to place in the listing might read, "Buyer pays shipping from zip code 90604 on package weighing 5 pounds." There are automatic shipping calculators you can use in your ad for UPS or USPS. Use the selection "Only ships to the United States" until you get more experience. You have to deal with customs forms if you ship outside the U.S.

Pack your item well so there is no breakage. There should be no "rattles" when the box is shaken. Ship your item as soon as it sells. No one likes to wait until you get around to it. Getting a PayPal account (see below) can be very handy.

You can get the money instantly. No waiting for a money order or check to be sent. The seller does have to pay a 3% transaction fee, though.

PayPal

PayPal is now the standard for exchanging money over eBay. Although large sellers accept credit cards for payment, it's too hard for us little guys to qualify for a credit card merchant account.

PayPal lets buyers use their checking account or a credit card to send money to the seller's account. Once the buyer sends the money, PayPal notifies the seller via e-mail that a deposit has been made. The seller builds up a "savings account" with PayPal until they withdraw it or use it to buy things.

If you are a buyer, you can sign up instantly to use PayPal. Becoming a seller (receiver of money) takes a bit longer. You have to link to a checking account so that you can add or withdraw from your PayPal account. PayPal also checks to make sure you are you. This process took a week for me.

WARNING: use a tough password with letters and numbers. No names, words or phrases that a computer with a dictionary, phrase book, and common passwords list can hack. When you are a seller, this account is linked to a credit card and checking account. Make sure it is secure by using a hard password (I have to look mine up). PayPal and eBay will NEVER e-mail or phone you asking for your password. Don't fall for that old trick of the criminal.

The convenience of using PayPal is well worth it to me. **V**

GoogleGo Actions

Product: Google Go Actions

Publisher: Midnight Mage Software

<http://midnightmage.com>

Price: Free

System Requirements: Mac OS X,

Address Book

Reviewer: Maria O. Arguello

Rating: 5 out of 5 apples

Midnight Mage Software is thanking all his supporters with free Google Go Actions. They are a set of plug-ins that work with the Mac OS X Address Book and allow you to get Google directions and/or a Google map to any entry in your Address Book instantly. In the Address Book there are pop-up menus with certain Fields, once you install the plug-ins you get two additional actions:

- “Google Map For...” will show the map of this location using Google Maps as the default browser.
- “Google Directions To...” will launch Google Maps with directions to this location from your home address (assuming you have a Me entry in the address book with your primary address). You never have to insert your

address as the start point. I love this feature. It saves me time and the map has a clear path of the route to see.

The actions are easy to install from the website and as the authors of Roll Call, a neat Mac OS X application that provides a printable graphic directory of your Address Book and much more, they know how to enhance the capabilities of the Address Book to another level.

You must have a “Me” entry in the address book entered correctly or it will not work. I had changed the format entry and it did not work until I filled it out in its original format. I have used the Google To Actions several times since downloading them. They are much better than MapQuest.

Steve Sheets and Sunny Worrell are very gracious and generous presenters. They have given of their time and expertise visiting several MUGs in the Mid-Atlantic region to introduce Roll Call. We extend our thanks to them for the Google Go Actions plug-ins. ▼

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Maria O. Arguello is a native of Nicaragua and a naturalized American citizen. She received her Bachelor of Science degree from Loyola University of New Orleans and her Master of Science degree from West Chester University in Pennsylvania. Since retiring from the Philadelphia School System as a science teacher and science department head, her newfound time has allowed her to become more involved with her Mac and the User Group Community. Maria is president and vendor liaison of the Main Line Macintosh Users Group (MLMUG), where she has also served as member-at-large and as special events coordinator. She is the Apple Regional Liaison for the Northeast United States, as well as the Liaison for online groups.

WE'RE WITH THE BAND

Bandwidth at .Mac

From TidBITS #789/25-Jul-05

Apple's .Mac service has played it coy for years about how much bandwidth transfer (bytes to and from your Web pages and other parts of your account) are included with your annual \$100 fee. I've asked Apple directly about it before and some folks have tested it, and it appears to be... well, it varies based on velocity of downloads, kind of material, etc.

No more. Now the bandwidth limits are officially 3 GB per month with a regular subscription and 9 GB a month if you pay the extra \$50 per year for a full 1 GB of online storage. ▼

A Reason for Being

by Frank Petrie

Book: Reason 3 for Windows and Macintosh: Visual QuickStart Guide

Author: Joe Lyford

ISBN: 0321269179

Publisher: Peachpit Press

www.peachpit.com

Price: \$21.99

Test Rig: PowerMac G4/DP

1.42Ghz/1.5 GB RAM/OS 10.4.1

Aaaah... music soothes the savage beast. Unless, of course, you're the beast who is trying to master the software, in which case "savage" is probably the most generous word that I can use here. Don't get me wrong. These are tools of the recording gods whose prices have been made affordable for mere mortals. We are blessed.

But we are, in the end, Mac users. We know of no manuals and have precious little patience for learning. We want to do, do, do; right now, now, now! Alas, there is a reason that the workers who populate recording studios are called "engineers." You now know why.

Enter Peachpit Press's excellent VQSG series. "Using simple step-by-step instructions and loads of visual aids, this friendly volume promises to have you up and running quickly — using all of Reason's instruments, loops, effects, mixing capabilities, and drum kits." Bands like Nine Inch Nails and Prodigy to video producers use Reason. Can I, the 98th Beatle, possibly enter the arena?

THE JUICE

From the cover, it's the same layout that always makes these books immediately recognizable. The first part of the book is really for beginners, but a refresher course on the basics of MIDI can't hurt

the intermediate user in any case. This is, after all, professional software.

We then proceed to hooking up your hardware and setting your preferences. Now you'll probably start sweating a little at this point so don't rush yourself. Make sure you understand the "whys" of what you're doing and you should be just fine. Once you lay the foundation of your studio, you'll be good to go.

The main section of the book schools you in Reason by leading you through creation, production and the post-production of your first song, using the massive amount of equipment and configurations available to you. It covers all of this while teaching you the jargon and the necessary concepts of MIDI along the way. Fortunately, you'll feel a burst of anticipation instead an overwhelming sense of ineptness. Remember, this book is aimed directly at us mere mortals.

Thank goodness.

The rest of the book is devoted to polishing your project with some of Reason's most powerful tools, especially those in their mastering suite. These can turn a raw composition into a professional piece ready for publishing.

THE PITS

Nada.

THE RIND

Nada.

THE PULP


With its illustrations and easy to follow directions, Peachpit has added another priceless VQSG to its already jam packed catalogue. What I found most impressive (and telling of the quality of this book)

was that with my splintered schedule, I was able to miss several days or a week, yet still remember what I had already learned when I finally returned to my project and pick up from where I left off without a hitch.

Now, remember, this is MIDI software. You can't record, say, yourself singing into a mic. But you can use it in conjunction with other programs such as Digital Performer and Logic/Logic Express if that's what you wish to do. And you can still use your controller (get the book if you're asking, "A what?") to capture your greatest performances to hard disk.

So you'll want to finish this book because once you have completely mastered the workings of Reason, only your imagination can get in the way. You may even surprise yourself with what's lurking in your mental attic.

Or maybe not.

RATING: 10 out of 10 

©2005 Frank Petrie

Freelance writer, Macsimum News contributing editor, Curmudgeon

E-mail: pbranky@mac.com

iChat: *pbranky*

Archive: home.comcast.net/~pbranky

GoodPage Creates Excellent Pages

by Frank Petrie

Product: GoodPage v1.0.2

Company: TARI

www.goodpage.info/index.html

Requirements: Mac OS X v10.3

Price: \$99 USD

Test Rig: PowerMac G4/DP

1.42Ghz/1.5 GB RAM



No longer restricted to obnoxious animated gifs, the web has turned into a visual show all its own, featuring dynamic graphics of a much higher quality. Thank you broadband. Our computers thank you. Our senses thank you.

But all of this requires more work for programmers. There are CSS layouts, javascripts, etc. which can be hand coded but steal away a ton of creativity time. And creativity is, after all, what you're being paid for.

So, hand coders like myself are going the way of the dodo (ask Grandma), or maybe not. Enter GoodPage: "We believe that applications should be designed for use without manuals." You immediately have my attention! Good page is a WYSIWYG editor unlike any that you have ever seen. "GoodPage is extremely easy to use - no learning time required." Extremely bold claim, that.

So, is it true? Can I learn to use GoodPage without a manual? And most importantly, can it produce quality code?

THE JUICE

"Drag to the Applications folder." In the demo, GoodPage immediately constructs a folder upon first launch that has examples to help you learn how to use the program.

From just a few minutes of nosing around the GUI, you realize what a unique and powerful tool this is. A WYSIWYG tool that can do everything you need to create, publish and maintain your site from within one, single app! And you can even FTP from within.

We believe that
applications
should be designed
for use
without manuals.

You can work from within its drawer or its main pane. The beauty of GoodPage is the various layouts that you can work from. Look at the three graphics. You make your choice.

In case you're wondering why this application is so wonderful, maybe a little history is in order. "TARI is a small family-owned company in Central Europe... Software development team designs and develops software for Mac OS X, and had previously worked in NeXT environment." A great pedigree and it shows

throughout this application. This is intuitive and well thought out.

Simply brilliant.

THE PITS

Nada.

THE RIND

Nada.

THE PULP

So... a WYSIWYG hand-coding program. Who'd have thunk it? Apparently, TARI.

This application is brilliant. It adheres to all of the proper coding guidelines as set out by the W3C (coders will know why that's important). Plus, as a hand coder who never became enamored with WYSIWYG editors, this is a dream come true. There is an adjustment period because it is so different from the work palette they you're accustomed to, but that one doesn't take long to overcome.

I highly recommend pages to any person who does web design for a living. It's amazing.

RATING: 11 out of 10

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PROTECT YOURSELF

Online Crime: Pharming

Fred Showker, fred@user-groups.net

The latest online crime wave has pushed the U.S. House to a near unanimous rally (395 Ayes, 1 Nays) against internet criminals — passing H.R. 744 “I-SPY” bill. The bill is now in Senate and needs your support to made it law.

The Internet Spyware (I-SPY) Prevention Act of 2005, introduced by Bob Goodlatte (R-VA) addresses the most egregious activities that are conducted via spyware and makes those activities criminal offenses. The legislation also authorizes \$10 million to the Department of Justice to combat spyware, pharming and phishing scams.

Remember, the Can-Spam Act passed last year, but for all general purposes it's been ineffective because there's been no enforcement due to lack of funding.

At the urging of so many constituents, Goodlatte's H.R. 744 actually becomes the first ever to actually fund the law's enforcement.

See: “Goodlatte” <http://www.house.gov/goodlatte/spyware.htm>

We urge you to get out and alert your members to contact their representatives to support and pass H.R. 744.

For details and links to your legislative representation go to <http://www.user-groups.net/safenet/>

This brief article explains the new threat of “Pharming” to computer users and provides links to full articles on how to protect yourself. You need to get this vital info to your members:

<http://www.user-groups.net/safenet/pharming.html>

ONLINE TRAINING

New Users and Switchers

macsonly@brightok.net

This item was shared on the TMC-NLC@yahoogroups.com list on July 11, 2005.

I was looking through the catalog of online courses and saw an instructor-facilitated course you might want to take. It's called “Working With Your OS X iMac or Macintosh.”

Here's a description of the course from their Web site:

Your Mac comes out of the box with everything you need! Discover the ins and outs of the sleek new Mac OS X Panther Operating System and put yourself on a faster track for work, home, and school.

An expert instructor will show you how to use the built-in word processor, database and financial management tools. You'll find out how best to search the Web, print all manner of documents and images, send and receive faxes, and bank online.

You'll also discover how to design powerful graphics, presentations, spreadsheets, charts, tables, and presentations. You'll also discover how to download music from the Internet, work with digital photographs, and edit digital videos.

If you're interested, just click on the link below:

<http://www.ed2go.com/cgi-bin/newoic/newcrsdes.cgi?name=wwtc&course=www&title=Working^With^Your^OS^X^iMac^or^Macintosh>

The Wes Watkins Technology Center provides vocational education to secondary and post secondary students in Hughes, Okfuskee and Western portion of McIntosh counties in Oklahoma. ♣