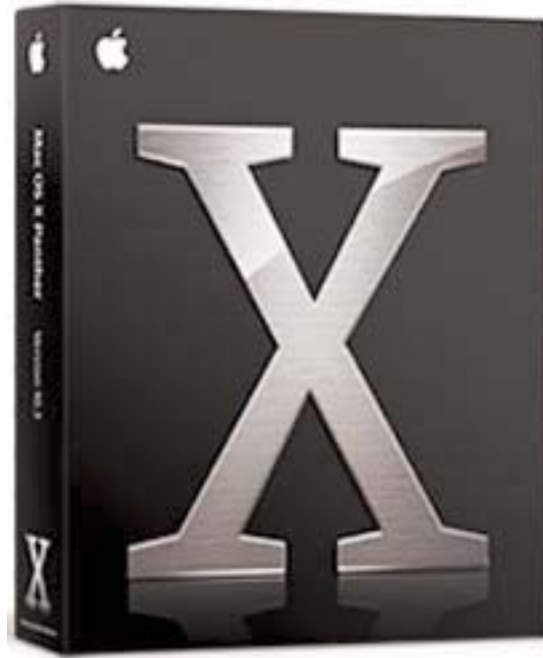


November 2003



See Jim Foster's demonstration of the exciting new Panther OS at the November 26th MaUsE Meeting (map and details on Page 2) and see what new products local Macintosh accessory retailers have to show us.

MaUsE Double Click



Executive Contact List

Please feel free to contact any of the following individuals if you have comments or questions relating to Macintosh Users East or Macintosh computing in general.

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From the Editor

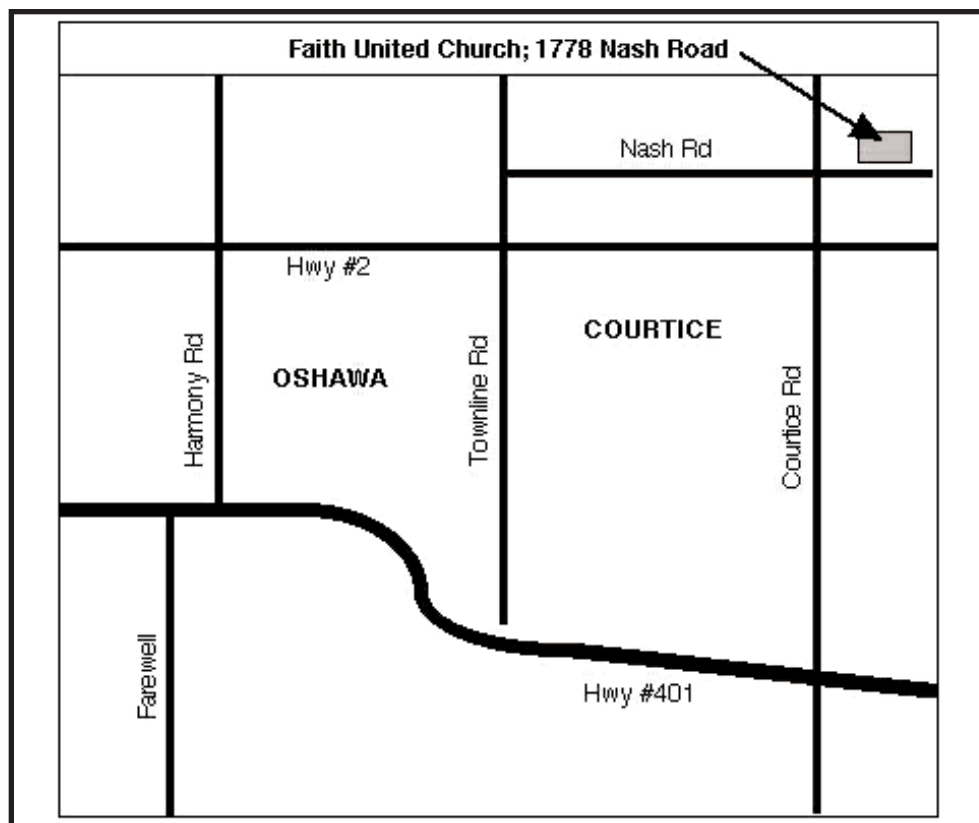
Well, folks. Its November again. Halloween safely behind us, frost on the pumpkin, frost on the windshield, Christmas shopping looming on the horizon, ice and snow and darkness on the way, days getting shorter, nights getting longer, leaves turning colours and falling off the trees, rising damp and throbbing aches and pains from old injuries and old-age, despair, darkness and gloom on all sides and its just getting worse. But just think: it will be Spring in just five months !

Small Print

What you are looking at is the latest edition of the Double Click monthly newsletter from the Macintosh Users East, (MaUsE), a motley collection of old and new Mac users who reside in Southern Ontario with a motley collection of old and new Macintosh computers. What more do you need to know ? Oh, yes. This Newsletter is created by Michael Shaw, Double Click Editor, on a Sonnet-accelerated Macintosh PowerPC 6500/400 and a Sonnet-infested Daystar Genesis MP G4 800+. Submissions from MausE Club members, 'though rarer than hens' teeth, are always welcome. Send them to: michael_shaw@sympatico.ca. I have never refused a submission yet. There's always room for another piece on ANY Mac-related topic and I'll make room if there isn't. I would like your submissions. But I won't beg.

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The next meeting will be held at Faith United Church on Nash Road in Courtice Ontario, at 7:30 on November 26th.

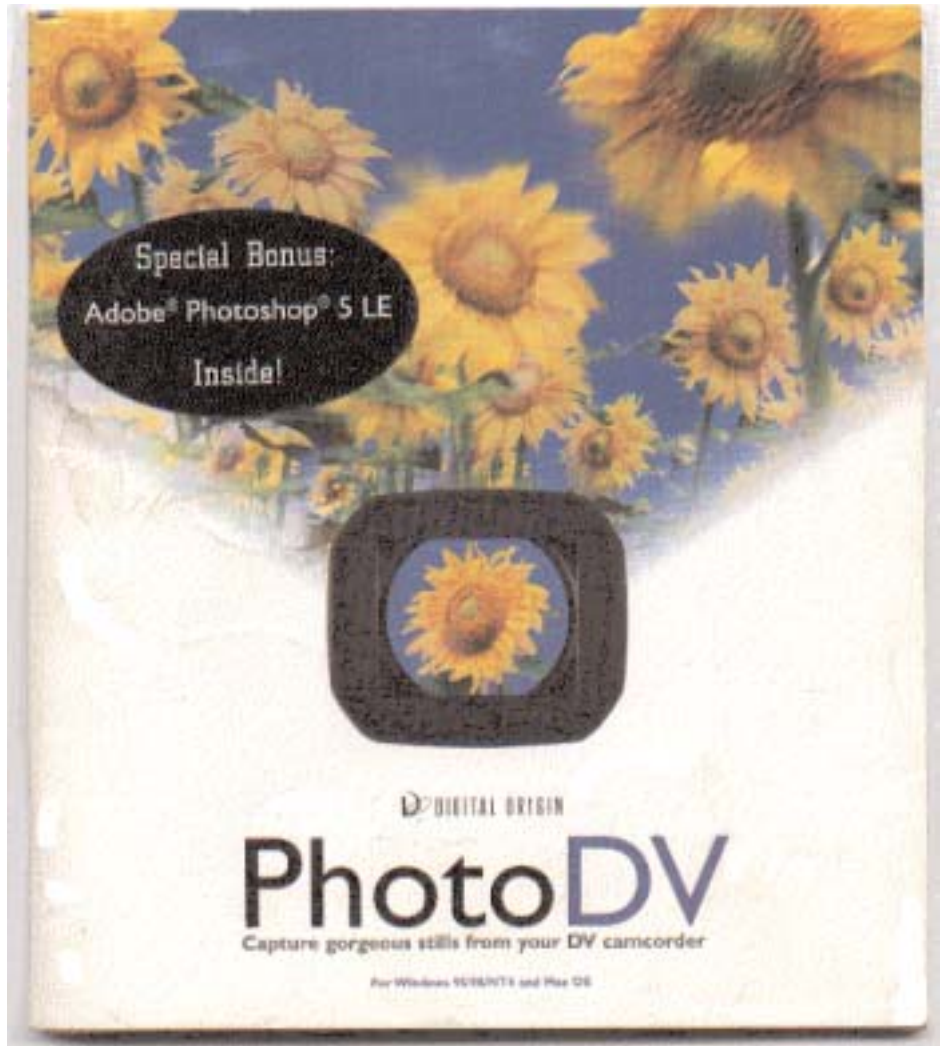


Digital Origin PhotoDV

I'm back to my old tricks rooting out bargain vintage hardware bits and pieces that were once fairly expensive but can now be picked up for free or next to nothing. **DO PhotoDV** and **DO MotoDV** certainly qualify! These two programs and the Radius PCI interface FireWire card that come with them are the perfect upgrade for any PCI Macintosh running OS9.1.

Digital Origin, Inc. was once the leading developer of a full suite of Macintosh-compatible Digital Video (DV) products that served the complete range of DV camcorder owners' needs: still capture, motion capture, non-linear editing and post-production. Digital Origin had a simple vision: every owner of a DV camcorder and computer should own software from Digital Origin. Combining DV format quality and the increasing performance of desktop computers, Digital Origin hoped to revolutionize the digital video industry by developing tools that could run on the desktop and replace a roomful of equipment at a fraction of the cost. Digital Origin hardware and software tools not only increased productivity and enhanced existing creative processes, but also made possible new applications of digital media.

DV camcorders have made their mark by recording absolutely pristine video. With PhotoDV, your camcorder can now perform double-duty, eliminating the need to carry a separate digital still camera. Tens of thousands of images



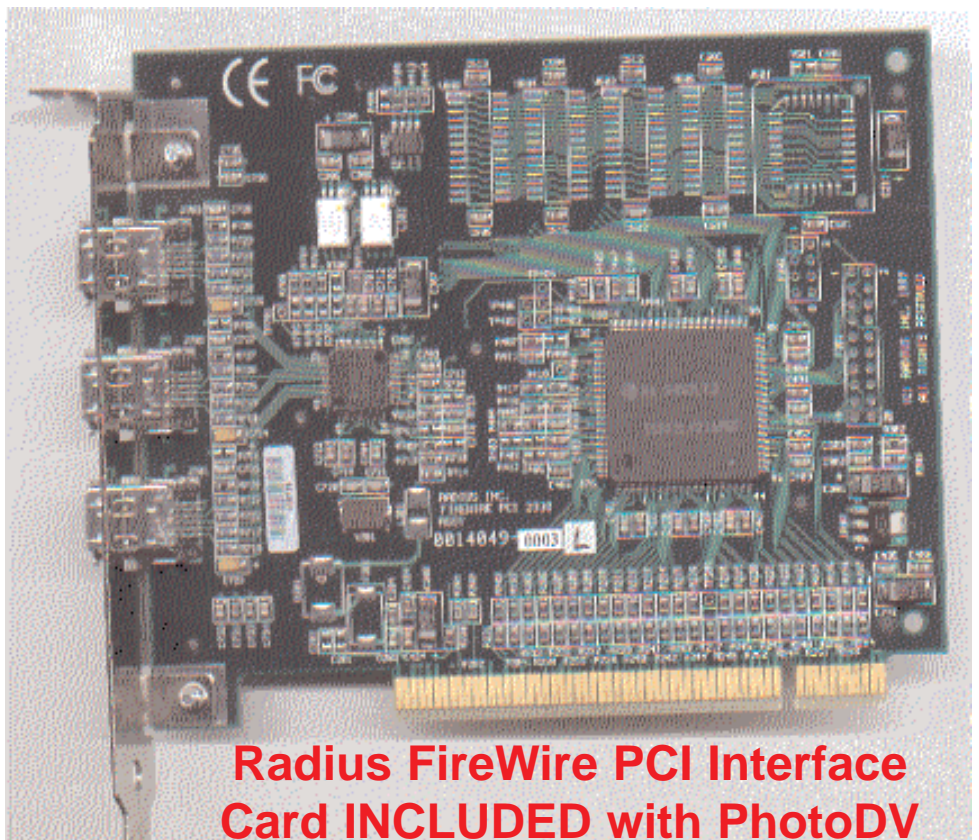
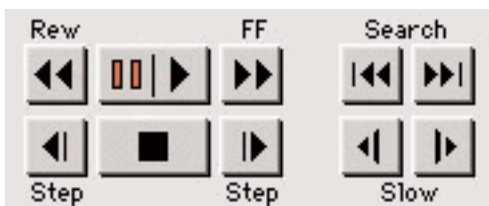
can be stored on a one-hour DV cassette tape, compared to only a few hundred in most cameras that only record still pictures. The award-winning Digital Origin PhotoDV enables you to quickly and easily capture gorgeous still images from DV camcorders and tape decks equipped with digital IEEE 1394 "Firewire" ports. The frames you capture with PhotoDV are ideal for your web pages, either as stand-alone pictures or as source images for 360-degree panoramas, 3D objects, and animated gifs. They also look great in a variety of printed materials and in online image databases.

PhotoDV from Digital Origin provides a number of features that make it easy to quickly capture high-quality digital stills from your DV device.

PhotoDV lets you zero in on the pictures you want to capture by allowing you to control the DV device from your keyboard. The remote control keypad lets you play, pause, rewind, fast forward, step one frame at a time, slow play, or stop the tape deck in the camcorder or VTR. In addition, keyboard shortcuts for the keypad buttons let you control the device without reaching for your mouse.

In addition to the standard keyboard controls, PhotoDV's search buttons automatically detect when clips start and end on your tapes, making it a snap to go to the beginning of the next or previous clip.

Images may be captured either manually or automatically with PhotoDV. For occasional use, use One Capture mode to grab a single image. To grab several images in one session, use Multi Capture mode or set PhotoDV to Auto Capture, specifying

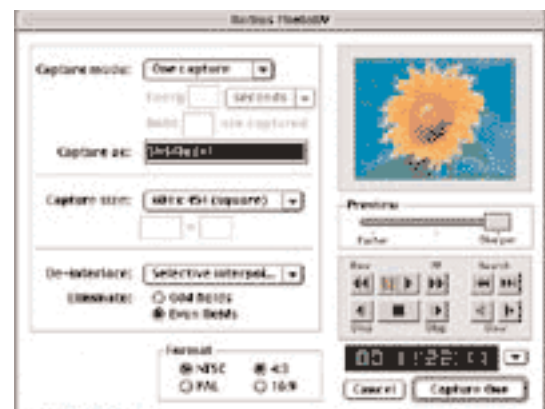


Radius FireWire PCI Interface Card INCLUDED with PhotoDV

the interval between frames and the total number you want to capture.

Because the DV format uses non-square pixels, you typically need to resize your pictures to square-pixel dimensions (like 640 x 480) so that they are properly displayed on a computer monitor. PhotoDV's built-in resizer saves you time by automating this step for you. A custom option lets you enter any resolution up to 1024 x 768. You can also turn the resizer off, in case the picture you grab is going to be used in a DV video project.

PhotoDV's 16:9 button automatically adjusts the preset capture sizes to values appropriate for video recorded in the widescreen aspect ratio. A simple click of the button is all it takes to use this mode.





Limited Edition

Adobe® Photoshop® 5.0

I N S T A L L E R

Many DV camcorders place thin black lines on the left and/or right edges of the video. These lines are not viewable on a video monitor but are noticeable when single frames are captured. In addition to resizing the pictures, PhotoDV's resizer also removes these black lines so that they do not have to be painstakingly removed in Photoshop.



Adobe Photoshop 5.0 Limited Edition is included with PhotoDV so you're ready to go right out of the box.

PhotoDV's automatic de-interlacing feature further enhances the quality of your pictures by eliminating the motion artifacts that are inherent in frames grabbed from interlaced video. If you recorded your pictures with a progressive scan camcorder, you can turn off de-interlacing to preserve the full resolution captured by these devices.

A unique and innovative PhotoDV option is selective de-interlacing, which analyzes the data in your picture and only de-interlaces the portions that need to be de-interlaced (typically those with motion), preserving the full resolution in other areas of the image. Selective de-interlacing works best with Sony DV camcorders.

The timecode display lets you note exactly which frames you've captured, displaying the timecode of the frame, as well as the date and time that it was recorded.

The same IEEE 1394 FireWire host adapter card included with PhotoDV also supports DV capture, playback, and editing solutions from Digital Origin. Digital Origin **MotoDV** (see next page)

lets you bring digital video clips into your computer and then lay them back perfectly to tape. Digital Origin EditDV is a custom editor for the DV format designed to take full advantage of its digital nature.

PhotoDV Includes:

- PhotoDV Photoshop plug-in
- Adobe Photoshop 5.0 LE
- Microsoft DirectX 5 installer
- QuickTime 3.0 installer
- Digital Origin IEEE 1394 drivers
- Digital Origin PhotoDV user guide
- Digital Origin IEEE 1394 Firewire Card**
- Digital Origin IEEE 1394 Firewire Cable (4 pin to 6 pin)

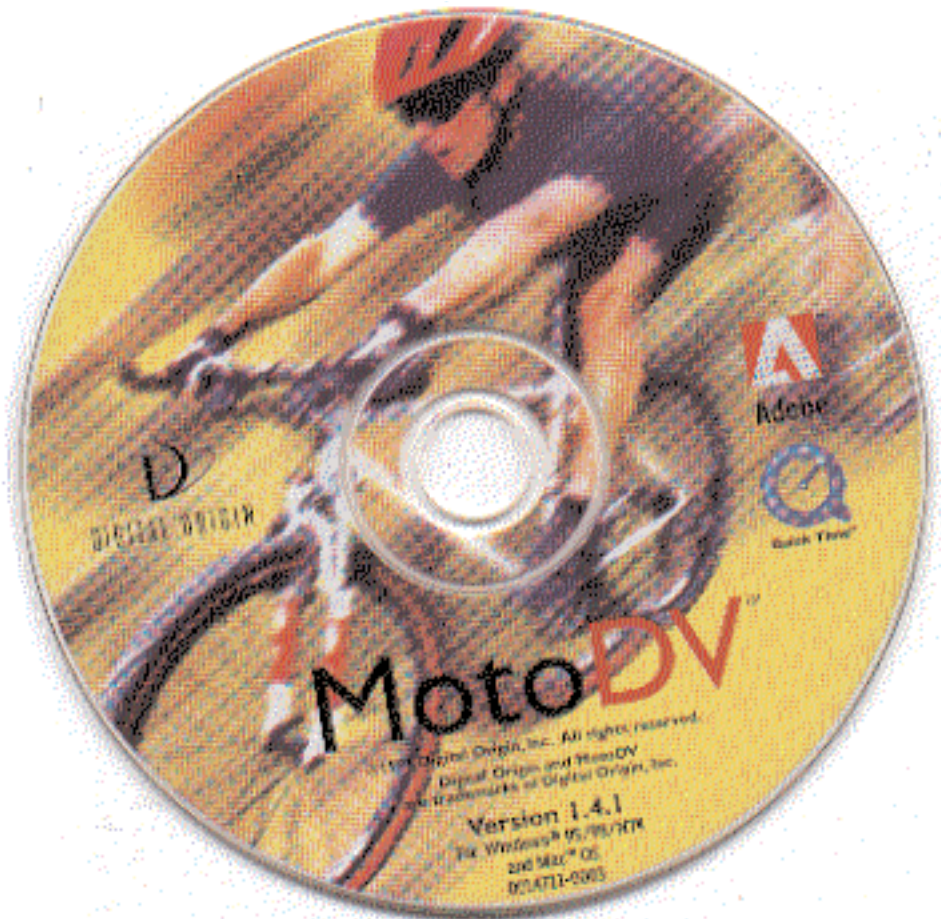
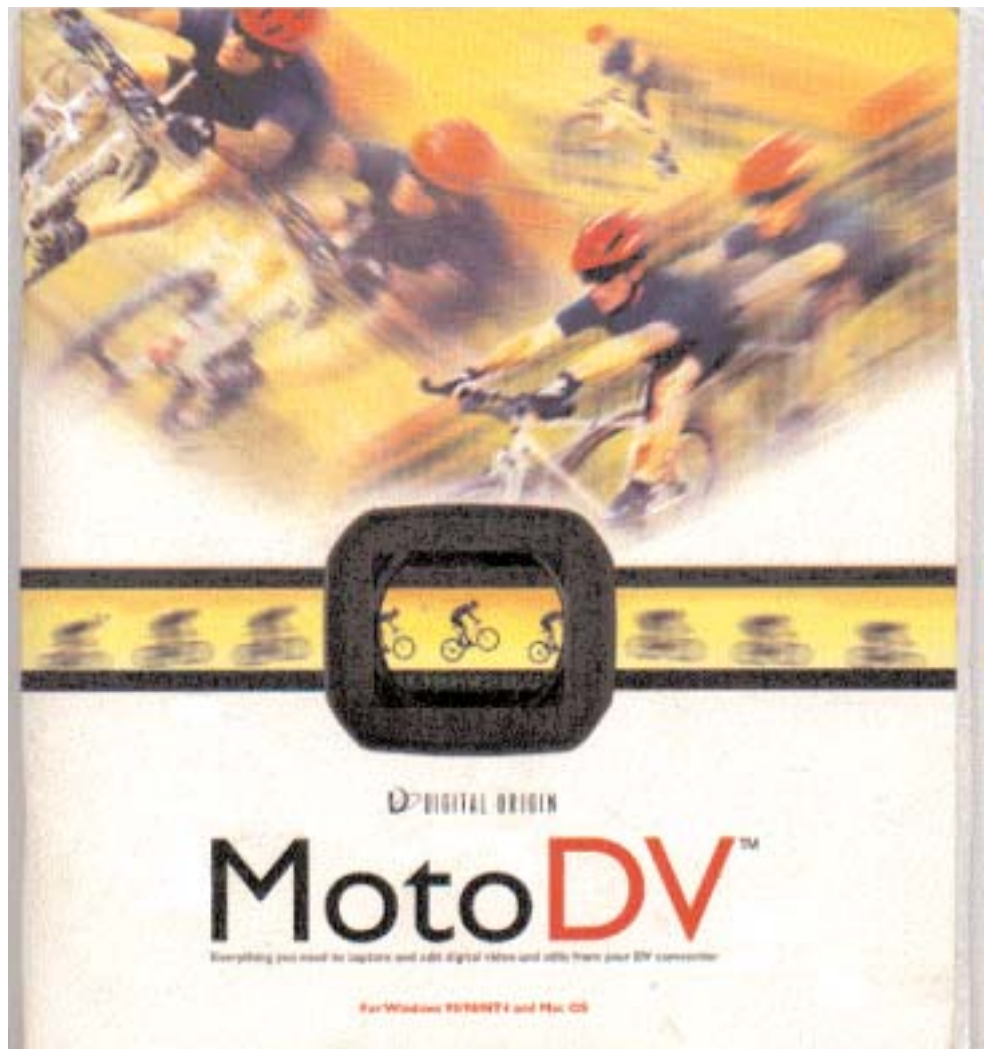
See the next article for information about MotoDV, another fine old product for PCI Macintoshes from Digital Origin.

Moto DV

Did you know that you can use your old PCI PowerMac to create broadcast-quality videos and super-clean CD-ROM and web movies for just a fraction of what you used to pay for expensive analog-to-digital capture hardware. Radius MotoDV enables you to quickly and easily transfer pristine digital video between your Mac and a DV camcorder or VTR equipped with a digital FireWire port (IEEE 1394 standard).

MotoDV transforms DV clips into QuickTime movies that can be imported into any QuickTime application. Remote camcorder controls make it easy to select clips for capture. The Radius software DV codec eliminates the need for expensive hardware in your computer. MotoDV's DV Player streams movies over FireWire, using the camcorder or VTR to play full-screen, full-motion video. It all adds up to amazing video quality at an unbelievable price.

A DV camcorder or VTR equipped with a digital FireWire port is a powerful tool for both traditional and new media authors, with the potential to expand the market for digital video and imaging in much the same way that Apple's LaserWriter® combined with Adobe's Postscript® to expand the market for digital publishing. Radius is seizing this opportunity by creating a series of high-performance, yet low-cost, products that allow DV camcorder and VTR owners to fully exploit the digital video footage they record.



In April of 1997, Radius led the market by being the first company to ship a FireWire product for Mac OS computers. The Radius PhotoDV still image capture system includes the PhotoDV software (a Photoshop® plug-in), the Radius FireWire card, and the digital interface cable. Radius MotoDV further enabled a DV device by providing high-speed digital video transfer between a Mac and the camcorder or VTR. With the release of version 1.1, MotoDV is the first product in its class to provide support for both NTSC and PAL DV devices.

MotoDV uses the same low-cost Radius FireWire card included with PhotoDV. It is designed to minimize the investment you need to make in hardware for your computer, leveraging the DV circuitry built into your camcorder or VTR.

MotoDV consists of three primary components.

1 MotoDV video capture

MotoDV includes a stand alone application that transfers the DV data stream from your camcorder to your Mac's hard disk. As clips are being captured, they are automatically converted to QuickTime movies, complete with a separate audio track. Clips may be captured either as real-time movies or as time-lapse movies. MotoDV's capture application also includes the same remote camcorder controls included with PhotoDV, making it easy to locate the clips you want to capture. The automatic naming scheme saves you time and helps you keep your clips organized.

2 Radius SoftDV software codec

MotoDV includes Radius SoftDV. This high-performance software codec allows you to render your video projects to the DV format. The benefit of a software codec-based system is that as computer processors increase in speed, rendering times will decrease. The SoftDV codec also provides optimized playback of quarter-screen DV clips in software on your computer screen. The SoftDV options allow you to customize this playback performance to best match the speed of your computer. With the release of MotoDV version 1.1, playback is optimized for quarter-screen DV clips recorded in 4:3 and 16:9 aspect ratios. As computer processors increase in speed, the ability of desktop machines to playback DV clips in software will also improve.

3 MotoDV video playback/recording

In addition to playing back your captured clips in software, MotoDV's DV Player allows you to export DV streams over FireWire, using the DV circuitry in your camcorder to play back the streams at full size, in full motion, recording them to DV cassette tapes if you so desire. The DV Player may be used either as a stand alone application or from within Adobe Premiere or Radius Edit as an export plug-in.

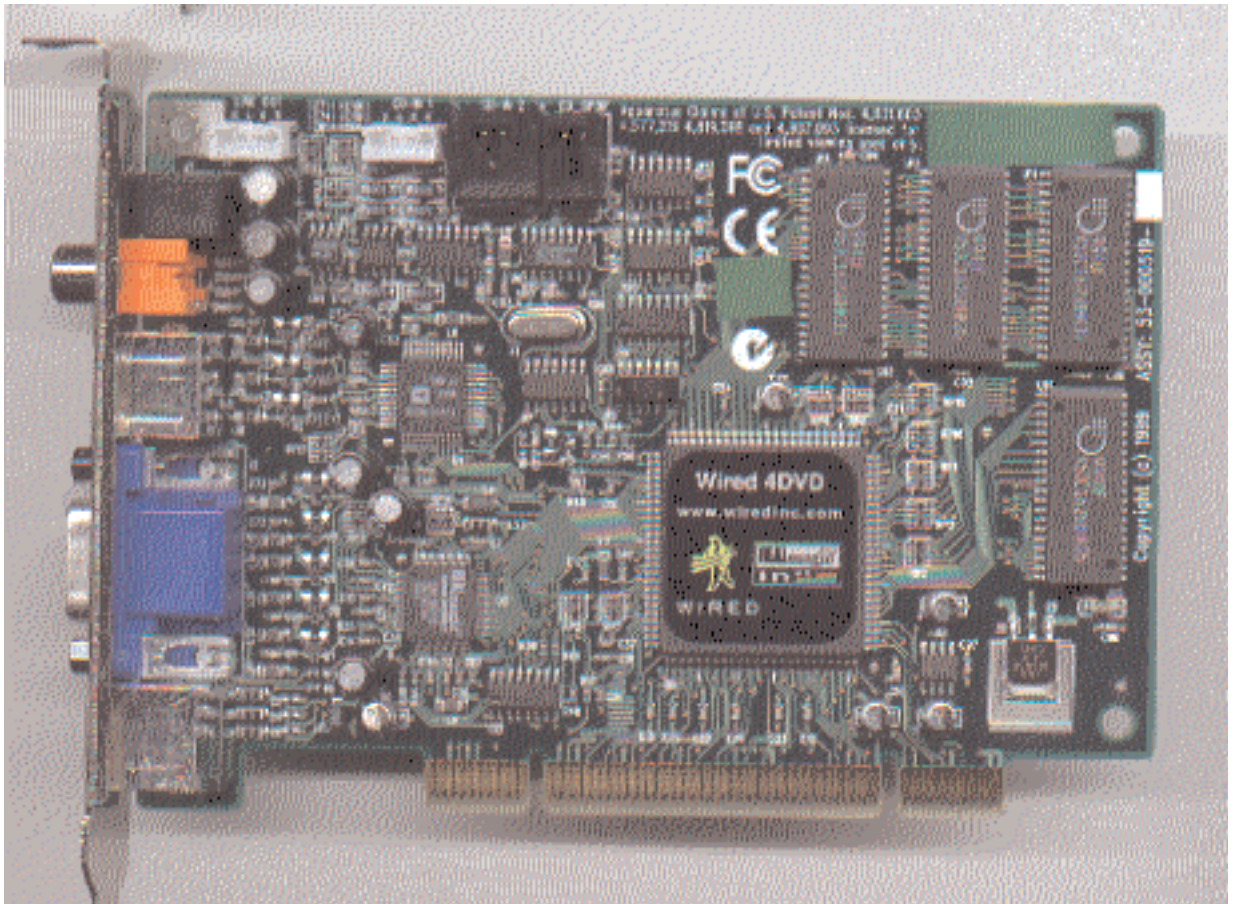
In summary, MotoDV enables you to create incredibly pristine videos with your old PCI PowerMac and a DV camcorder or VTR for an equally incredible price. The U.S. suggested retail price for MotoDV is \$499. If you purchased Radius PhotoDV and the Radius FireWire card first, then the MotoDV software kit is only \$199. (Prices outside the United States are set by Radius' international distributors.)

System Requirements

- A PCI Mac OS computer with an available PCI slot. (Note: not all Mac OS computers have been qualified and there may be some models that are not compatible.) 16 or 24-bit color graphics support.
- MacOS 7.6.1 or later.
- QuickTime 2.5 or later.
- A fast AV hard disk or disk array connected to either a fast internal SCSI port or a SCSI accelerator card.
- DV camcorder or VTR with FireWire (IEEE 1394) digital i/o. (Note: some DV camcorder models in PAL countries only support digital output. Check with the manufacturer for more information.)
- Video monitor recommended.



Wired 4DVD



In keeping with this month's theme of old PCI treasures I decided that Wired DVD deserved honorable mention. This card turns ANY Mac with a PCI bus into a DVD-capable media player. It seems like all of the newest Mac models have the ability built into them to view or even burn DVDs, but for many of us who are still plodding along with G3 PCI and 604e based PCI PowerPCs, like the 9500, 8500, 8600 and 9600 models, viewing DVDs even with an upgraded internal DVD player is a pain. Relying on the Motorola processor to produce the DVD on screen often results in dropped frames or subtle timing problems where the sound of words spoken on screen don't exactly occur in sync with lip and mouth movements. **Wired**, also known as

Digital Origin, came along with its Wired 4DVD MPEG-2 decoder card. This card slips into any available PCI slot and enables your Mac to play DVD movies, with the help of a DVD-ROM drive, sold separately for as little as \$150.

Installation isn't even a bit tricky. First you have to open up your Mac and insert the card into an available PCI slot. Then you must connect a pass-through cable from your video-out card into the Wired 4DVD card. Finally, you plug the monitor into the card. The package includes drivers and playback software that works with a wide range of DVD drives. The software mimics a real-world DVD controller, giving you access to all of the content on the discs. The card played movies flawlessly in both aspect



ratios (TV and letterbox), even at full screen.

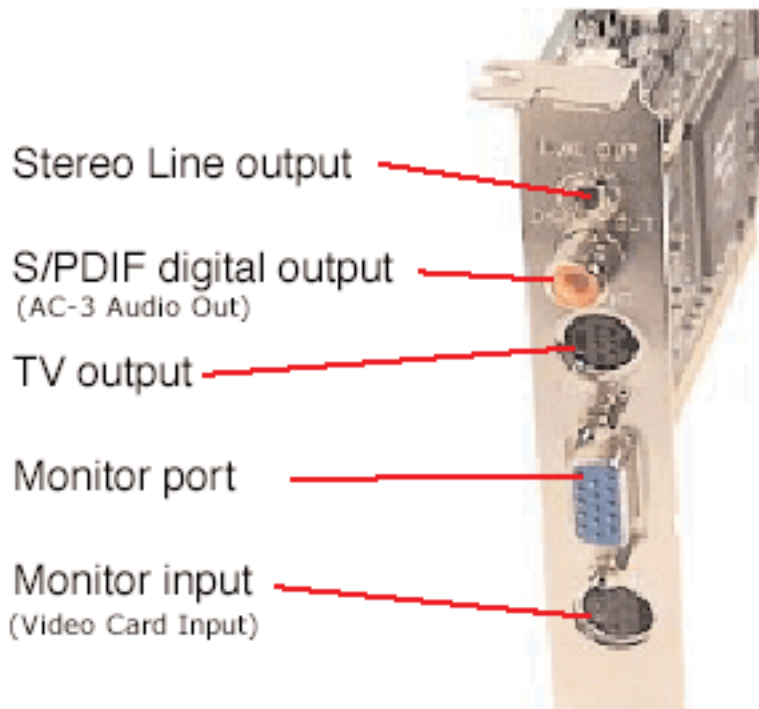
The card features video-out and audio-out ports that you can route to a home theater system. (However, the audio-out port doesn't work. You have to use your Mac's sound-out port if you want to route that audio to a dedicated stereo system. .).

Wired 4DVD is a good solution for those who want to watch movies on their Mac or use their Macs to play DVD movies on their home entertainment system. It may be cheaper to buy a dedicated DVD player for your television, but then you won't have access to DVD-ROM content on your Mac

As a dedicated hardware solution, Wired 4DVD's advanced silicon handles all complex MPEG-2 video and audio streams. For Mac users, this means movies and games can be delivered at resolutions of up to 1600 x 1200 without burdening the computer's CPU. They'll have maximum system performance, even when DVD, live TV broadcast feeds, and interactive Web browsing are open in concurrent windows.

Wired has differentiated its 4DVD player from other Macintosh DVD solutions by offering more than just computer screen playback. With 4DVD player's full-screen NTSC/PAL TV output, users can also view flicker-free videos on any standard TV set. An S/PDIF connector is included for high-quality AC-3 5.1 and DTS audio.

To enhance the DVD playback experience, on-screen interactive menus and simple, VCR-like control buttons are used to choose a sound track and



subtitle language, select viewing aspect ratios, and change viewing angles. The intuitive user interface simplifies color, brightness and contrast control as well as NTSC/PAL conversion. Users can also use the menus to exercise parental control and execute search commands such as jumping to any point in a movie.

This card retailed for about \$220.00 US a few years ago but with any luck can be picked up cheaply. It is not OSX-compliant but works like a champ under System 9.1 in any PCI Macintosh, including the blue and white G3 towers.



News

Smallpox research grid computing delivers results to speed drug discovery

Computer owners worldwide contribute idle PC computing time to help identify best drug candidates to treat smallpox post infection.

Markham, ON, October 22, 2003 - IBM, along with Roberts Research Institute of the University of Western Ontario and several other technology and research organizations have completed the important first step in finding a treatment for smallpox: dramatically reducing the number of molecules that can be considered lead candidates for further drug research.

The initiative, launched in February 2003, was powered through a massive computing 'Grid' that enabled millions of computer owners worldwide to contribute idle computing time on their PCs to help identify the best drug candidates to treat smallpox post infection.

The equivalent of more than 39,000 years of computing time was contributed to the research effort in less than six months. People from more than 190 countries participated in the grid at www.grid.org, the world's largest public computing grid resource.

COMPUTING GRIDS

By John Kettle

If you leave your computer turned on but don't use it all the time, there are several organizations that would like to take advantage of the idle computing power you have sitting there.

The reason people have started to link their own personal computers into networks that combine the processing power of many computers that are otherwise unconnected is that some of the problems university, government, and private researchers want to tackle are too big for even the most powerful computers. What kind of problems? Things such as probing the workings of the AIDS virus, or of global weather patterns, or of the more puzzling aspects of quantum mechanics. If funds were avail-

able, bigger computers could be built to tackle them. Or the present super-computers could be run for months or years to tackle these huge and complex problems. Distributing the work over very large numbers of ordinary computers has emerged as a third way of solving some problems: the resulting networks have been described as virtual super-computers.

The computing grid takes advantage of the fact that most computers sit idle for 95% of a typical day, and most servers "serve" something less than 10% of the time.

The idea is that you can offer your computer as part of a public computing grid, which links a number of computers into one productive network. Your computer is still available to you whenever you want to use it, but you have the satisfaction of help-

ing to better the world, and all without cost, risk, or effort.

The first computing grids appeared in the early 1990s and were typically limited to groups of like-minded academics who wanted to get beyond the limits of the computing power available to them for difficult or time-consuming analysis. If the problem seemed too large for one laboratory or university, the researchers looked for others who would let them link up to the outsiders' computers when they were inactive.

Some public computing grids are limited to PCs only. Those that do use time on Macintosh computers are typically operated by universities: those that don't by corporations. All those I've checked that use Macs specify OS X.

The earliest public computing grid is thought to have started in May 1999 with seti@home. It was set up to analyze data from radio telescope tuned to scan the stars in the hope of finding signs of extraterrestrial intelligence, in other words evidence of civilizations other than ours, and now engages the spare computing power of millions of computers. As well as the original [seti@home](http://setiathome.berkeley.edu/) website, there are sites at universities, for example <http://setiathome.berkeley.edu/>. (This is a grid that uses Macs.)

Now there are several computing grids that are at work to research cures for diseases. One of the earlier public grids works toward a cure for cancer. Its current project is screening 3.5 billion molecules for cancer-fighting potential. It is operated by the Centre for Computational Drug Discovery at the Department of Chemistry at the U. of Oxford (<http://www.chem.ox.ac.uk/curecancer.html>) and as the name suggests the center is responsible for exploring cures and treatments for other diseases by the use of public computing grids. Not a Mac site, I believe, but if you also have a PC you may find it interesting to join it.

Another grid is devoted to a cure for SARS, details of which can be found at www.D2OL.com. (A Mac-accessible grid.)

Details about a computing grid that is tackling AIDS are at <http://fightaids@home.scripps.edu/>.

(Not sure whether they use Macs; the site was in transition when I checked.)

The Smallpox Research Grid Project was launched in February this year by United Devices along with IBM and Accelrys. The research was led by Professor Graham Richards, chairman of the chemistry department at Oxford University, and used two and a quarter million computers volunteered in 190 countries, which contributed 225,000 years of CPU power in less than six months. This is the same organization that is researching cancer cures, mentioned above. The computing grid screened 35,000,000 potential drug molecules against nine models of the smallpox protein to see if any of them would inactivate the smallpox protein. In September the results of the first stage of finding a smallpox cure were delivered to representatives of the US Department of Defense, and it is not clear from the site whether research is continuing.

The anthrax research project, using another computing grid, caught on quickly, probably because of scares about the use terrorists might make of anthrax and because envelopes containing white powder began to arrive in media offices in North America and in American politicians' offices. The anthrax bacterium is complex and not yet well understood, and treatment for infection by anthrax is not perfect. The project recently reported that by aggregating millions of scraps of computer time from volunteers, in a 14-day period it had run the amount of computing that could be done by one computer in 6,300 years.

A new computing grid recently announced is being used to create a virtual super-computer that can run the huge simulations of worldwide weather patterns so the scientists leading the project can get a better handle on climate forecasting. Details on this one are at www.climateprediction.net. (Not a Mac site.)

The site at <http://www.stanford.edu/group/pandegroupp/folding>, another new entry into the world of distributed computing, is taking a generic approach to disease by working at the functioning of proteins. Proteins assemble themselves in the human body in a process called folding, still something of a mystery to researchers.

When proteins misfold -- do not fold correctly -- they can cause diseases such as Alzheimer's, Parkinson's, and mad cow (BSE). "The molecular weights of proteins extend from the thousands to the hundreds of thousands, and their molecular structure and configuration are complex," says Van Nostrand's Scientific Encyclopedia; "thus the former has been determined for only a small number of proteins, and their molecular structure and configuration for far fewer." The computing grid has already allowed researchers to simulate the process of protein folding for the first time, and the researchers who are using this grid are now able to turn to related diseases. (This is a Mac-accessible site that specifies OS X.)

Many of the grids are managed for the researchers by a company called United Devices, which can be reached at www.ud.com. Information about many grids you could support are given there. You can access a number of United Devices's computer grids at www.grid.org. Though none of their grids appear to use Macs, the site is interesting enough to deserve a look.

Several companies, including United Devices, also help corporations set up computing grids among their own staff. Prominent among these is www-1.ibm.com/grid/about_grid. (With IBM's involvement, it's not surprising to find that it is not a Mac-using site.) Two other companies that help corporate and academic researchers set up computing grids can be checked out at www.seek9.com and www.entropia.com.

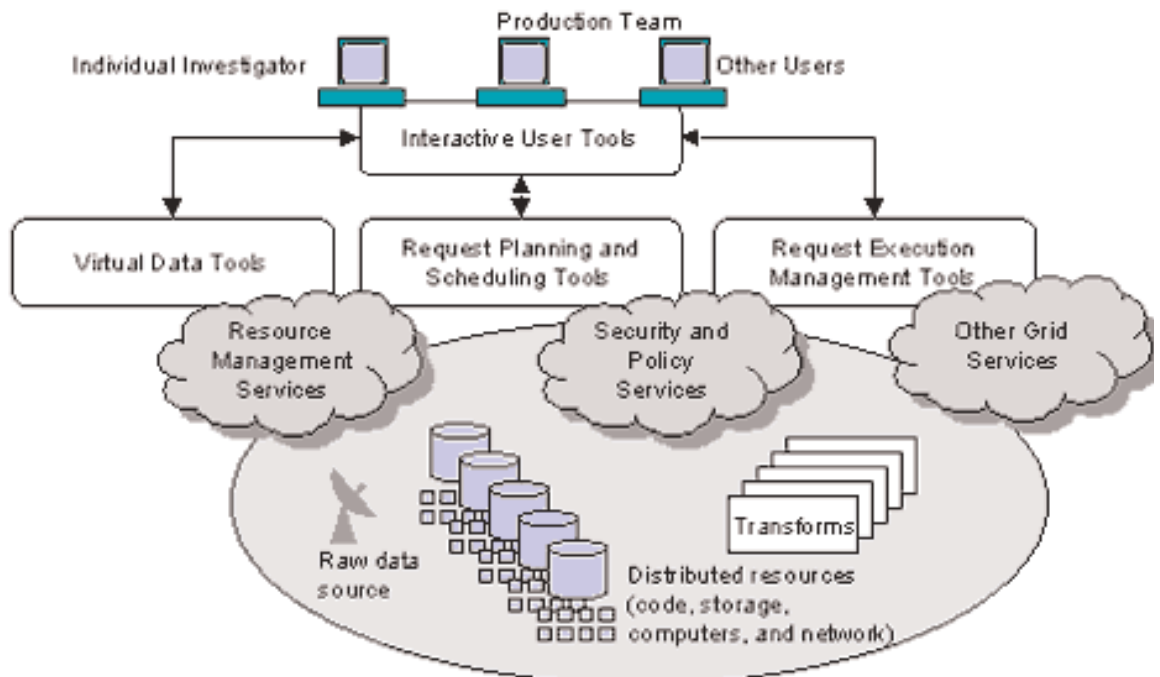
Most of the computing grids run as screen savers, so you can look in on your computer as it tries to get drug molecules to bind to proteins associated with deadly viruses, say, or analyzes the patterns of signals picked up from the stars. The drug molecules being tested are



very complicated structures -- I was going to say "very large structures" but they are tiny, they just look large when blown up to screen size -- so there are many ways they can combine with, or bind to, the proteins. Worldwide weather patterns, too, are massive, intricate systems that can play out in almost infinite variation. On the screen you can watch the processes of trial and error as the programs systematically test all conceivable answers, or routes, or matches. You're not likely to fully understand what you're looking at, but it's a lot more intriguing than the usual screen saver.

And every now and then, of course, someone (someone's computer) does score a hit -- an answer to some devilishly intricate problem -- and finds a treatment for SARS. That must be a good feeling.

This article submitted by John Kettle




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rats_asshole@yahoo.ca, This weekend, they're back...Re-live the Past
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rats_asshole@yahoo.ca, Survey for coffee lovers
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rats_asshole@yahoo.ca, Connection deficiencies detected
rats_asshole@yahoo.ca, You could be making 10k a month
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rats_asshole@yahoo.ca, Loose weight without diet or exercise
rats_asshole@yahoo.ca, Important Info about your 2 Nights Hotel Stay Reward
rats_asshole@yahoo.ca, The shocking truth about mouthwash

Spam, Glorious SPAM

What exactly is the true purpose of television and radio? If you think that they aren't simply there to sell you stuff that you don't need you haven't been watching and listening. And the internet is a natural extension of these invasive mediums. If, as a famous Canadian once said, "The medium is the message," then we can only wonder at the marvelous marketing intensity that those of us with high-speed internet access have invited into our homes. Many internet sales pitches come across just like those rabid over-achievers that used to appear on those predictable but wildly entertaining late-night TV "info-mercials" belting out their spurious claims of how their lives have been miraculously transformed by Ronco and Veg-A-Matic in front of a rapt studio audience of nodding and smiling idiots. There was even one hilarious aerosol paint product that was marketed for men with a bald spot so they could paint their skulls in order to appear suddenly young and handsome.

A lot of internet SPAM is just like that. Personally, I like SPAM. And the best part of SPAM is the level of competition that has spawned what many SPAM artists hope will be a whole new sophisticated way of separating fools from their money. People read their SPAM and ask each other, "Who would be stupid enough to fall for THAT old ploy???" but P.T. Barnum may have been underestimating human stupidity when he made that crack about a sucker being born every minute.

The two necessary ingredients of a successful SPAM is that it must suggest a product or service that will appeal to at least a tiny segment of the population and that you reach that segment cheaply. If, for example, a SPAM artist were to send out a message to tens of millions of the public at random offering people information about an opportunity



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to raise ravens or ocelots effortlessly for fun and huge profits from the comfort of their own homes for only three easy payments of \$19.95, there is a very good chance that some dolts somewhere will see the message as the answer to their prayers and the solution to their problems. "Get rich quick" schemes and offers that sound too good to be true are the identifying characteristics of all SPAM campaigns. With millions of email contacts its possible to find the very few gullible or desperate suckers required to make even the most unlikely scheme profitable. Separating them from their money

What this all breaks down to is capitalism at its finest. Create a market and fill it. Invent a product and convince people that they need it. Prey upon

the gullible and trusting. Sell. Sell Sell !! Unless money changes hands and gets spread around taxes don't get paid and the quality of life decreases for all of us. The new wrinkle with SPAM is that the internet has made it possible to advertise products and services to millions of people cheaply.

Cheaply is still not free. It costs SPAM artists something to put their cheezy ads on your computer. They wouldn't and couldn't do it unless the response from the public justified the effort. You may not need whatever the SPAM artists are selling but others certainly do. If nobody encouraged them with orders SPAM artists would likely just disappear and there would be no more SPAM.

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Never call another person by phone again
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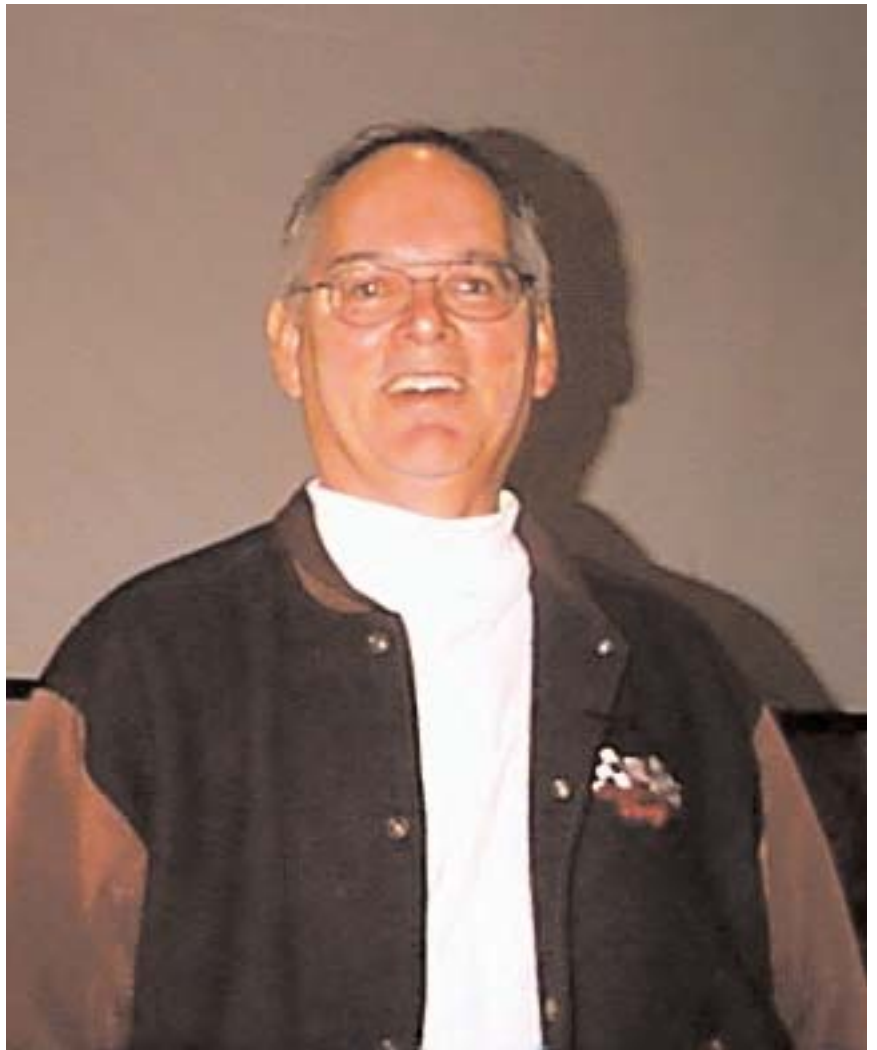
2004 MaUsE Executive Opportunities

Each year, in the October-November time-frame, the opportunity arises to review the leadership of the club and determine exactly who is going to be doing what thing(s) on the MaUsE Executive for the following year. The process is formally called "Elections" but I think it's fair to say that no one recalls the last time we actually had more than one person seeking a particular position!! It's usually a case of volunteers coming forward and suggesting that they would like to take a shot at handling a favourite aspect of the club business for the coming year.

Of course, we also have the opposite situation where existing members of the Executive for various reasons decide that they would like to resign their positions. The challenge usually is to get as many folks joining the Executive as we have leaving, and the really ideal situation would be to have MORE people joining than leaving.

For 2003, we were successful in drawing up a proposed structure of 12 positions for the club Executive, and in the end actually having people named for each of those positions. Just as a reminder, here's how the 2003 Executive was structured:

President: Jim Foster
VP-Programs: Tina Murphy
VP-Special Interest Groups: John Babister
Secretary: Helen Alves
Membership/Treasurer: John Kettle
Apple Ambassador: Bruce Cameron
Newsletter Editor: Michael Shaw
Logistics: Chris Greaves / Mary McCarthy
Publicity Director: Nicole Field
Community Affairs: Gary Moore
Website Administrator: Sean Murphy
BBS Administrator: Jim Foster



Over the course of 2003, the club encountered some challenges. It turned out that the distance between where Tina Murphy lives and where the club holds its Executive and Member meetings presented some serious obstacles to developing an effective solution to the challenge of developing exciting and meaningful meeting programs for our members. For 2004, Len Clement has volunteered to take on this challenge, effectively replacing Tina Murphy, and we are pleased to welcome Len to the MaUsE Executive for the coming year.

If there are other members who were hoping to get involved with Programs, I'm sure that Len would welcome your support. Feel free to contact Len through the club.

The recent move of our monthly meeting location from Henry Street High School in Whitby to Faith United Church in Courtice has, we believe, resulted in a decline in the average size of our meeting audiences. This in turn is liable to lead to lower membership renewals. I believe the solution to this chal-

lenge is for the club to put more resources into Publicity, both with our existing membership as well as in the general community. A particular target area would be Bowmanville, as we currently have few members from this important part of Durham Region. It is still important, of course, to get the word out throughout Durham about MaUsE.

Nicole Field was new to the Publicity Director role last year, and frankly was unable to work with the rest of the Executive enough to realize many tangible initiatives related to this area. Nicole is now continuing her higher education and, while she is still available as a resource to the club, we would like to find someone else who could take on the title of Publicity Director and coordinate with the rest of the Executive on ideas to make MaUsE much more visible to the Public than it is today. The simple objective here is to increase the number of paid-up members in the club. I suggest that an immediate goal would be to get back to the 100 members level.

I personally occupied the post of Publicity Director several years ago. My experience was that it really does require a separate individual. That is, it is difficult to be successful in the Publicity arena if you are also trying to play the role of President or some other function on the Executive. I would be prepared to take a crack at it again, if someone else felt they wanted to fill the role of President. Failing that, I guess what I am saying is that we would welcome one or more people offering to take on the Publicity challenge for 2004.

We currently do not have anyone (that I know of) offering or interested in running for President of the club. If that continues to be the case, I am prepared to offer myself for one more year. This assumes that my health and personal situation continues to allow me to do this. I frankly would prefer to see someone else take on this role with me there to act as Past President and support them with my knowledge and experience.

I will be contacting the remainder of the club's Execs to determine their availability to retain their existing roles for the coming year, and we'll have more to report on this at the November meeting. Meanwhile, if YOU have particular interests that

you would like to see MaUsE pursue, such as new activities which you don't see us doing today, I encourage you to contact us with a view to joining the Executive for next year. MaUsE is NOT a business where you as members can simply tell the Executive what you would like and expect us to make it happen. MaUsE IS a club where the opportunities for new activities are unlimited but only if members themselves are prepared to make things happen. Where this all comes together is on the Executive of the club. If the things you are interested in seeing happen don't fall naturally into one of the listed Executive positions, I can almost guarantee that there will be little problem in creating a NEW Executive position for it, with YOUR name on the shingle!

If anyone has any questions, comments, or concerns about filling a role on the club Executive, feel free to contact any of the existing Execs or drop me a line at jimfoster@mac.com, leave a message at (905) 433-0777, or call me at home at (905) 432-0921.

This article submitted by Jim Foster

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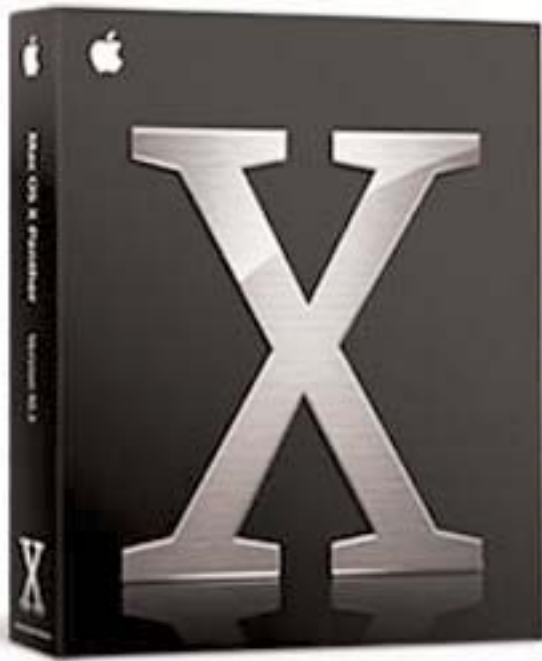
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Mac OS 10.2 Panther Unleashed



Panther is the marketing name for Apple's latest Macintosh Operating System, also described as Mac OS 10.3. It is the fourth major update to OS X in the three years since Apple first unleashed its Unix based OS.

I currently have three Macintosh computers in my home which can run OS X, so the bad news was the prospect of having to buy THREE copies of OS X 10.3 if I really wanted to be running the latest and greatest on my computers. There's no technical reason why I couldn't keep running a couple of my computers on their existing operating systems, but there are prices to be paid for holding the exalted position of a Mac User Group President and one of these is the need to be running the latest and greatest EVERYWHERE whenever possible!!

Apple made the move a little bit easier by offering a Family Pack version of Panther. The Family Pack basically licenses you to install Panther on up to

five different Macintosh computers as long as they all reside under one roof. The price of \$279.00 Canadian, plus PST/GST, may sound a bit steep but it is actually quite a discount if you consider that the single license package of Panther has a retail price of \$179.00 Cdn.

Apple chose the unusual time of 8:00 PM, Friday, October 24th, as the point when Apple Stores and other Apple retailers could first begin selling Panther. The Apple OnLine Store had accepted orders earlier than this, and I was impressed when the courier truck rolled up to my home about 3:00 PM on the afternoon of Oct. 24th with my package.

As I begin typing this article, I have now gotten Panther installed on the first of my three Macs. It is up and running on the little white iBook which we use at the MaUsE meetings. Over this weekend of Nov. 1/2, I hope to make progress with my other two charges, an original Bondi Blue iMac and my wife Susan's flat-panel iMac.

In addition to absorbing all of the Apple literature included in the Panther package before actually beginning the installation process, I also decided to try out a new service of the TidBITS web site. TidBITS has initiated a new series of downloadable "books" which they call their Take Control series. The first of these documents is called, appropriately enough, "Take Control of Upgrading to Panther". These documents can be downloaded in Acrobat pdf file format, and are designed to be around 5,000 words in length so seriously short of an actual book size. They are not free, but are being sold for just a \$5.00 U.S. charge. I decided to take the opportunity to try out this new initiative as part of my Panther upgrading strategy.

The Take Control document was helpful in some respects. It certainly provides more detail than the basic Apple documentation, especially in terms of explaining the "why's" behind some of the things



which you are instructed to do before actually completing the upgrade. But it also provided some helpful tips and shortcuts which made the overall job easier and higher quality.

Some past upgrades were basically a simple matter of booting your Mac up from the installer CD, starting the Installer application, clicking on the Easy Install button and letting the Apple software overlay the new operating system over top of your original operating system. For various reasons, the recommended upgrade to Panther is a bit more complicated than that.

The two main things you need to consider are protecting your ENTIRE hard drive contents, meaning not just your original operating system but also all your data files, and secondly how to go about ensuring that your new Panther operating system eventually gets those non-Apple files which you have inevitably installed in your existing operating system as part of software or hardware installations since your original operating system was first installed.

This article is not intended to offer up all the necessary advice to achieve a successful Panther upgrade, but rather just enough to let you know what may now be becoming obvious to you - that the more modern our computers become, the more complicated the process of upgrading them becomes. Suffice it to say that you need to do a fair amount of reading before you tackle the actual upgrade to Panther.

So far, I have only touched on the "official" news about upgrading. If you have spent any time at all on various Mac News sites on the Internet in the days immediately following the release of Panther, you know that all has not been going well for some upgraders. There has been a growing list of issues, most serious of which has been a problem whereby certain external firewire hard drives left attached to the computer during a Restart can have their data files rendered unretrievable. These various issues will of course eventually get resolved. They almost always do. But my advice to anyone contemplating an upgrade to Panther would probably be to either wait a few more weeks until a Panther 10.3.1 update is released or at the very least don't rush into an upgrade on a machine which you positively, absolutely, need to have operating for your business or personal use.

Setting aside for the moment these concerns - it is after all Halloween eve as I write this - let's focus a bit on what makes Panther run good and what's good about Panther.

The Apple folks at the seminar suggested that, as with earlier versions of OS X, Panther runs better as you give it more and more RAM. The published requirements are 128 Megabytes of RAM. The Apple speaker suggested that it runs fine on his home iMac with 256



Instantly see all open windows in every app and change the front window.



Instantly see all open windows within a single app and tab between them.



Instantly see all things on the desktop and drag a file to your current app.





Megabytes of RAM, but at the same time he suggested that any serious commercial user would want to have at least 512 Megabytes of RAM. Keep in mind that Apple's latest computers easily accommodate from one to four Gigabytes of RAM so there will be lots of people running Panther with 1.0 to 1.5 Gigabytes of RAM.

My white iBook that we use at club meetings has 576 Megabytes of RAM. My Bondi Blue iMac has 256 Megs, and Susan's iMac has 768, so hopefully I will be OK. The really good news is that many users apparently report that when you move from Jaguar to Panther, with no other changes to hardware, you actually see some improvement in speed of operation at the user's end.

One thing which I found necessitated quite a bit of work on my part, before I could actually effect the Panther upgrade, was the large amount of free space which the Panther OS Installer requires in order to do its job. Depending on whether you elect to let the Installer do an Easy Install right on top of your existing Jaguar OS, do an Archive and Install where the Installer preserves your old System

Folder, or do an Erase and Install where the Installer completely wipes your hard drive before doing a clean installation, you may need as much as 5 Gigabytes of free space and in most cases you will easily need 3 Gigabytes of free space. If your Macintosh is a relatively late model job with a 40, 60, or 80 Gigabyte internal hard drive which you have not partitioned, this may not be a huge issue to you. In my case, however, I began with the club iBook which has only a 10 Gigabyte internal hard drive. I therefore had to do some serious off-loading and archiving of old files and whittling down of my obese iTunes Library before I had enough space.

On my old Bondi Blue iMac, I have an internal 60 Gigabyte hard drive but had partitioned it such that the current Jaguar startup volume is only 5 gigabytes in size and the partition I use for OS 9 is only 2 Gigabytes. I obviously will need to do some serious thinking over my alternatives before moving forward on that unit. I suspect what I will do is install Panther on the remaining 50 Gigabyte partition which I have up to now used just for data files, but another choice may be to backup and off-load

all the data on this drive so that I could actually totally reformat this drive and use more appropriate partition sizes.

Susan's iMac also has an internal 60 Gigabyte hard drive but it is all on its one original partition. My only challenge there is that I have been using that machine to hone my iMovie and iDVD skills and it is currently bulging with video, image, and music files. So it too will need some housekeeping before we entertain the Panther upgrade itself.

There are a lot of very cool Panther features, and many more which are less exciting but nonetheless quite useful improvements. I won't try to cover these here but rather will try to spend some time at our November and other upcoming meetings demonstrating these features. A picture is also worth a thousand words, as they say.

If you are a current Jaguar user, I don't think you need to RUSH out and buy Panther. Of course, if you have been making use of the iChat AV audio-visual chat software that allows you to both SEE and HEAR the other party over the internet, you need to remember that you have been using a Beta version of iChat AV which is going to die at the end of this year. At that point, your choices will be to either BUY iChat AV from Apple and continue running it with Jaguar, or shell out the bucks to upgrade to Panther which includes the production version of iChat AV.

If you use Jaguar today, and use your Macintosh in a commercial setting such as in the production graphics industry, I think you may actually have more reasons to upgrade to Panther sooner than a home owner. The Apple folks showed us numerous ways in which workflows could be improved using Panther versus Jaguar.

Of course, if you are currently using OS 9 or older versions of the Macintosh operating system, you really have TWO decisions to make about Panther. You need to decide not only whether your existing Mac can run Panther and, if so, whether you should upgrade, but whether you wouldn't be better off putting that older Macintosh out to pasture and buying a new Macintosh which comes with Panther to replace it.

Certainly for anyone who has never used any version of OS X, it can be a bit of a challenge to make the switch from the "old" Mac operating systems. I estimate I have now been using OS X for over a year and during that time I sometimes run in OS X and I sometimes boot up under OS 9.2. Only in the past few months have I really arrived at the point where the amount of time I spend under OS 9 is really minimal. It simply takes some time to learn and get used to the features of OS X and in the early stages you often go back to OS 9 not because you have to do so but because you can get your task done more quickly there because you already know all the steps to get the work done.

One thing I would definitely advise against would be spending very much money to upgrade an older Macintosh to make it work with OS X. In some cases, of course, you can't upgrade a Mac that does not support OS X to make it support OS X, but in many cases I hear of people thinking that it would be a good idea to buy additional RAM, perhaps as much as their old Mac can accommodate, and also a much larger internal hard drive, and then apply OS X to their upgraded older Macintosh. To these folks, I have some simple advice: take a stroll through the Apple Canada OnLine Store web site and refresh your memory as to the quite low prices which are now being charged for many of the new Macintosh computers. In particular, it is very hard today to ignore the value of the eMac model. You can get it complete with a SuperDrive (burns CD's AND DVD's) for less money than you probably spent for your first computer many years ago.

And look at it this way, if you buy a new Macintosh with Panther installed, you don't have to worry about all the Panther upgrade issues which the rest of us are now going through!!

This article submitted by Jim Foster