Apple Debuts New

Technical Specifications (Abbreviated)
1.83GHz or 2.0GHz Intel Core Duo processor
2MB on-chip shared L2 cache
667MHz frontside bus
512MB of 667MHz SDRAM supports up to 2GB
60GB or 80GB hard drive; optional up to 120GB
Combo drive (DVD-ROM/CD-RW) or SuperDrive
Intel GMA 950 graphics processor with 64MB of
DDR2 SDRAM shared with main memory
Extended desktop and video mirroring
iSight camera
Mini-DVI port
DVI output using mini-DVI to DVI adapter (sold separately)
VGA output using mini-DVI to VGA adapter (sold separately)
Composite and S-video output using mini-DVI to
video adapter (sold separately)

MacBook Laptop

10/100/1000BASE-T Gigabit Ethernet
AirPort Extreme wireless networking
Bluetooth 2.0 + Enhanced Data Rate (EDR) up to 3 Mbps
Optional external Apple USB Modem
Built-in stereo speakers
Combined optical digital audio input/audio line
in (minijack)
Combined optical digital audio output/
headphone out (minijack)
60W MagSafe Power Adapter
MagSafe power adapter port
13.3-inch (diagonal) glossy widescreen.
One FireWire 400 port (up to 400 Mbps)
Two USB 2.0 ports (up to 480 Mbps)
Kensington cable lock slot
Apple Remote

glossy widescreen display →

Tuesday, May 16th

Apple on Tuesday, unveiled the newly designed MacBook, its new consumer notebook featuring the Intel Core Duo processor and a new 13-inch glossy widescreen display. Apple says the new sleek design is up to five times faster than the iBook and up to four times faster than the 12-inch PowerBook. Together with the 15-and 17-inch MacBook Pros, the new MacBook, which starts at $1,099, completes Apple's Intel-based portables lineup and replaces both the iBook and the 12-inch PowerBook.

Apple's entire portables lineup now offers Intel Core Duo processors; a built-in iSight video camera for video conferencing on-the-go; Front Row media experience with Apple Remote; and several advanced features including DVI with dual display support, optical digital audio input and output, Gigabit Ethernet, Sudden Motion Sensor, Scrolling TrackPad and MagSafe Power Adapter. Three models are available--two white models for $1,099 (60GB/Combo) and $1,299 (60GB/SuperDrive) and a black model for $1,499 (80GB/SuperDrive).

"Apple began the transition to Intel Core Duo-based notebooks in February with the 15-inch MacBook Pro, and now just 90 days later we have completed the transition with the release of the all new MacBook," said Philip Schiller, Apple's senior vice president of Worldwide Product Marketing. "The complete MacBook lineup leads the industry with Apple's trademark innovative design and advanced mobile features -- from top to bottom it is the best notebook line that we have ever offered."

With prices starting at just $1,099, the MacBook lineup includes three models: a 1.83 GHz and 2.0 GHz MacBook in a newly designed, sleek white enclosure and a 2.0 GHz MacBook in a stunning new black enclosure.

The new MacBook offers performance up to five times faster than the iBook and up to four times faster than the 12-inch PowerBook with a completely new system architecture including a 667 MHz front-side bus and 667MHz DDR2 SDRAM memory expandable to 2GB.

At about one-inch thin, the new MacBook is 20 percent thinner than the iBook and features a gorgeous new 13-inch glossy widescreen display. With a display that is 79 percent brighter than the iBook and the 12-inch PowerBook, the MacBook provides incredibly crisp images with richer colors, deeper blacks and significantly greater contrast. At a resolution of 1280 x 800, the MacBook display provides 30 percent more viewing area than the iBook and the 12-inch PowerBook.

Every new MacBook comes with a built-in iSight video camera for video conferencing on-the-go using Apple's iChat AV, or recording a video Podcast or iMovie using iLife '06. MacBook also includes Photo Booth, Apple's fun-to-use application that lets users take quick snapshots with the built-in iSight video camera, add entertaining visual effects and share their pictures with the touch of a button.

The new MacBook gives customers a simple way to enjoy their digital lifestyle content wherever they go -- including music, photos and videos from across the room using the Apple Remote. With Front Row, users can effortlessly access shared iTunes playlists, iPhoto libraries and video throughout their home via Bonjour, Apple's zero configuration wire-

Tonight's Agenda

Help desk with Tom until 6:45

6:45 Magic Time!
New members - Brian
Dues ($3) - Ray

7:00 Are you Secure? part 2
with Ray Kallman

8:00 Wrap-up - Brian

Please pay your food bill before the meeting starts.

Please consider dining at C&M. With more diners, we ensure that meeting costs remain low.
Thank You!!

MacBook Pros Get Speed Boost

Jim Dalrymple - MacCentral
May 19th

In addition to releasing the MacBook on Tuesday, Apple also increased the speed of its professional-level MacBook Pro and added an option for the new widescreen glossy display.

The $2,499 model now includes a 2.16GHz Intel Core Duo processor, up from 2.0GHz, and the $1,999 model now includes a 2.0GHz Intel Core Duo processor, up from 1.83GHz. Beginning today, the MacBook Pro also offers the new glossy widescreen display as a CTO option on both the 15- and 17-inch models at no additional cost. Apple said that they purposely did not include the glossy screen by default on the MacBook Pro, instead choosing to allow their pro customers the choice.

Hands on with Apple's new MacBook with Windows

Apple has released the MacBook, an Intel-based 13.3-inch widescreen notebook which replaces both its iBook and the 12-inch PowerBook. Tonight, I'm using one, and thanks to Boot Camp, it's running Windows XP as well as Mac OS X. (I'm using the US$1499 black version.)

I haven't had enough time with the machine to give any definitive verdict on it, but so far I'm having a really good time. The black MacBook isn't the most feature-rich model in Apple's new Intel-based laptop line, but it's probably the coolest … which makes it one of the coolest laptops on the market, period.

A bit of background: For a couple of years now, I've been a Windows person when I've been sitting at a desk (my work and home desktops run Windows most of the time, with the odd excursion into Linux) and a Mac person everywhere else (my primary notebook has been a 12-inch Apple PowerBook). Being biplatform works remarkably well most of the time, but there are moments — especially when you work for a publication called PC World — when you've just got to work in Windows. I've used Microsoft's Virtual PC emulator on the PowerBook to run Windows applications, but while Virtual PC is surprisingly servicable, you're never going to mistake it for a real Windows computer.

Apple's Boot Camp gives me what I want: one computer that can run both operating systems. (Has it really been only six weeks since it appeared?) But I wasn't really tempted by the 15-inch or 17-inch MacBook Pro models, which, besides being on the pricey side, are just too big and bulky to make me a happy traveler.

The 13.3-inch MacBook is still considerably more zaftig than my ideal laptop — before I used the 12-inch PowerBook, I usually opted for an even smaller and lighter Windows machine — but for a notebook that packs as much as it does, it's reasonably compact, thin (1.08") and light (5.2 pounds).

And it does pack a lot of stuff: that glossy, bright display, a 2.0GHz Intel Core Duo CPU, 512MB of RAM, an 80GB hard drive with shock protection, a (single-layer) DVD burner, Wi-Fi, Bluetooth, USB, FireWire, a built-in iSight webcam, and a remote that lets you sit back and use the Front Row media software. About the only thing that seems like a significant cost-saving measure is the use of integrated graphics rather than a discrete adapter; so far, though, the MacBook seems snappy in both OS X and Windows, without the lag time that integrated graphics sometimes inflict.

Speaking of display technology, this is the first Mac portable with a glossy screen, something that the Windows world has had for awhile now. Some of these screens have looked too glossy to me; so far, the MacBook's display looks pretty good, though I do see some reflections at certain angles.

Some of the nicest things about the MacBook don't relate to specs per se. This black version's matte case is extremely good-looking; it's plastic, unlike the aluminum housing on my PowerBook, but if anything, it's classier and more professional looking. (As well it should be, given that the $1499 black model commands a $200 premium over the version with 20GB less disk space and a shiny, white case that's more like that of the old iBook.) I don't think businessfolks who trade in a 12-inch PowerBook for a black MacBook will feel like they're slumming, even if the MacBook is a mere "consumer model."

At first blush, **the keyboard** *(below)* looks weird. I had flashbacks to the one on Texas Instruments' ancient 99/4. The keys aren't sculpted, and there's what looks like a lot of space between them, but so far, the keyboard doesn't feel weird in the least.

The ports and connectors *(below)* are neatly lined up on the left-hand side of the case, which opens and closes without a latch.

The compact power adapter *(below)* has Apple's MagSafe connector which helps you avoid knocking the notebook off a table if the cord gets yanked.

In short, this is a thoughtfully-designed, well-built laptop that makes most Windows machines look clunky and compromised. Oops — this is a Windows machine, or can be with the addition of Boot Camp and a full copy of Windows XP SP2. My install took only slightly more effort and time than a typical Windows install, and XP seems to be running like a champ so far. (Too bad that Apple doesn't provide a driver for the iSight, though.)

Dual-booting two operating systems isn't exactly a panacea; I'm going to try Parallels' virtualization software, which lets you run XP in a window within OS X. But it's a huge advance over Virtual PC, and being able to hit the road with a real Windows laptop and a Mac that happen to be the same machine is going to be great.

One other obvious question about the MacBook: Is it a bargain or a big-ticket item at $1499? As usual, it's hard to do a perfect price comparison between a Mac and a Windows-based equivalent. HP's dv1000 isn't a precise match — it has a bigger 14-inch screen — but you can custom-configure one with specs are mostly pretty comparable. And while it starts at a thrifty $630, the config I built out that had a webcam, Bluetooth, and bundled software that delivers functionality roughly comparable to that in the MacBook's iLife suite goes for $1556, a bit more than the black MacBook and more than $200 more than a white MacBook with similar specs.

Of course, adding Windows to the black MacBook makes it into a $1699 system, not a $1499 one. Then again, you can't add OS X to the HP at any price. Like I say, it's hard to do the math. All in all, though, this Mac seems to be a decent deal considering that it's anything but a stripped-down loss leader.

To repeat myself, I like what I see so far with the MacBook, but I need to spend more time with it (for one thing, I don't have a sense of its battery life yet, and I'm not sure if it runs hot, as some folks have reported with the MacBook Pro). I'll report back; if you want to read more hands-on impressions, check out this piece by my Macworld colleague Jason Snell, who was trying out his own MacBook. Macworld's Cyrus Farivar has also posted his impressions and Macworld Labs' resident director James Galbraith has posted benchmarks.

Oh, and a random side note on the Mac vs. Windows wars. One of the nice things about the Windows install on this MacBook is that it's unadorned by the irritating applets, marketing pitches, and icon clutter that dog most big-name Windows PCs (and which Apple doesn't burden you with when you buy a Mac).

Already, though, I'm thinking that it's going to be tough to keep this XP installation mean, lean, and free of annoyances. After I installed XP on the MacBook, I started installing some Windows apps, including "Triton," the current version of AOL Instant Messenger. A little while later, I got the Active Update popup from my System Tray. How irritating. (Shouldn't that dialog have a third button: "Go Away and Never Bother Me Again?") And how typical of the way things work in the Windows world. I'm going to be glad to have a Mac that does Windows, but XP is going to bring along hassles that just don't exist in OS X.

Which brings up another question: Will I spend the majority of my time with this notebook as a Mac person or a Windows one? I'm still not sure … but I'm looking forward to finding out.

In Post-PC Era, Apple Model SHINES

Walter Mossberg
May 15, 2006
Virginian-Pilot

For many years, there have been two models of how to make computers and other digital devices. One is the component model, championed by Microsoft. The other is the end-to-end model, championed by Apple.

In the component model, many companies make hardware and software that run on a standard platform, creating inexpensive commodity devices that don't always work perfectly together but get the job done. In the end-toend model, one company designs both the hardware and software, which work smoothly together, but the products cost more and limit choice.

In the first war between these models, the war for dominance of the personal-computer market, Microsoft's approach won decisively. Aided by efficient assemblers such as Dell, and by corporate information technology departments employed to integrate the components, Microsoft's component-based Windows platform crushed Apple's end-to-end Macintosh platform.

Yet in the post-PC era we're in today, where the focus is on things such as music players, game consoles and cell phones, the endto-end model is the early winner. Tightly linking hardware, software and Web services propelled Apple to a huge success with its iPod. Microsoft, meanwhile, has struggled to make its component model work on these devices and, in a telling sign, is using the Apple end-to-end model itself in its Xbox gameconsole business. Now, Apple is working on other projects built on the same end-to-end model as the iPod: a media-playing cell phone and a home-media hub.

The jury is still out on whether the end-to-end model will prevail in the long term. Many at Microsoft, and some outside analysts as well, think the new devices will eventually succumb to the component model and that Apple's success with the iPod will fade, just as its early dominance of the PC market did. Apple officials say history won't repeat itself if the company continues to make great products and avoid the business blunders committed by its past management.

I think the end-to-end model can prevail this time, both for Apple and other companies. Consumers want choice and low prices. Yet they also crave the kind of simplicity and integration that the end-to-end model delivers best.

Sure, you can get more variety in music players and in online music services if you opt for the Microsoft based music instead of the iPod system. Yet the iPod, Apple's iTunes software and the iTunes Music Store work so well together that users can just relax and enjoy the music. By contrast, the hodgepodge of players, software and online music stores on the Microsoft side frequently have trouble synchronizing between computers and players. Apple sells as many or more songs than the many stores that use Microsoft software.

Critics attack the iPod and iTunes as "closed" and "proprietary," because the songs Apple sells at its iTunes Music Store play only on iPods, and iPods can't play songs purchased from other music stores. Yet both the iPod and iTunes handle the two most common open audio formats, MP3 and WAV, and the most common open video format, MP4. They work well even if you never buy a song from Apple, and iTunes and the iPod work on Windows computers, not just Macs. So how is that closed?

Even the Mac isn't as closed as its critics charge. It's still designed to work with Apple's own operating system and software, yet it can handle all the common files Windows uses, can network with Windows machines, and can use all of the common Windows printers, scanners, keyboards and mice. The Mac gives you the same access to the Internet as Windows. Heck, the newest Macs can even run Windows itself.

You do get a choice of more software with Windows. That's great for hard-core gamers and users of corporate, or niche, software. Yet for mainstream users doing typical tasks, the Windows choice advantage is illusory. Mac users can choose among thousands of third-party programs, including multiple Web browsers, word processors and email programs. They can run Mac versions of popular software such as Microsoft Office and the Firefox browser. How much more choice do you need?

Microsoft is hedging its bets. It has, in effect, created a little Apple inside Microsoft with the Xbox group. *The Xbox team shunned Windows and wrote its own operating system and user interface, and built its own hardware. The new Xbox was even developed using Macintosh computers.*

Some Microsoft officials dismiss this anomaly by claiming that the game-console business is a special case. Yet now, Microsoft has assigned the Xbox team to create a portable music player it hopes can knock off the iPod. Why? Because the company is frustrated that the component model, which separates hardware and software, has failed in the music market. It's looking for more integration.

Still, the end-to-end model isn't a lock. If Apple can't keep churning out cool products at reasonable prices, it could crash and burn. Yet the iPod experience has shown that the PC model may not be best for all digital devices.

Mac Maintenance Checklist from Apple

Top 7 Tips from Apple to Keep Your Mac in Top Form

1) Keep Things up to Date
Check for Apple software updates once a month to keep your system running optimally.

2) Put Your Toys Away
You're not 5 years old anymore. Make it a point to clear off the mess from your desktop and put your files away where you can easily find them.

3) Name Your Children
Go through your generically-named files and folders and give them more descriptive names so you can find what you need fast.

4) Prune Through Your File Forest
Free up some disk space by archiving large, seldom used files and be sure to name the resulting archive file appropriately too, so you know what's in it. Delete any unnecessary or outdated personal files whenever possible and anything that you no longer want or need.

5) Back up Your Files
Make it a point to back up your keepsakes on a regular basis.

6) Check for Viruses
Macs don't get anywhere near the amount of viruses that Windows PCs are prone to, but that doesn't mean that they can't get infected. If you don't already have antivirus software, you may want to consider making a purchase. Be sure to keep your virus definitions up to date.

7) Clean the Outside Too
Dust and other debris can harm your computer's innards if you allow the stuff to build up around your workspace. Use a soft, dry, lint-free cloth, feather duster, or canned air to clean your Mac's outside as well as the surface areas around it. You can use a slightly water-dampened cloth to clean the screen. *Do not use any type of liquid cleaner to clean your Mac.*

Plus 2 more from other smart people

8) Restart Your Computer Every Once in a While
You should restart it every once in a while to refresh the system if you're in the habit of keeping your computer running all day and night.

9) Repair Disk Permissions
Make sure that your disk permissions are in good working order on a regular basis especially after upgrading or installing new software. Open Disk Utility and select your hard disk icon in the left pane. Click the First Aid tab, then click Repair Disk Permissions to start the process, which can take a few minutes to complete.

editor's note: There is a lack of consensus about number six. Since viruses are scarce some feel virus software is a waste of money. Things may change as Macs takes over the computer universe.

Read unedited Apple doc at:
docs.info.apple.com/article.html?artnum=303602

Analysts: Apple phone ... the right call

May 15
Jim Dalrymple & Martyn Williams
MacCentral

An Apple-branded phone is not only a smart decision for the company, industry analysts say, but it's also a necessary move to push another Apple handheld device, the iPod, into the future. And though the first so-called iPhones would be a year away, if they even exist at all, analysts believe a device directly from Apple stands a much better chance at success than the iTunes-sporting Motorola phones that came before it.

"The field is open and Apple is the obvious contender to put a device in there," said Roger Kay, president of the market-research firm Endpoint Technologies Associates. "Clearly, it won't open its platform enough to let anybody else do a good enough job to satisfy the end customer. Apple can and should fill the bill itself."

Rumors of an Apple-branded mobile phone are hardly new, circulating in some form or another for the better part of four years. Each year, speculation seems to grow that Apple has a mobile phone in the works — with the only thing coming out of Cupertino in that time is Apple's continued silence on the subject.

The latest round of speculation was stoked last week when Wall Street Journal columnist Walt Mossberg reported that Apple was working on "a media-playing cellphone and a home-media hub." Furthermore, Tokyo newspaper Nihon Keizai Shimbun reported in its Saturday morning edition that the president of Softbank, Japan's third-largest cellular carrier — met with Apple CEO Steve Jobs. Softbank recently entered into the wireless business when it acquired Vodafone's Japanese unit.

Softbank issued a press release denying that it is working on a phone. According to a Kyodo News Service report, the first phones from the partnership are expected next year; they'll likely play downloaded songs. Like current iPod music players, these handsets will play music downloaded via a personal computer. However, a second range of handsets that can directly access the iTunes Music Store and download songs is also being planned, the report said.

If it comes to pass, the deal would be "a smart move for Apple because the phone market is so big," Kay said. "With a billion phones a year shipping, even a small percentage of that market

represents a huge number of platforms. Apple can't sit by and watch others reap that market."

Technology Business Research analyst Tim Deal believes the timing is right for an Apple phone and points to another recently introduced service as an example of what Apple must do in order to keep the iPod relevant.

"The emergence of Verizon's V-Cast-enabled phones has demonstrated that the future of portable media requires on-demand content any time and any place," Deal said. "In order for the iPod to maintain its strong competitive presence, it must transcend its current means of wired- connectivity."

An Apple branded cell phone will not be the first device to enable users to play iTunes songs. Motorola has released several phones that give users the ability to use iTunes on a mobile device, but EndPoint analyst Kay believes there will be a big difference.

"The Motorola phone was a shot in the right direction, but the agreement crippled the product to the point where it failed," Kay said. "Apple restricted Motorola's phone to the point where it lacked utility. When Apple does it for itself, it will make sure that the phone has sufficient capacity, is elegant enough to attract attention, and has the trademark Apple ease of use."

Deal agrees with that assessment of the Motorola iTunes phones. "Apple had little to no control over the design of Motorola's iPod-enabled phones, and Apple provided only limited marketing support to their launch," Deal said. "An Apple-branded phone would feature Apple's innovation of design, as well as be supported by the company's robust marketing machine."

Having a mobile device in countries like Japan could help Apple's sales immensely. While Apple's iPod music players and its iTunes Music Store dominate the legal music download market in most countries, it's only a minor player along in Japan, as are competing PC-based services. In 2005, about 96 percent of the 268 million tracks purchased electronically were downloaded via mobile services, according to the Recording Industry Association of Japan.

Perhaps? Who knows... besides Steve!

Discovery Offers Content via iTunes

Tuesday, May 16th
From MACNN.com

Discovery Communications today announced that content from Discovery's family of networks is now available for purchase from Apple's iTunes Music Store. The offering includes programming from the Discovery Channel as well as TLC, Animal Planet, Travel Channel, Discovery Health Channel and Discovery Kids. With the addition of more than a dozen series and specials from Discovery, iTunes now offers even more video content to download for $1.99 per episode for viewing.

Apple Simplifies URL for .Mac Public Folders

MacCentral Staff

In an effort to streamline access to users .Mac Public Folders, Apple has simplified the process by adding an easy to use URL. Typing idisk.mac.com/membername-Public will produce a Web page with download links for whatever content is in the users Public Folder. Of course, password access to the Public Folder is still controlled by the owner -- options for the folder can be set by using the .Mac preferences included in Systems Preferences.

Apple Offers Refurb iMacs, iPods

May 12th   MacNN

Apple is offering refurbished 17-inch 1.9GHz SuperDrive iMacs for $999, $300 lower than the original price, 17-inch 1.83GHz Intel Core Duo iMacs for $1,099, $200 off the official price, 20-inch G5 1.8GHz 256MB 160GB SuperDrive iMacs for $1,099, $800 lower than retail, 20-inch G5 2GHz 512MB 250GB SuperDrive iMacs for $1,249, $550 less than retail, 20-inch G5 2.1GHz 512MB 250GB iMacs for $1,299, $400 off the original price, as well as 20-inch Intel Core Duo 2GHz iMacs for $1,399, a $300 discount. The company is also selling refurbished 2GB white and black iPod nanos for $169, $30 off the list price, 512MB iPod shuffles for $49, $50 off the original price, 1GB iPod shuffles for $79, a $70 savings, and 4GB Silver iPod minis featuring 8 and 18 hours of battery life for $139 and $149, respectively.

AMD Challenges Intel with Notebook Chip

May 17, 2006 Ben Ames, IDG News Service

Advanced Micro Devices (AMD) aims to grab notebook PC business from Intel, launching a new line of Turion mobile processors Wednesday. The Turion 64 X2 chips will be the first 64-bit, dual-core processors to reach the notebook market, said David Rooney, mobile division marketing manager for AMD, in Sunnyvale, California. Customers demand 64-bit processing to run multithreaded digital media applications and the future Microsoft Vista OS, he said.

Multicore processing allows control over many applications running on a single PC. AMD says 85 percent of PC users run six applications at once: antivirus, e-mail, firewall, spam protection, a pop-up blocker and spyware.

... while we're running real apps! - biased editor's note

TarMac
Tidewater Area Macintosh Users Group
Apple User Group

Don't Forget **TarMac** *Tip Jar*