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First Apple Retail Store in Hampton Roads Appeals to Hard Core

Sept 10, 2006 - Hattie Brown Garrow - The Virginian-Pilot

NORFOLK — Rick Addison was ready to camp out overnight at MacArthur Center — he brought a sleeping bag, food and books. Mall officials wouldn't let him in.

Addison, 35, was willing to sleep there to be first in line when the Apple Computer Inc.'s retail store opened Saturday morning. Instead, he showed up at 7 a.m., and there were about 20 people in line already.

"I think this officially defines me as a nerd," he said as he waited.

Hundreds of people — from teenagers to senior citizens — turned out for the opening of the first Apple retail store in Hampton Roads. Addison, of Norfolk, was one of several people who asked to stay the night, store manager Jay Healy said.

Between 750 and 1,200 people generally line up for these grand openings, said Healy, who also manages an Apple store in Richmond.

For Apple die-hards, attending the opening of one of the company's retail stores is something they have to do at least once.

"The grand opening is sort of special," said Jason Grower, 30, who traveled from Washington.

"I guess you could call it the Super Bowl for Mac fanatics."

Customers were allowed to line up inside the mall shortly after 8:30 a.m. Soon, the line stretched from the Apple storefront on the second floor to the escalators and snaked along an adjacent corridor.

"It's set up for interaction," said Matt Marcotte, a regional director for Apple. "In our store, the idea is we actually want people to touch the product and play."

Apple operates about 150 retail locations, which offer one-on-one training, service appointments, and free workshops.

Marcotte would not release information about how the company picks locations for its retail stores or how much money he expected the MacArthur Center location to make Saturday.

Norfolk resident Mike Burnett, 63, bought his first Apple computer in 1984. Apple

products are userfriendly and have reliable software, he said.

Addison and his wife own four Apple computers and four iPods. He became an Apple fan a few years ago when he visited the San Diego retail store. He left with a new Apple system, even though his Windowsequipped computer was only six months old.

"It's now in a box gathering dust," Addison said of his old PC. "I've never looked back.



Hot Tip!

Find out what's happening at the new Apple Store

Download the widget from the address below to keep up-to-date with the seminars and programs presented at the MacArthur Center Apple Store.




Tonight's Agenda

Help desk until 6:45 with Tom

6:45 **Magic Time!**
 New members - Brian
 Dues (\$3) - Frank
 Ambassador & Industry news -
 Shareware -
 Items to buy or sell

7:30 Tonight's mini-demo:
The Apple Store

8:00 Wrap-up - Brian



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

Recalled iBook and PowerBook batteries



Apple has recently issued an alert concerning laptop battery problems. See the Apple website below for details.

support.apple.com/ibook_powerbook/batteryexchange/

Computer	Battery Model #	Battery Serial #
12" iBook G4	A1061	ZZ338 - ZZ427 3K429 - 3K611 6C510 - 6C626
12" PowerBook G4	A1079	ZZ411 - ZZ427 3K428 - 3K611
15" PowerBook G4	A1078, A1148	3K425 - 3K601 6N530 - 6N551 6N601

Apple 'It's Showtime!' Event

Sept 12, 2006 - Peter Cohen - MacWorld

Steve Jobs opened Tuesday's "It's Showtime!" special event with a round of applause from the audience, after showing the new Bob Dylan iTunes ad that's been in circulation on television in recent days.

Jobs noted that Apple shipped over 60 million iPods in total by the end of the last quarter, and joking showed an iPod toilet paper holder to demonstrate the widespread adoption of iPod accessories.

Jobs praised advances like iPod connectivity options in automobiles — 70 percent of 2007 model year cars sold in the United States will have some kind of connectivity, he said. And Apple and Nike have sold 450,000 Nike+iPod Sport Kits in less than 90 days since their introduction. The kits provide connectivity between the iPod nano and Nike running shoes.

Jobs introduced Apple's new and improved video-capable iPod, with a screen that's 60 percent brighter. Battery life has been increased from 2 hours while playing video to 3.5 hours, Jobs says.

Also new is a new earphone design that took Apple 18 months to develop, said Jobs. Superficially, they look similar to the old design — they're still white.

The new iPod provides gapless playback, according to Jobs, which works with MP3, AAC, Apple Lossless and uncompressed music files. New software features have been added such as instant searching that uses the wheel to input letters and does a live search of iPod content.

As has been speculated in recent months, Apple's been hard at work on new games for the iPod — while it still may not be a substitute for a Nintendo DS or Sony PSP, the new iPod can play versions of popular casual games including Bejeweled, Mahjong, mini-golf, Pac-Man, Tetris, Cubis, Texas Hold 'Em, Vortex and Zuma — all designed to work with the click wheel interface which has been retained. These games aren't included with the new iPod — they're for sale, for \$4.99 each, from the iTunes Music Store.

Apple is offering two iPod video models: a 30GB and 80GB version, both in white and black. The 30GB model is available for \$249, the 80GB model for \$349 — less expensive than previous versions.

Jobs also unveiled the second generation of the slim iPod nano, Apple's color screen-equipped flash-based iPod that made its debut a year ago. "The iPod nano is the most popular MP3 player in the world," Jobs said.

Critics of the first iPod nano complained that the glossy front of the unit could be scratched too easily — Apple has addressed that problem by making it out of aluminum, much as it does its MacBook Pro laptops.

"And we're bringing back colors," said Jobs — harkening back to the iPod nano's predecessors, the venerable iPod mini. The iPod nano will be available in anodized blue, pink, green, silver and black.

The second-generation iPod nano also features a battery with better charge capacity than the first — up to 24 hours of play, versus 14 for the first-generation nano.

The iPod nano debuts in three different models — 2GB, 4GB and 8GB versions, priced at \$149, \$199 and \$249.

What's more, the iPod nano ships in a smaller box than before — it's barely bigger than the nano itself. Apple has similarly shrunk accessories like the battery charger. And accessories will be available including an armband and lanyard headphones with the new earbud design. And it works with the much vaunted Nike+iPod Sport Kit.

Also on stage today was the new iPod shuffle, a diminutive flash-based digital music player that's even smaller than before. While the first-generation shuffle resembled a pack of stick gum, the new iPod shuffle takes it styling cues from the Apple Remote.

"Wearability" was of key importance to first-generation iPod shuffle owners, said Jobs. So Apple designed the new iPod shuffle in an aluminum case with a built-in clip. The headphone jack is also where the device charges and connects to the computer. Apple bills the new shuffle as the world's smallest MP3 player. Available for pre-order and shipping in October, the 1GB iPod shuffle will cost \$79.

Apple on Tuesday released iTunes 7, a new version of its popular music jukebox and online music download store. The new software has been organized into sections — separate libraries for music, movies, TV shows, podcast and radio.

A three-position switch alternates between different views, and a new view has been added called Album View, which puts album art and all tracks from the album so you can scroll by album now, if you wish.

What's more, iTunes will now populate your music collection with album cover art if the cover art is missing, and if you have an iTunes Store account. "We may not have everything, but we have 3.5 million songs of album artwork," Jobs remarked. "If you've got an iTunes account, iTunes will automatically download it for free."

A third view is called Cover Flow View. It enables you to find songs more quickly by album cover — it's a window that shows a 3D representation of album covers above your music list. Improvements to video.

The redubbed iTunes Store (Apple has dropped "Music" from the title to signify the service's growing library of video content and games) has expanded from five shows to more than 220 and from one network to more than 40, including ever major network, said Jobs.

Shows downloaded from the iTunes Store are encoded at 320 x 240 pixel resolution. "Today we are taking [resolution] up a notch," said Jobs. "We are going to increase that resolution four times, and all video will be at 640 x 480."

iTunes 7 features gapless playback, of course, and also lets users manage the iPod from right inside of iTunes — no more having to fiddle with iTunes' preferences to get your iPod configured. iTunes can search for music library for albums that are meant to be played in gapless fashion, and sets them to work that way.

A frequent complaint of iPod users is that the iPod only synchronizes content on one computer at a time, even if both computers are authorized with the iTunes Store. Now you can take your iPod, sync it with a computer, move it to a different authorized computer, and content will "flow back" to the new computer, so you can transfer purchased music between authorized computers using an iPod.

iTunes 7 also shows the games you've downloaded from the iTunes Store in your library, so you can see instructions and other information.

iTunes 7 is available today

"But there is one more thing," said Jobs. "And that is movies. Today I want to talk about adding movies to the iTunes Store and the whole iTunes-iPod experience. Today we're starting out with films from Disney, Pixar, Touchstone and Miramax — four studios owned by Walt Disney Co."

The service launches with more than 75 films online, starting today. Apple is adding more, including Pirates of the Caribbean 2 and Cars. New releases are priced at \$12.99 for pre-orders and during their first week of release, the same time they're available for purchase on DVD. After that they increase to \$14.99, though older "library titles" will be priced at \$9.99 every day.

Movies available for download from the iTunes Store are shown at 640 x 480 resolution in "near-DVD quality," according to Jobs. Jobs said that if you have 5 Megabit per second broadband service — not uncommon for cable modem users — you can expect to download a full-length movie in roughly a half an hour. What's more, you can start watching the movie in as little as a minute, while it's still downloading.

To ease that process, iTunes now has a Download Manager that lets you watch items you're downloading from the store, and you can switch priorities if you're downloading multiple files.

Jobs described the audio quality as "Dolby Surround." Usage rights for movies purchased and downloaded from the iTunes Store are the same as the TV shows — so you can't burn them to disc, though you can share them among multiple authorized computers and video iPods. And parental controls have been updated with MPAA ratings.

Of course, there's more to Disney than just kids' movies. The back catalog of movie titles the iTunes Store will

sell include Shakespeare In Love, Good Will Hunting, The English Patient, Enemy of the State, The Insider, National Treasure and O Brother Where Art Thou. "We hope to take this international in 2007," added Jobs.

Jobs then introduced Disney President and CEO Bob Iger. He called Disney and Apple's first partnership to bring TV shows to the iTunes Store last year "a breakthrough," and added that "the marriage of great content and great technology — and of great user interface — is truly a killer application."

"We knew we were in business with a great partner, and we know the consumer has spoken because the success of TV shows has been enormous on this platform," Iger continued. "We're confident that movies are going to work as well. We're very thankful to work with Apple and Steve, and we congratulate you on this next step."

One last thing — iTV

Jobs introduced the attendees in the audience from Apple representing the work that went into this latest major effort, to a round of applause from the other audience members.

"But there is one last thing," said Jobs, stunning long-time Apple event attendees. "This next thing's a little unusual for us. It's a sneak peek for a product that will be introduced in Q1 2007."

"We usually keep things corralled until we ship them, but we think this completes the story, so we decided to go ahead and show it to you today," Jobs said.

Jobs previewed iTV, which he described as "a product code name. We've got to come up with a final name when we introduce it." "You can take a movie, download it to a computer, put it on your iPod. But what about that big flat screen TV you just bought?" asked Jobs. "You need a box to drive that big screen TV. How's the box going to talk to the computer? Do I want to string cables throughout my house? So I'm going to talk to it using wireless network, to get the content from the computer to the box, from the box to the TV."

The iTV resembles a short Mac mini. The power supply is built right in to the unit, and it features integrated wireless networking, a power plug, USB 2.0, Ethernet, High Definition Multimedia Interface (HDMI) plug, component video, analog audio and optical audio interfaces.

The box is driven by software that carries a distant resemblance to Front Row, the multimedia control application Apple bundles with newer Macs. The software features 3D animated graphics with a menu on the right and graphics on the left. Jobs demonstrated it, going into the Movies menu and scrolling through floating artwork on the left-hand side.

"Pretty cool, huh? These are the same files, same exact files, paying on my iPod, my computer and my flat screen TV," said Jobs.

Jobs said the iTV will be released in the first calendar quarter of 2007 with a price of \$299.

"Apple's in your den now, right?" said Jobs. "iTunes on a Mac or a PC. Apple's in your living room with iTV, driving your big flat-screen TV. Apple's in your car, with over 70 percent of the 2007 model cars offering iPod connectivity. And of course, Apple's in your pocket, with iPods."

"Den, living room, car, pocket. And I hope this gives you a little idea of where we're going," said Jobs. "Thanks for coming, and we'll see you all soon." Jobs closed the event with a live performance by Grammy-winning musician John Legend.

view the event at:

events.apple.com.edgesuite.net/sep_2006/event/index.html



Internet Addicts Halfway House Opens in Shanghai

Aug 23, 2006 - Reuters - Shanghai

Mainland China has opened its first halfway house for Internet addicts, offering shell-shocked teenagers counselling, books -- and the use of computers.

The shelter can hold four minors for one-night stays and help bridge gaps between children and parents, the Shanghai Daily said.

"None of the teenagers are forced to come here," the newspaper quoted Wang Hui, the house's chief social worker, as saying.

"We wander around in nearby Internet bars at night and bring them to the halfway house if the teen agrees."

Computer and online gaming has exploded in China in recent years, with an estimated 14 million people taking part.

Amid growing concern that more and more young people are getting hooked, China has issued a raft of regulations aimed at curbing excessive game playing at Internet cafes and heavily fining owners that admit minors.

The Shanghai shelter, modeled on one already in operation Hong Kong, took in the first three boys on Monday, the paper said, including Chen Jiafeng -- a 17-year-old "fed up with the depressive atmosphere" of his family.

Chen went home after talking with a psychologist for four hours and after social workers visited his family to discuss proper parent-child communications, the paper said.

In May, the parents of a 13-year-old boy who killed himself after playing a computer game for 36 hours sued the game's Chinese distributor.



Users/Shared folder. Now (via Fast User Switching or a traditional logout/login), log in as the new user. Open the /Users/Shared folder, and move the troublesome file into the new user's trash.

Now logout of the new account and log back into your main account. Return to the Accounts pane in System Preferences, select the account you just created, and click the minus sign (or just hit Delete). The system will put up a dialog box asking if you're sure you want to do this, with three options: Cancel, OK, and Delete Immediately. Select Delete Immediately, and the troublesome file (along with the new user and the disk space they used) will disappear. (If you just press OK, the files from the deleted user will still reside on your drive.)

It may seem a bit time consuming to delete a file in this manner, but it's very safe (much safer than the Unix solution), and will work on files that seem immune to all other solutions.



Cancel a Shut Down Command

8.25.06 - Rob Griffiths - MacWorld

Have you ever told your machine to shut down, and then remembered that you had one last thing you wanted to do—send an email, check the weather forecast, or pay a bill online, for instance? Once the shut down process has started, it seems you're out of luck, there's no obvious way to cancel a shut down command.

However, there are two things you can do that will prevent your machine from shutting down. Either one should work, assuming you have enough open applications that the shut down process is taking a bit of time. First, you can try launching a program from your Dock, preferably a larger app that takes a bit of time to open. The launching application will cancel the shut down process.

If that trick doesn't work for you, it's also possible to stop the shut down process by having a visible Save dialog box in any application. The quickest way to get one of these onscreen is to press Shift-Command-S, which executes the File: Save As command. After realizing you want to cancel your shut down, use Command-Tab to quickly get to a still-running application that allows Save As, and then press Shift-Command-S. As soon as the shut down process reaches the app with its visible Save As dialog, the process will terminate.

Once the shut down has been cancelled, you can do whatever it is you needed to do, then shut down again when done. And don't worry, no harm can come to your machine by canceling the shut down process.



Next Week



Getting in Sync.

Syncing your Palm Pilot, bookmarks, contacts, address books etc. presented by Lyle Sanders

First Look:

3



iPod games

Premium portable games deliver, even on iPod's small screen

Peter Cohen - MacWorld

Games have long been included on the iPod, but they've been pretty basic: Solitaire, Brick, Parachute and Music Quiz. Now that premium games are here—available for all fifth-generation iPods from the iTunes Store—the big question is, are they worth the \$4.99 Apple is asking you to pay? The answer may surprise you.

Apple's new games for the iPod are sold from the iTunes Store the same way you can buy music and—if you live in the United States—television shows and movies. But unlike those last two genres, iPod games have been released around the world—everywhere there's an iTunes Store, there's a way to purchase games. Evidently Apple was able to strike a more favorable licensing arrangement with game companies than it's been able to reach with studio executives.

Of the nine games that debuted with Tuesday's release of iTunes 7, two of them are Apple originals—a Texas Hold'em poker game, and a brickbashing title called Vortex. The others include three games made by gaming giant Electronic Arts, two games made by casual game maker PopCap Games, one classic arcade game from Namco, and one from an independent game maker called Fresh Games. Interestingly, there's no representation from "traditional" Macintosh game developers, many of whom have petitioned Apple in the past to open the iPod to third-party game development.

The starting lineup of iPod games is bound to deflate the expectations of "hardcore" gamers, but it's a robust collection of casual games, puzzle titles, and tried-and-true classics that should appeal to a wide swath of iPod users:

Tetris: The ubiquitous falling-blocks puzzle game that put Nintendo's original Game Boy on the map when it first debuted;

Pac-Man: A faithful recreation of Namco's legendary coin-op arcade game;

Bejeweled: The often-imitated "match three" puzzle game;

Zuma: Another color-matching game from the same developer that served as the inspiration for Mac casual game hits like **Luxor** and **Atlantis**;

Mini Golf: An overhead mini golf game;

Mahjong: A variation on the classic tile matching game;

Cubis 2: An isometrically-displayed action puzzle title where you match cubes of different colors;

Texas Hold'em: A version of the popular poker game; and

Vortex: A brickbashing game that uses the "looking down the well" perspective of Tempest with the powerup challenge of Arkanoid

Delete Stubborn Files

Rob Griffiths - MacWorld

Have you ever had a stubborn file stuck in the trash which seems to defy all attempts at deletion? There are third-party apps you can use, such as Super Empty Trash, which might do the trick. Or you could dive into Terminal and use the power of `rm -rf` to try to remove the file—of course, if you mess up doing that, you might remove everything on your hard drive. But say you've tried the other solutions, and yet you're still stuck with the troublesome file. Here's one more thing you can try.



Start by creating a new user in the Accounts System Preferences panel. It doesn't really matter what name or access level you give the new account; it's going to have a very short existence. Once the account is created, move the troublesome file from the trash into the /

A Scandalous Problem Solved

from Larry McCullough



The Problem:

EPSON SCANNER STOPPED WORKING AFTER INSTALLING VERSION 10.4 (Tiger)

The scan function of my Epson CX5400 printer/scanner stopped working after I installed OSX version 4 on my G5 PowerMac. The TWAIN driver bundled with this unit is a small program called Epson Scan. It is also a common driver bundled with many flatbed Epson scanners. I had been updating drivers from Epson since I purchased the unit. I don't do anything sophisticated to photos I scan, so I never purchased a third party software package which would have its own scanner software built-in. Anyway, when I tried to open Epson Scan in OSX version 4, I received an alert stating I had no TWAIN driver installed. ("TWAIN" is the core software protocol for all scanners, regardless of manufacturer or whether one drives a scanner with bundled software or a third party application such as Photo Shop.) I thought the solution would be to simply download the most recent Epson Scan version from Epson. However, I learned there is no driver update available from Epson beyond Mac OSX version 3, UNLESS one has an Intel processor based Mac, for which there is a recent update for OSX version 4. Updated drivers for Power PCs end with version 3. After a long period of frustration and research I found the answer:

The Answer:



Uninstall all scanner software and reinstall the software from the original installation CD that came with the Epson printer/scanner or scanner. The uninstall steps are below. I elected to not reinstall the printer driver thinking that the best version was included as part of version 4 of OSX. Reading various postings about this problem leads me to believe this difficulty exists with a lot of Epson scanners, and not just the CX5400 series printer/scanners. So, if you are running a power PC with OSX version 4 connected to an Epson scanner, and the Epson Scan software still works, don't update the TWAIN driver – at least at this time. However, if the Epson Scan software will no longer load, this solution should work for you. After installing from the original driver CD bundled with the scanner be sure to run repair permissions in

the disk utility program. Also, you'll find when running the original version of the program it is much more stable when run in "professional" mode. Larry McCullough

UNINSTALL INSTRUCTIONS: Please note that not all files and locations will be present. If you do not find one of the items listed, just continue on with the next step.

1. In HD (Hard Drive), APPLICATIONS - remove EPSON SCAN and EPSON SCANNER MONITOR, if present
NOTE: If you receive an error that EPSON SCANNER MONITOR cannot be deleted because it is in use, go into HD, APPLICATIONS, UTILITIES and open ACTIVITY MONITOR. Highlight the EPSON SCANNER MONITOR process and click on QUIT PROCESS to quit the process. Close ACTIVITY MONITOR. You can now go back into the APPLICATIONS folder and delete EPSON SCANNER MONITOR.
2. In HD, LIBRARY, APPLICATION SUPPORT - remove the EPSON SCANNER MODULE folder.
3. In HD, LIBRARY, IMAGE CAPTURE, TWAIN DATA SOURCES - remove the ".ds" file bearing your scanner's name.
4. In HD, USERS, (YOUR USER NAME), LIBRARY, PREFERENCES - Open the EPSON folder and then delete the EPSON SCAN folder.



Who cares about AppleCare?

John Hopper sent me this interesting AppleCare story that may help you find a good price on AppleCare.



Back in April, I bought the new Intel iMac. Although I had Applecare on my laptops, I never did before on my desktops. I sort of figured that laptops led a semi-violent life and could break easier. I got my money back on the laptops. And yes, I never needed Applecare on my desktops.

However, recently I started noticing some oddball performance in iPhoto, and I couldn't get my arms around a solution. About the same time, Apple said it had upgraded versions of it's TechTools AppleCare disk (including an Intel version) so I started researching AppleCare prices for the iMac. Apple's price was \$169 but not all people realize that price can be beat. I'll make the story short. I found iMac AppleCare on eBay for \$85 from a guy with a 99.x% approval rating. I jumped on it and the final paperwork along with the TechTools disk arrived a couple of days ago.

Unfortunately, my source has just raised his price to \$115 for iMac Applecare (BuyItNow price), but I submit that the savings (32%) and no tax is still a pretty good deal.

There's nothing in it for me; I just wanted others to know they have options...

John Hopper



the macintosh user group store
www.applebugstore.com
05/01/06-
User ID: ipod Password: video