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Apple's Music Show Continues

Apple adds iPod touch to revamped iPod line

09.05.07 - Philip Michaels, Jim Dalrymple and Peter Cohen - playlistmag.com

Apple ushered in a new addition to its music player offerings (last) Wednesday, with a touch-interface widescreen iPod that resembles the company's popular iPhone. Like the mobile phone, the iPod touch is controlled by buttons and features wireless networking capabilities.

"When we introduced the iPhone in January, we said it was the best iPod ever," Apple CEO Steve Jobs said at a press event introducing the iPod touch. "It's incredible, with its multitouch UI, its incredible album artwork and video, it is the best iPod ever. And people have been wondering, when are we going to bring this tech to the iPod? The answer is, we're going to do it today."

The iPod touch wasn't the only music player unveiled by Apple last Wednesday; the company overhauled its entire iPod lineup Wednesday, adding video playback to the redesigned nano and interface enhancements to the re-dubbed iPod classic. The company also boosted the capacity on its top-of-the-line music player to 160GB.

"The first iPod put 1,000 songs in your pocket," Jobs said. "This new iPod puts 40,000 songs in your pocket. It's amazing."

iPod touch



Looking almost exactly like the iPhone and using many of the same technologies, the iPod touch features a multitouch interface, album artwork and video. Making the iPod touch even more unique is Wi-Fi support for 802.11 b and g networks. With its networking support, Apple also included Safari on the iPod so users can surf the Web.

The iPod touch features a 3.5-inch widescreen display with the same type of navigation buttons found on the iPhone. Icons on the display are for calculator, contacts, clock, calendar and settings. Icons on the bottom of the display allow you access to music, video and photos as well as the newly announced iTunes Wi-Fi Music Store.

What separates the iPod touch from the iPhone are the telephony capabilities. The iPod does not

have the ear speaker slit and is about eight millimeters thin—in contrast, the iPhone is 11.6 millimeters thin.

The iPod touch will last for up to 22 hours of audio playback and five hours of video playback per charge, according to Jobs.

The iPod touch is a worldwide product launch, Jobs said. It's the first touch product Apple has shipped outside the United States, and it's been localized into many languages.

The iPod touch is coming in two configurations—8GB and 16GB, for \$299 and \$399 respectively. Both models are expected to be available "in just a few weeks," according to Jobs, who said that Apple will ship them in September, "in plenty of time for the holiday season."

Apple has renamed the iPod the "iPod classic" to help differentiate it from other models, and has refreshed the product with a new look, new features and massive hard disk space. The iPod classic is now available in 80GB and 160GB versions for \$249 and \$349 respectively.

"Now the iPod's got a funny name," said Apple CEO Steve Jobs during the Wednesday morning special event where the new device was revealed. "It's just called 'the iPod' because it was the first one. We thought, 'It's time to give it a name.' We're going to call it the iPod classic."

The iPod classic retains a 2.5-inch LCD display with 320 x 240 pixel resolution and the same form factor and Click Wheel interface as those iPods that have preceded it. What's different is the iPod's composition: It's now an all-metal enclosure made of aluminum and steel, and it comes in either silver or black colors.

The new iPod also features Cover Flow, a feature imported from the iPhone and iTunes that lets you scan through the music on your iPod visually, as if you were looking at album covers, and features a redesigned interface. Three games have been included as well: iQuiz, an entertainment trivia game, Vortex, a 3D brickbashing game and Klondike, a solitaire card game.

"This boggles the mind," said Jobs. "The first iPod put 1000 songs in your pocket. This new iPod puts 40,000 songs in your pocket. It's amazing."

iPod classic



iPod nano



Images that appeared on gadget sites in the past couple of weeks provided to be accurate — Apple's redesigned iPod nano sports a much "fatter" or wider design than before, while still retaining the device's razor-thin depth: 6.5mm. The price is \$149 and \$199 for 4GB and 8GB models, respectively.

The iPod nano eschews a 1.5-inch screen for a 2-inch color LCD display with what Jobs describes as the highest pixel density of any device in Apple history — 204 pixels per inch (PPI). This enables the display to show 320 x 240 pixels — the same as the iPod classic — up from 176 x 132. The display is also 65 percent brighter than before.

The new iPod nano is also capable of playing video content, along with music playback and photo slide-shows. With the wider screen comes an enhanced interface that shows the iPod nano's menus on the left side and a preview of what you're listening to on the right, and support for Cover Flow as well.

The 4GB iPod nano comes in silver only, while the 8GB model is available in five colors, including a red version, part of the proceeds of which go to the (Product)Red initiative, which helps fund the Global Fund for African AIDS relief.

Apple also modestly refreshed its tiny iPod shuffle. The iPod shuffle remains priced at \$79 and still features 1GB of storage capacity. Along with the original silver, Apple offers the iPod in new turquoise, green, purple and red hues. As with the iPod nano (Product)Red version and the iTunes Gift Card (Product)Red, a portion of the sales of the red iPod shuffle are donated to the Global Fund, which helps provide AIDS prevention and education programs that focus on women and children. Other than the new colors, the shuffle remains largely untouched — it continues to feature a built-in clip designed to attach to your clothing, and features a circular control pad with Click Wheel-style functions, a battery indicator, shuffle switch and tiny dock that connects to a Mac or PC using USB.



Tonight...

- 7:00 Help desk - Tom Davis
- 7:00 **Magic Time!**
New members - Brian Fountain
Dues (\$3) - Ray Kallman
Industry news - Lyle Sanders
Shareware - Ray
For sale or purchase - Brian

@ 7:30 **Open Forum**

Wrap-up - Brian





09.10.07 - Brian Briggs - www.bbspot.com

Early adopters of the iPhone weren't the only ones receiving in-store credit from Steve Jobs. In an overlooked announcement, Jobs said that early adopters of the Apple Lisa would be receiving a \$7000 in-store credit.

Apple released the Lisa in January of 1983 for \$9,995, and the similar Macintosh was released a year later for \$2,495.

"I've felt bad about people who bought the Lisa for a long time. Anybody who bought one of the first Apple Lisas really got screwed," said Jobs. "Now that we've got some cash, I think it's about time we made it right."

People interested in the refund will need to bring in an original receipt showing they bought the Lisa in 1983 and proof of purchase from the Apple Lisa box. Sales figures from that year show that if all people who bought the computer claim the refund, Apple could be liable for almost \$70,000.

Steve Bloughs, who bought a Lisa, said, "When I heard about the iPhone refund, I was furious. The Lisa screw job was much more egregious. I've been waiting over twenty years for Apple to make this right. I'm glad they finally have."

editor's note: I have to confess I thought this was bullfeathers. I checked this out on the web and all mention of this program from over ten different sites comes back to this one article. I could find no other source including the Apple website. Keep this in mind when you dive into the basement or attic in search of all things Lisa. smitty

Weather Everywhere!

09.08.07 - www.everymac.com

If you are not a big fan of always checking everything out in dashboard (I know a lot of people don't really like dashboard) or you simply want more info than what the weather widget has to offer, you can install this nice add-on that will bring you weather information anywhere you want it. You can choose to have it on the dock, as a window or in the menu bar. The application called WeatherDock is really well developed and offers loads of options that will let you choose to hide the Dock icon, to automatically switch the location of the weather it displays according to a schedule (you are home or you are at work) and a lot more. What you will get is also a lot more advanced than what is available in dashboard. It is really like visiting a full featured weather website. I really like the menu bar icon because it doesn't take up a lot of real estate and you get a lot of info as soon as you click on it.

editor's note: Try WeatherSnitch for a menu bar drop down that does less but may be enough. Both available through www.versiontracker.com/mac/osx/

Mac 911 Tip of the Week

Zoom Zoom Zoom... and this ain't no Mazda!!

Christopher Breen
(mac911@macworld.com)



Reader Jim Wales is tired of squinting up his eyes to read his mail. He writes: "We just purchased one of the slick new iMacs (20-inch, 2.4GHz model) and absolutely love it! However, we use AOL for email and find the image window for "Saved" mail too small. I do not want to go to the System Preference area and change the display resolution, as it then is too fuzzy, but large enough to read."

Jim, forgive me for sending you to System Preferences just one time, but you'll be glad I did. When you get there, you'll find a couple of helpful options.

Open the Keyboard & Mouse preference and at the bottom you'll spy the Zoom When Using Scroll Ball While Holding Control option (this will read "Scroll Wheel" if you're using a scroll-wheel mouse rather than Apple's Mighty Mouse). Make sure that this option is enabled and you can quickly zoom in on your text by holding down the Mac's Control key and scrolling up with the mouse's scroll ball.

If you'd like to zoom with the keyboard instead, click the Universal Access preference and in the Seeing tab enable the Zoom option. Now when you press Command-Option-= (the Equals key on the top row of the regular keyboard rather than the keypad), whatever is on your display will be enlarged. Press Command-Option-Minus (-) -- again, not on the keypad -- and the display zooms out. By clicking the Options button you can adjust maximum and minimum zoom levels and decide whether you want the display image to move only when the cursor reaches the edge of the screen, follow the cursor continuously, or keep the cursor centered.

You can turn screen zooming on or off by pressing Command-Option-8.

Note that the text you see may be a little fuzzy, but it will be plenty legible.

Bonus hint: If small fonts are more difficult to discern than they once were, do as I did and get a pair of computer glasses. Mine focus at just around three-feet, making working at the computer far easier on the eyes.

Ripping CDs Into iTunes

08.23.07 - Charles W. Moore - Applelinks.com

You can play audio CDs on your computer using the optical drives and QuickTime player or iTunes, but you'll probably want to convert the tracks on your CDs, at least of favorite recordings, to a digital format such as MP3 AAC, AIFF, WAV, or Apple Lossless for more compact storage and for transfer to your iPod or iPhone.

The latter three mentioned formats offer better fidelity than MP3 or AAC, but will result in larger file sizes. You can specify the ripped file format in iTunes>Preferences>Advanced. Select the Importing tab and choose the desired format

from the Input Using pop-up menu.

When you insert an audio CD into your computer's optical drive and iTunes is launched, the CD will show up in the iTunes Source panel at the far left of the interface window. With the CD selected as your source, it will most likely be labeled "Audio CD" and its various tracks as "Track 1," "Track 2," and so forth. This generic naming can cause confusion, especially if you are importing a lot of CDs in a session, since tracks for any CD will be saved as "Track 1," "Track 2," etc..

To address this issue, you can manually rename each track by highlighting it in the iTunes window. The CD case will usually have the appropriate information to enter identifying each track.

The alternate method is to go online and let iTunes attempt to import the names of your CD's tracks from Gracenotes CD database, which, if your CD is listed there (most are), will transmit the appropriate data for naming your tracks that iTunes can display.

You can also rip CDs when you're offline and then import the track names for the from the CD database later on.

From iTunes' Advanced menu, select Get CD Track Names. Select the tracks you want to rename, and iTunes will do its stuff.

Once the track title matter is intended to, you can also specify which tracks you want to import, using the check boxes beside each track's name. A time saver if you only want to import one or two songs from an album is to Command - Click any box, which will deselect all tracks, and then just select the ones you want.

When everything is configured to your satisfaction, click the Import CD button in the upper right corner of the iTunes window, and let the program do its stuff. The tracks will be read sequentially, and deposited in Home> Music>iTunes>iTunes Music Folder. Ripping takes place in the background, so you can proceed with other tasks while it is happening.

A green check mark will appear beside each track in the list when it has been successfully imported, and when all tracks are completed, a chime will sound to notify you. The newly imported tracks will appear in your iTunes Library.



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