



01.18.08 - Robert X. Cringely - I, Cringely

Would you buy a MacBook Air for \$1799? Yes: It fulfills my compulsive needs to be cool and to type in complete darkness. No: Are you on crack? That's WAY too much money.

Up or down? That's what this week's Macworld show came down to for most news organizations. Would the new Apple products make the company's shares go up or down? They went down. Macworld was a bust, we were told repeatedly, as if it really mattered. I don't own Apple stock so I couldn't care less whether it goes up or down, nor could most customers. Apple was supposed to introduce another iPod or iPhone, or iSomething that would sell four million or 10 million copies in the next 200 days, driving share prices higher. But it didn't happen. Apple introduced some cool stuff, but nothing that would sell four million units this year, hence the letdown.

Hogwash.

A bunch of day traders that were used to making a quick 10 percent on their money during Macworld week didn't make that 10 percent this year, so they were disappointed. A bunch of reporters eager to write about those day traders making their 10 percent were disappointed, too. Meanwhile, the rest of us who don't care about day traders were left without much perspective on what any of these announcements actually mean. So I'll do the heavy lifting here and gratefully get back to something non-Apple next week.

First let's look at the MacBook Air, which is a cool product with a bad name, though I guess it worked well for Michael Jordan, so what the heck. It is very doubtful that Apple will sell a million Airs in the next year. It is doubtful Apple will sell even half a million Airs and Steve Jobs knows this. What's important here is not the subnotebook computer but the bits of it that will likely make their way into much more interesting Apple products to come.

Take that specially packaged Intel CPU, how did that come about? Steve Jobs didn't beat the heck out of Intel CEO Paul Otellini to get a little

CPU that would go into fewer than half a million boxes. Steve did what he always does. He beat the heck out of Paul Otellini with the promise that this little CPU -- for which we can expect Apple will hold some exclusive for the next six months -- will end up in millions and millions of Apple products, nearly all of them costing a lot less than a MacBook Air.

Apple is very important to Intel. Though nobody says it out loud, Apple is the last of the major computer companies that uses 100 percent Intel processors. And Apple's ability to do more with less has to be a continual inspiration to its competitors. As Apple slides further and further into the consumer electronics and networking markets, Intel will be right there, too. I still expect we'll see an Apple tablet this year, for example, and it will use this same Intel CPU.

How about that new trackpad with the multi-touch interface? Could that be the first look at that mouse replacement I predicted would be coming from Apple this year? Maybe. You can be sure we'll see a lot more of that baby.

What about the Air's lack of an optical drive? It's hard to find a place for an optical drive in such a thin computer, but isn't Steve Jobs the guy who when he returned to Apple railed against notebooks without removable media, like the PowerBook 100 and 2400 and the various PowerBook Duos? Why did Steve change his mind now? Because Steve wants to replace optical drives of any sort with bits provided over the network, preferably from iTunes. That's also why we didn't see an Apple Blu-ray announcement this week and -- if Jobs has his way -- we'll never see one.

Let's turn now to the second-generation Apple TV and the question I seem to be the only one asking: why did they drop the price to \$229? Had they dropped the price to \$99 I'd say, "Okay, they've decided to lose money on this thing to grow the rental market." But why \$229? Did some focus group tell Apple there was price resistance to the Apple TV above \$230? It's a set-top box! People don't want to pay anything for a set-top box and if they do pay something they sure don't want to pay \$299 OR \$229.

The entire Apple TV category is a minefield for Steve Jobs. It's a tiny Macintosh, remember, though with its innate Macness carefully hidden. Steve COULD HAVE blown the doors off Macworld if he had simply allowed the Apple TV to BE a Mac, albeit limited to HDMI displays. If you could buy a Mac that attaches to your HDTV for web surfing as well as all the other Apple TV functions, even at the original \$299 price, it would have been a HUGE hit. But it might also have hurt Mac Mini and iMac sales, so Steve couldn't bring himself to do it.

In the long run I think the whole Apple TV product category will be subsumed into the television, itself. Here, too, is another minefield because people replace their computers a lot more often than they replace their televisions, so Apple going into the TV business (like Dell

and HP have) might help sales at first but later hurt. The more likely move for Apple, therefore, is to eventually create the Apple TV Nano, which is an Apple TV built into a CableCard. This is technically feasible right now and 18 months from now it will be a no-brainer. The big HDTV vendors would jump on that one like crazy since it would drive CableCard-equipped HDTV sales, which have been less than stellar.

Apple's movie rental service offers a lot to talk about, too, though the part I find most interesting is simply the likely impact on broadband ISPs. It's not just Apple, but also Amazon, Netflix, and others that will drive this impact, though those competing efforts are accelerating right now because of Apple.

The broadband ISPs are already jostling for advantage, talking about limiting throughput and making people pay \$30 for the bandwidth to download an HD movie. They simply don't want to pay for the additional backbone capacity required to support this level of traffic. But the even bigger reason why the ISPs are moving right now is they perceive a perfect storm that will allow them to RAISE PRICES. Whether we are talking about a cable company or a phone company, these ISPs make more profit from selling broadband than they do from selling their original service, whether it is phone or TV. Cable prices keep going up, true, but nearly all of that goes for increasing costs for content. Internet content costs an ISP nothing, but that doesn't mean they won't try to charge us more if they can.

What's crazy about this is that most of the HD content we're getting upset about is static. It is perfectly reasonable to put every movie ever made on a server and put just such a server in every cable company or DSL machine room and never have to touch the Internet backbone for that content, which is exactly what I've explained the big ISPs are already

[see "Big Picture" back page](#)

Tonight...

- 7:00 Help desk -

7:00 **Magic Time!**
New members - Frank Smith
Dues \$3 - Ray Kallman
Industry news - Lyle Sanders
Shareware - Ray
Buy Sell Trade - Frank

@ 7:30 **Open Forum**
Ray/Frank

Wrap-up - Frank

Next Meeting -  .mac

Xcode: Apple's Not-so-secret Weapon

One of OS X's biggest strengths is hiding in plain sight

02.07.08 - John C. Welch - Macworld

In the old days—before Mac OS X—being a system administrator on a network that had Macs was often annoying. Finding network management tools that even dealt with Macs was a pain, and if you did, quite often the Mac functionality was crippled compared to the Windows version—assuming a Windows version existed. There were exceptions, but they were not all that common, and it was even less common that they integrated well with tools for other platforms. You could manage Macs in an organized manner, and manage them well, but they still tended to be silos from the rest of the network management infrastructure.

Even more annoying was the fact that even if you had the desire to write your own tools, it wasn't easy. You had to pay, quite dearly, for development tools. Writing Mac software, especially stuff that talked to hardware at a low level, was not easy, and writing Mac software pre-Mac OS X was like nothing else. There was no way to just download, build, and install what you needed the way Unix administrators did, and there wasn't as much of a commercial infrastructure as Windows administrators had.

That changed with Mac OS X, and more importantly, with Apple's decision to give away its development tools such as Project Builder/Interface builder, Shark, Quartz Composer, and others, with every copy of the operating system. I know in my case it opened up a huge world that I had known about, but had been locked away from with the Mac due to the nature of the Mac OS. With the inclusion of the developer tools, I was no longer limited to what I could buy. I could, for the most part, download the source for various tools from places like SourceForge, and a few hours later, have the tools up and running.

Making things even easier were the creation of Mac OS X package managers like Fink and DarwinPorts, (now known as MacPorts). With the advent of package managers, using open source tools became even simpler, as package managers take care of the various requisites and requirements that are needed to build and install the kinds of applications an IT manager will use. So instead of manually building and installing a half dozen bits to install say, Nagios, with MacPorts installed, the initial build and install is a matter of typing `sudo port install nagios`.

That's a big reason why I like Mac OS X as a network management platform. True, I can do 90 percent of what I do in Mac OS X with Linux. However, at some point, I also need to manage Macs, and integrate with Active Directory. And while Linux-based tools can do the latter, it's not always very good at the former; honestly,

without commercial tools, plugging Linux into Active Directory is still not as easy as doing the same with Mac OS X.

This is not only just convenient for me, and other IT administrators, but it's also an important advantage over Windows. Regardless of the version, Windows doesn't ship with any kind of developer tools other than the ability to do some rudimentary Visual Basic (for Applications) work. With Mac OS X, I have the tools to write everything from device drivers to large database-driven applications, for free with the OS. Install the OS, run the Xcode installer, and voilà! Instant pro-level development tools. With Windows? Not so much.

Remember what I said about installing Nagios on Mac OS X? Well, there's really no documentation for installing it on Windows. For one, so much of the infrastructure that Nagios needs is not there, but for another, you'd have to get some version of gcc on Windows.

So to use open source software with Windows requires you either only use packages with pre-built binaries, or you do a lot of plumbing upgrades just to get to where Mac OS X is with a single post-OS-setup installer.

But that's only part of it. The other thing Apple did by providing a free, full-featured copy of its developer tools was to make every single user of Mac OS X a potential developer. The company didn't invent this concept, but it has been able to implement it on a far wider scale than anyone else. Note: that's a full-featured copy of its developer tools. No "student" or "express" versions, that only support a single language, with a long list of every more expensive "standard", "pro" and "team" versions, reaching into the many thousands of dollars at the high end. No separate download, it's right there on the install media, and if you want, a free option to join the Apple Developer Connection.

Now, anyone who thinks that every Mac user immediately plunges into Cocoa and Obj-C is delusional, but the fact that every Mac user can means that every CompSci student with a Mac has all the tools they need to use what they've learned. It means that every Mac user who is interested in learning how to program has the tools they need right there. That is what you call a decision with far-reaching effects, and all it required was someone to decide that maybe making money off of developer tools is less important than creating millions of potential developers every year.

I can tell you, as a Mac user, and an IT administrator, not only has it worked, it has worked spectacularly. By making the running of an installer the only thing you have to do to have the Xcode tools and the gcc-related tools at your fingertips, it made the amount of applications available to the platform far beyond anything Windows has, or will have until Microsoft is willing to make the same kind of decisions that Apple did.

In the 1990s, by pricing Visual Basic cheap, Microsoft created millions of reasons to move to Windows and stay there. In this century, by pricing Xcode at free, Apple has taken that example, and implemented it better. I, and every other Mac user at every level have been reaping the benefits ever since.

John C. Welch is a Unix/Open Systems Administrator for Kansas City Life Insurance and a long-time Mac IT pundit.

Dell Shuts 140 Retail Kiosks in US

01.30.08 - Agam Shah - Macworld Mac IT

Dell on Wednesday announced the shutdown of retail kiosks in malls throughout the U.S. as it adjusts its evolving product distribution strategy.

The closings come at a time when Dell is repositioning its retail strategy to attract more customers by selling products through its Web site, retail outlets and over the phone.

Dell had over 140 kiosks, called Dell Direct stores, for customers to buy products, including PCs, TVs and printers. Dell representatives staffed the kiosks and assisted buyers in choosing products and placing orders. The kiosks didn't actually carry inventory so products were shipped to buyers.

This change does not impact Dell Direct stores in Canada, Asia-Pacific and Japan, said Lionel Menchaca, digital media manager at Dell in a blog entry. The company has about 50 stand-alone kiosks outside the U.S.

"We started offering Dell systems through retailers about six months ago, and now customers can buy Dell desktops and laptops through more than 10,000 retail outlets worldwide," Menchaca wrote.

The needs for kiosks declined as retail stores provide more accessibility to Dell products, said Dell spokesman David Frink. The kiosks, introduced in 2002, are being closed immediately, Frink said. The shutdown might lead to laying off employees who staffed the kiosks, Frink said. He declined to comment on an exact number of layoffs and charges that the company might take relating to the shutdown.

Dell has expanded its in-store offerings over the last six months by signing up retailers globally to sell its products, including Best Buy and Wal-Mart in the U.S., Tesco in the U.K. and Bic Camera in Japan.

The kiosks were just an expansion of the company's online and catalog sales, said David Daoud, an analyst at IDC. "If anything, it shows that Dell doesn't want kiosks to compete with the brick and mortar stores," he said. Customers prefer to buy products online or at a store so having kiosks doesn't fit with Dell's evolving U.S. business model, Daoud said.

However, kiosks will be an effective tool to facilitate brand awareness for Dell in the international and emerging markets, especially for customers who can't go online, Daoud said. Though it has a significant enterprise presence internationally, Dell has the potential to grow in the consumer space, Daoud said.

Dell's retooled retail strategy has helped the company expand its lead over Hewlett-Packard as the largest U.S. PC vendor in the fourth quarter of 2007, according to figures from analyst firms Gartner and IDC. However, HP remained the world's largest PC dealer, topping Dell, Acer and Lenovo, according to figures from both firms.



Apple Readies MacBook Air Add-Ons

01.29.08 - Agam Shah - IDG News Service

With the ultra-thin MacBook Air reaching stores soon, Apple is selling accessories that make up for the laptop's skimpy features. Apple is already taking orders for a slim external optical drive and an Ethernet adapter, both designed for the MacBook Air, that plug into the laptop's only USB (Universal Serial Bus) port. The accessories are designed to match Air's slim footprint, Apple said. Belkin and WaterField Designs are also cashing in, announcing notebook bags designed for the unconventional MacBook Air.

MACBOOK AIR'S OPTICAL DRIVE

To make up for the lack of an optical drive in the laptop, Apple is taking orders for the MacBook Air SuperDrive on its Web site. The sleek drive can play and burn CDs and DVDs, and in the laptop's spirit, "takes up little space on your desk or tray table," according to the company. The portable optical drive measures 5.47 by 5.47 by 0.67 inches (139 by 139 by 17 millimeters) and weighs 0.71 pounds (320 grams). The drive plugs into Air's USB port, and doesn't require a separate power adapter.

The US\$99 drive is available on Apple's Web site.



ETHERNET ADAPTER FOR MACBOOK AIR

To supplement wireless networking built into MacBook Air, Apple is selling the USB Ethernet Adapter for wired networking. The Ethernet dongle is light and plugs into Air's USB port, according to Apple. Available on Apple's Web site, the \$29 adapter will ship in two to three weeks.

VIDEO CONNECTOR FOR AIR

Most of the older external multimedia devices--TVs and VCRs-- can be connected to MacBook Air with Apple's Micro-DVI to Video Adapter. Designed specifically for the laptop, the adapter connects to a laptop's DVI (Digital Video Interface) port and includes S-Video and composite connectors that connect external multimedia devices like projectors to the laptop. The \$19 adapter is available on Apple's Web site.

BELKIN'S MACBOOK AIR SLEEVE

A MacBook Air is too small for a conventional notebook bag, so Belkin has created a bag specifically for Air's slim profile. With a neoprene cover, the Sleeve bag can protect the MacBook Air from damage by absorbing shock, said Melody Chalaban, a Belkin spokeswoman. The Sleeve is small enough to be slipped into a bag or backpack, Chalaban said. A model of the Sleeve will come with a strap to hook the bag around the shoulder.



Starting at \$29.99, the neoprene Sleeves will be available starting March. A \$49.99 Sleeve, which will ship in May, includes leather and the option to access the laptop from the top or side.

WATERFIELD'S SLEEVECASE

WaterField Designs this month introduced SleeveCase, a hardcover bag designed to protect the MacBook Air from impact. The cover, made of thick synthetic nylon and neoprene, cushions the laptop while in transport, the company said. Over

50 sizes of the bag are in stock, WaterField said. The bags can be carried individually or slipped into a messenger bag, backpack or suitcase.

SleeveCase prices start at \$38, depending on size and model. It started shipping earlier this month.



AT&T Ends '07 with about 2 Million iPhone Customers

01.24.08 - Sinead Carew - Reuters

AT&T Inc., the exclusive U.S. carrier for Apple Inc's iPhone said on Thursday it ended 2007 with "just at or slightly under 2 million iPhone customers."

"We had very solid sales results in October and November and we had almost double sales in December," said Chief Financial Officer Rick Lindner, referring to iPhone sales on the company's quarterly earnings call.



Explore Leopard's Get Info Window

.1.17.08 - Rob Griffiths - Macworld OSX Hints

OS X 10.5 brings a few new ways to work with the Get Info window the one that appears when you press Command-I (or use File -> Get Info) with an item selected in the Finder.

The first thing about the Get Info window is that it actually now is a window. Before it was a floating dialog, which meant you couldn't do things like close it with a Command-W, or see it in Exposé All Windows mode. In 10.5, though, the Get Info window is just another window.

That also means that the icon in the titlebar of the window is a true proxy icon meaning you can Command- or Control-click on it and see a drop-down menu that shows the full path to the selected item. You can also click-and-hold on the proxy icon, and then drag (to move) or Option-drag (to copy) it to a new location in the Finder.

The other new thing about the Get Info window is that it's now accessible from a couple of unexpected spots. First, you can press Command-I to

open a Get Info window when viewing matches in the Spotlight drop-down list--not the Finders results window, but the one that appears after you press Command-Space and type some text. Obviously, you can't click an item in this list, as that will open the selected item. Instead, just move your mouse over the item of interest (or scroll down to it with the Down Arrow key) and then press Command-I to open a Get Info window for the highlighted item.

You can also open Get Info windows from the Open and Save As dialogs within an application. Just click once on a file in the window and press Command-I. And yes, you can even do this on grayed-out files in the Save As dialog--just click on the file once, and press Command-I. Even though nothing is visibly selected, the proper Get Info window will appear. Note that this also sets the default filename to whatever you clicked on, so be very careful that you don't accidentally overwrite an unintended file!

10.5: Create Spotlight-searchable Mail Archives

02.11.08 - Anonymous - macosxhints.com

In Tiger, it was a pretty easy thing (albeit not well documented) to make archived/backup copies of your email messages in Mail.app. Doing so simply required you to drag the desired email folder to the Finder, which created an mbox archive, which in turn contained all the mail messages. The beauty of this was that you could then safely delete the mail messages from Mail.app, and still have a way to restore them back to the app (File » Import » Mail for Mac OS X), as well as have a Spotlight-searchable way of finding any desired email.

This all changed with Leopard. Leopard made its email archiving a documented feature by being able to archive your mail by using a secondary click on any folder and picking Archive Mail from the pop-up (or from the Mailbox menu). On first blush, it certainly looked the same as the 10.4 solution--an mbox file was created wherever you wanted, but upon closer inspection, the similarities ended. The new Leopard mbox files contained two files: a table of contents file, and an mbox file. These two files are simply text files with your email messages encoded in them. In the case of the new mbox file, the file could be rather huge depending on how much email you were archiving. Tiger, on the other hand, created an mbox folder with an info.plist file, and a messages folder containing eml files. The end result? Tiger's archives are Spotlight-searchable, while Leopard's are not.

So how do you make a Leopard-compatible Mail archive without re-hydrating the archive every time you want to search for an archived Mail item via Spotlight?

The answer lies in your user's Library folder. Leopard's Mail.app still keeps track of its mail the Tiger way (with a plist and eml files in a folder). So navigate to your user's Library/Mail folder, and then choose whichever folder you want to archive, copy it, and put the copy somewhere else. Now you are free to delete the messages in Mail, and you can still restore all the messages as before, but now, the restorable copy is also Spotlight-searchable.

4 Solid-State Drives Challenge Hard Drives In Speed, But Not Value

02.07.08 - Walt Mossberg - WSJ



The hard-disk drive is so common that most computer users take it for granted as a natural part of a personal computer. But now, the hard drive has a challenger for its longtime role as the principal storage device in computers. It's called the solid-state drive, or SSD, and it has begun to show up in some big-name notebook computers.

Hard-disk drives, or HDDs, are mechanical devices. They work by recording data on a spinning magnetic platter or platters. By contrast, solid-state drives are made of chips and have no moving parts. They are close cousins to the so-called flash memory used in digital cameras, cell phones and smaller-capacity music players. They record data to special memory chips that retain their contents even when the device is turned off.

Solid-state drives have some key advantages. Because they lack moving parts, they are faster, draw less power, are harder to damage and are quieter than hard drives. Unfortunately, today's early versions of SSDs for laptops also have two big drawbacks when compared with hard drives: They offer much lower capacity and have much higher prices.

For instance, on the newly announced Apple MacBook Air ultrathin laptop, the HDD version costs \$1,799 and stores 80 gigabytes. The SSD version costs \$2,798 but actually stores less – just 64 gigabytes. On the Toshiba Portege R500 subnotebook, the basic hard-drive version costs \$1,999 and stores 120 gigabytes. The cheapest SSD version is \$2,699 and stores just 64 gigabytes.

Despite these limitations, I believe SSDs are likely to become more common and more popular as their capacities increase and their prices drop. Samsung, which makes the 64-gigabyte SSDs in both the Apple and the Toshiba, already has announced an SSD with twice the capacity that costs much less per gigabyte of storage.

I've been testing the SSD models of the Portege R500 and the MacBook Air to see how they measure up to their HDD counterparts. My verdict is that the SSD delivers on its promises, but, in some cases, just barely.

For the small slice of users who are deeply and constantly worried about hard-disk failures, it might be worth it to pay a huge premium today for an SSD that stores less. Because SSDs aren't subject to mechanical failures, your data probably are safer on them. But for mainstream users, my conclusion is that it's too early to take the plunge on SSDs, and the best strategy is to wait for prices to drop sharply and for capacity to rise.

In my tests, I focused solely on comparing the hard-drive and SSD models of each machine, which I already had reviewed in earlier columns. On the same computer, I wondered, would the SSD make a significant difference in speed and in battery life?

In a battery test, the SSD made little difference in the MacBook Air and, in fairness, Apple is making no claims of any significant battery-life gains on its SSD model.

On the Portege R500, the SSD model gave me an added 1 hour and 21 minutes of battery life, but that was only after upgrading to a normal battery size, which costs \$117 extra. That extra battery life likely would translate to nearly 2½ hours in normal usage. It might be worth the huge price premium for some folks.

On both computers, the SSD was faster than the HDD models. The SSD version of the Apple booted up from a cold start, and rebooted with several programs running, about 40 percent faster. But the gain isn't as impressive as it seems because even the hard-drive versions of the MacBook Air booted up in under a minute and rebooted in just a little over a minute.

On the Toshiba, which was running Windows XP, the SSD model knocked about 40 seconds off a cold boot time on the HDD version of 2 minutes and 7 seconds. On my reboot test, starting with several programs running, the SSD model was 80 seconds faster.

All in all, the SSD is a promising improvement over the hard drive, but now is not the time for most users to buy it.

New to Mac?

Check this website if you are a new macuser?
osxhelp.com/welcome-to-os-x-help/

PC World: MacBook Air Runs Windows Medium-fast

02.11.08 - Edward N. Albro - Today@PC World Blog

Know that Apple ad where the PC calls PC World to complain because we wrote that the fastest notebook running Windows was a Mac? Don't expect a sequel. Apple's new ultraportable isn't dog-slow running Windows, but it's not a greyhound either, even compared to other thin and light notebooks.

Running our WorldBench 6 test, the MacBook Air scored a 61. Our current top-rated ultraportable, the Lenovo ThinkPad X61, scored an 86 on WorldBench. We generally say that you'll notice a 5 percent difference in speed, so the gap between the ThinkPad and a MacBook Air would be very noticeable.

That said, the Air is far from the slowest ultraportable out there, though. The Fujitsu LifeBook P7230, scored a glacial 32 on WorldBench 6. The Sony VAIO VGN-TZ150 wasn't much better at 38. You can see results for more ultraportables on our latest top 10 chart.

Using Boot Camp, we installed Windows Vista on the Air, which uses the Mobile Intel 965 Express Chipset and the special miniature Intel Core 2 Duo CPUs developed especially for the PC. WorldBench 6 runs a range of typical applications, including Microsoft Office 2003, Firefox, Adobe Photoshop CS2 and WinZip 10. We're working on battery tests of the Air, so look for more coverage from our test center on Monday.

As my Macworld colleague Jason Snell put it in his review, the MacBook Air is a story about compromise and it's clear those compromises are no less if you're running Windows instead of Leopard.

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starting to do through IP multicast. But now they'll want to be paid for it. The dark horse here is Google, which has spent a couple years positioning itself to offer to handle this service on behalf of ISPs and consumers alike in exchange for us watching some commercials. If it is up to consumers, Google will succeed.

And Steve Jobs knows this, because with their interlocking boards, Apple and Google have to know precisely what the other is up to.

So Macworld was just another step in a very measured plan to establish global media dominance for Apple and probably for Google, too. But it's a plan that requires patience, which the press can't -- or doesn't want to -- understand.

So it is up to us as individuals to decide whether this is good or bad. I'd say the jury is still out on that one.

Adobe to Discontinue Stock Photo Service

02.04.08 - Peter Cohen - Macworld

Adobe Systems has announced plans to discontinue its Adobe Stock Photos service effective April 1, 2008.

The service enables users of Adobe's Bridge software to purchase royalty-free images for use in their work. It was introduced in 2005 when Adobe rolled out Creative Suite 2.

"Adobe has decided to concentrate its efforts in other areas," said the company in a statement posted to the Adobe Stock Photos Web site. The service will remain fully operational until March 3, 2008. From then through the end of March, comp images will still be available for download.

Adobe has posted instructions for users interested in purchasing or downloading images after March 31, 2008. An image ID converter is being provided so users can purchase images directly from the image providers who have supplied content to Adobe Stock Photos in the past.



The Tarmac Vaporware Gazette, named in honor of past president Jerry Rowe, is published for each meeting by smitty's printshop, a non-existent shop specializing in things of little or no importance to the world at large. Send your comments, good or bad, to smittysprintshop@mac.com.

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