

# MACFACTS

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a Macintosh Solutions Provider company

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## A MESSAGE FROM DRU

Well, we've come full circle to the end of another year. Let me stop, for just a moment, before we all get too caught up in the spirit (and the hustle and bustle) of the holidays, to say it has been a honor to serve you throughout the years. This year marks the end of our 19<sup>th</sup> year in business. In this, or any other, economy, businesses that have the staying power to survive for as long as we have are a rare commodity indeed. And it couldn't have happened without all of you. Thank you, thank you, thank you.

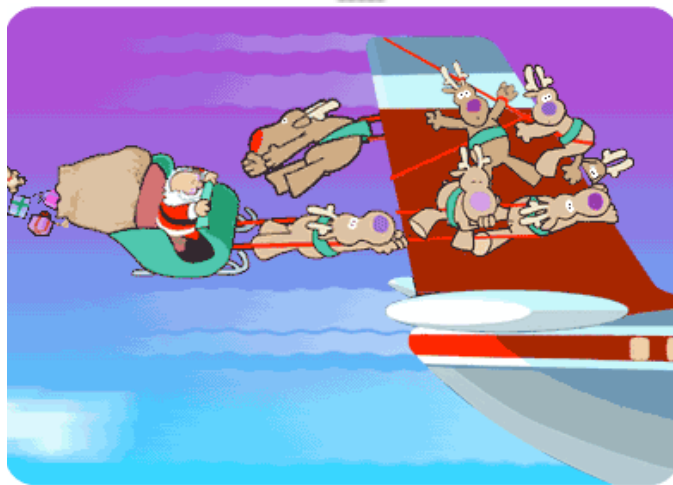
Happy Chanukkah. Merry Christmas. Merry Kwanza! Does that cover everyone? :-D

Need a Holiday gift for a family member, friend, or loved one? Have I got a computer for you! G4 Tower Systems starting at \$250—Great Starter Systems. How about about \$300?!? WOW! All-in-Ones?

I've got e-Macs from \$275. I've got G5 iMacs and G5 Towers! Call the office today.

For those that care about such things department—I will be undergoing an [angiogram](#) on Monday December 21<sup>st</sup>. What that means is that I will be out of pocket for all of Monday and, depending on what (if anything) the cardiologist finds, possibly Tuesday. I'll keep y'all posted.

There's still time to hire my band, LoveSong, for a holiday party. Well, actually, it doesn't *need* to be a holiday party. It could be a birthday party. Or a wedding anniversary celebration. Or a corporate event. [We're very flexible!] Call the LoveSong line at 972-783-9790 for more info, availability, and pricing.



HAPPY HOLIDAYS!

a laptop? Hows

# PAGE 2 - FOR YOUR INFORMATION

## Design basics: Repetition rocks

by Lesa Snider

Even if you've never attended a single art class, you can still design creative and easy-to-read documents for any occasion. Just keep in mind some easy principles, and you'll wind up creating interesting—even compelling—posters, cards, invites, newsletters, and other everyday items.

### Repetition, repetition, repetition

Whether you're creating a tri-fold brochure, an 800-page book, or a 1/4-page ad, repetition will give your piece a cohesive feel by introducing consistency. Have you ever noticed that newspapers, books, and manuals all have headlines, subheads, and header/footer styles that look the same throughout? This makes each page feel related, even though the content is different.

Case in point: Recently, I received a brochure in the mail with a butterfly illustration on the cover. As I unfolded it, the butterfly appeared again and again, though smaller and in different positions. Finally, the butterfly appeared on the back at bottom right, giving me the impression it had "flitted" through the brochure and landed at the end. "What a clever design," I thought. To introduce repetition into your designs, simply pick an item in your layout—a graphic, font family, or color—and repeat it throughout the piece. In the example below, feathers were repeated to draw attention to important details, the text color was snatched from the logo, and bolding was repeated for the first line of text in each block.



Introduce repetition into your designs by picking an item in your layout and repeating it throughout the piece.

Depending on the program, repetition can be as simple as selecting an item and using copy and paste. However, if you're using a program that supports layers—such as Photoshop, Illustrator, or InDesign, here are a more few tips.

**Duplicating layers** If the repeatable item lives on its own layer, you can duplicate that layer by activating it and pressing Command+J. If you have a selection (marching ants), this shortcut will jump the selection onto another layer.

**Ungrouping artwork** If you're working with artwork from Adobe Illustrator, you might need to break it apart in order to select the piece you want (like the feather below). If that's the case, select the entire thing, choose Object -> Ungroup and then use the Selection tool to grab the bit you want. You can also copy an item in Illustrator and paste it into InDesign. Sweet!



In Illustrator, select just a portion of the artwork to isolate the part you want to use.

**Step and Repeat** Both InDesign and QuarkXPress let you repeat an item any number of times at an equal distance of your choice. After selecting the item, choose Edit -> Step & Repeat in either program.

**Copying color** If the program you're using has an Eyedropper tool—such as Photoshop, Illustrator, or InDesign—you can use it to snag color from elsewhere on your page. Just highlight the text, activate the Eyedropper tool (circled below) and then mouse over to where the desired color lives and click to apply (you'll see the new color appear in your Tools panel, as indicated below).



Match color from somewhere on your page.

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## PAGE 3 - NEWSLINE

### Apple's iMac sales jump 74% in U.S.

Even Apple couldn't have expected a sales jump this big, says analyst

Sales of Apple's iMacs in the U.S. jumped 74% during October and November over the same period last year, a retail research firm said today, making the desktop line refresh "a very big success."

iMac sales during the first two months of the final calendar quarter were up so dramatically that it had to take even Apple by surprise, said Stephen Baker, analyst with the NPD Group. "They've reaccelerated that [desktop] segment for Apple," said Baker, noting that the 21% jump in overall Mac sales were largely due to iMac sales. Sales of Apple's laptops -- the MacBook, MacBook Pro and MacBook Air -- increased by just 5% year-over-year during October and November.

"It's hard to imagine Apple could have predicted those iMac sales, especially of the 27-in. models," said Baker.

Although sales of the less-expensive 21.5-in. iMacs were greater than those of the pricier 27-in. version, the big boost in sales of the latter, when compared to previous sales of Apple's top-of-the-line iMacs, was the big surprise to Baker.

"Apple often gets a big jump in sales after a refresh," noted Baker, "and we're on the cusp of that six- to eight-week period. We saw a big jump in March when Apple tweaked the internals of the iMac, but that didn't have the legs that this one seems to have."

Apple launched its revamped iMacs on Oct. 20, replacing the earlier 20- and 24-in. displays with 21.5- and 27-in. screens, and offering quad-core processors on the larger models for the

first time. The 21.5-in. model starts at \$1,199; the 27-in. version starts at \$1,699, with the quad-core model going for \$1,999.

When asked why the iMacs have done so well -- a turnaround of sorts for Apple, which has seen desktop sales drop steadily over the past several years -- Baker said simply, "I wish I knew."

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### Apple Wins Permanent Injunction Against Psystar

On Tuesday, Apple won a permanent injunction against Psystar following summary judgement in favor of Apple's claims of copyright infringement and violation of the DMCA. (court document PDF). The court orders that Psystar is now prevented from the following:

1. Copying, selling, offering to sell, distributing, or creating derivative works of plaintiff's copyrighted Mac OS X software without authorization from the copyright holder;
2. Intentionally inducing, aiding, assisting, abetting, or encouraging any other person or entity to infringe plaintiff's copyrighted Mac OS X software;
3. Circumventing any technological measure that effectively controls access to plaintiff's copyrighted Mac OS X software, including, but not limited to, the technological measure used by Apple to prevent unauthorized copying of Mac OS X on non-Apple computers;
4. Manufacturing, importing, offering to the public, providing, or otherwise trafficking in any technology, product, service, device, component, or part thereof that is primarily designed or produced for the purpose of circumventing a technological measure that effectively controls access to plaintiff's copyrighted

Mac OS X software, including, but not limited to, the technological measure used by Apple to prevent unauthorized copying of Mac OS X on non-Apple computers;

5. Manufacturing, importing, offering to the public, providing, or otherwise trafficking in any technology, product, service, device, component, or part thereof that is primarily designed or produced for the purpose of circumventing a technological measure that effectively protects the rights held by plaintiff under the Copyright Act with respect to its copyrighted Mac OS X software.

Psystar must come into compliance by December 31, 2009 at the latest and take the quickest path to compliance. It seems this order marks the end of Psystar as well as the hope of any other company from following in their footsteps.

Psystar made headlines back in April when it started advertising unauthorized Mac OS X compatible PCs. Apple subsequently sued Psystar on grounds of copyright infringement as well as DMCA claims. Apple had won summary judgement in November.

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### Apple's \$85M purchase of Lala paves way for iTunes cloud

Apple's purchase of music streaming service Lala signals a fundamental change in the way that the company will present iTunes content on the web.

Apple is poised to totally change its iTunes business model with a increased focus on Internet-based content, reports the Wall Street Journal in an article appearing in Thursday's edition.

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## PAGE 4 - ASK THE TECH



**Q: My backup hard drive LACIE doesn't show an icon on my desktop. How do I recover files from it?**

**A:** When a hard drive 'falls off the desktop' it is always disconcerting. The good news is that most of the time it's a simple matter of restarting the external hard drive and/or the computer to get it to reappear on the desktop. If that doesn't work try going to the Disk Utility program in the Utilities Folder and running that. If *that* doesn't work, call me!

**Q: I'm thinking of upgrading to Snow Leopard (Mac OS X 10.6) but I'm not sure that it'll work with my peripherals and other programs. Is there a place I can look to see if it works before I invest in the program?**

**A:** To see if your software is compatible with Snow Leopard check here - <http://snowleopard.wikidot.com/> - or here - <http://www.macintouch.com/specialreports/snowleopard/slcompat.html> . To check your printer or scanner check on the manufacturer's web site and download new drivers, if necessary.

**Q: Can you tell me how I can block emails?**

**A:** I'm assuming you mean spam (and NOT the (somewhat) edible variety. As you have probably already found out, blocking e-mails isn't easy. Spammers

are wily creatures. It's next to impossible to block e-mails by using a word or phrase. The best way I've found it to create a 'rule'. Here's how -

1. In Apple's Mail program go to Preferences/Rules.
2. Click on 'Add Rule'
3. Give the rule a description, like 'No Russians, etc.'
4. Set conditions to 'any'

Here's where your conditions go. In this case if <From> <Contains> <.ru> - the action to be performed is to <Move Message> to <Trash>. '.ru' is the country code for Russia. So this rule says, 'Any messages that comes from Russia, send to Trash.'

You can have as many rules as you want and each rule can have as many conditions as you need.

**Q: My MacMail program has been quitting on me frequently within the last week or so. Each time I send a report to Apple. I get an alert that the program has quit unexpectedly and would I like to relaunch? Also, I frequently see the icon next to one or more of my accounts that it is currently offline, so I have to go into preferences and tell it to bring all accounts online. Any thoughts on what is causing this and/or the program quitting?**

**A:** In many cases when the Mail program quits its because it can't connect with either the POP (Incoming) Mail Server or the SMTP (Outgoing) Mail Server. You need to check to see if your settings are correct (including your password). If everything is in order, it might be the Mail preferences. If all else fails, you can delete the mail account and then re-install it. But be very careful here. Make sure that you've backed up your mail BEFORE you delete the account.

**Q: My problem is that the MacBook Pro does not recognize my Xerox 8550DP which is plugged into my**

**airport extreme via ethernet. Please help!**

**A:** One of the advantages of using an [Airport Extreme Base Station](#) is that you can hook up a printer to it and then everyone who connects wirelessly to the Base Station can also print wirelessly.

To make this configuration work you have to install the correct pinter driver into your laptop. Once that's done, go to the Airport Utility (Applications/Utilities) and go to the Printer section and make sure that the printer is listed. If it is, you're done. You can now print wirelessly from your laptop to the printer.

**Q: After I print something the printer icon remains in the dock and I have to manually quit it. How do I fix it so it automatically quits after printing and disappears from the dock? I looked in the menu bar but can't figure it out.**

**A:** If you're running Leopard or Snow Leopard, click and hold the printer icon in the dock. In the pop-up menu, select 'Auto Quit'. That's it. Simple!

**Q: I want to type in Japanese . How do I do this?**

**A:** Believe it or not , it's not really that difficult. Go to Preferences and select the International Pane. Click on the 'Input Menu' tab. From there you can select the 'Japanese Kana Palette'. Then click the Kotoeri box to activate the Hiragana, Katakana, and Romaji Inputs.

This doesn't mean that the Mac will translate Japanese →English→ Japanese. You'll need another program to do that. But remember you have a built-in translation widget in Dashboard.

## PAGE 5 - OPINION

### Does Apple Build the Gear You Want?

by Gene Steinberg

A big part of the recent debate over Apple pricing and that alleged Apple Tax is whether Apple is forcing you to pay for loads of options that you don't want. This is certainly the most significant argument about the whole issue, because even if a comparably equipped Mac and PC are similar in price, it doesn't matter if Apple isn't building the computer that best suits your personal requirements.

This is one of the reasons why I suggested a possible business configuration. Now it's clear to me that it's far cheaper for Apple to supply Bluetooth and Wi-Fi preinstalled on the logic boards, and the extra money you pay is probably not a large figure. If you had to buy specialty daughter cards to get these features, Apple would have to design and test separate components along with an interface that allowed them to connect properly. It would mean that the majority of people who want one or both would end up paying more for their new Macs.

That's a critical point. Despite the erroneous claims in a recent issue of Consumer Reports that Apple's new iMacs delivered more without a "hefty" price increase, Apple generally keeps the price the same or delivers higher-end configurations for less when they upgrade products. Bundling everything as standard equipment reduces their production costs, and thus the retail price if Apple chooses to pass on those savings to you.

So in constructing that business-oriented Mac, I'd leave in the wireless networking. Then again, if you include the MacBook, MacBook Pro and iMac, all of which have built-in Web cams as

well, eliminating all three might indeed produce a slight savings, which I estimate to be \$50 to \$75 per unit. That may mean very little if you're buying just one, but when you order up hundreds or thousands of Macs similarly configured, pretty soon it adds up.

However, I think most of you realize that Apple has not invested much time or energy devising an enterprise strategy. Instead, they expect businesses to simply use the same Macs that are sold to consumers. In large part, they've been successful, because more and more businesses have at least some Macs around the office. Indeed, there appears to be less resistance on the part of IT people who traditionally favored Windows. But I suspect part of that is due to the fact that corporate executives end up buying new Macs and then telling the systems people that they just have to accept the situation and deal with it. It's also true that Apple has made it easier and easier to integrate Macs into Windows networks with each Mac OS X upgrade.

The other question is more serious in its implications. Does Apple provide the products you, as a consumer, want to buy, or are you compromising big time to go Mac? This is the real issue raised by that Apple Tax claim, because Apple sells fully loaded personal computers, brimming with the latest and greatest technology. The average sales price is way above that of the average PC. Indeed, roughly 50% of the money spent on personal computers in the U.S. retail market goes to Apple. But their actual market share is still between eight and nine percent overall in this country.

This doesn't mean Apple is building overpriced gear. They have opted to pick and choose the market segments in which they operate, avoiding the

cheap PC playground, where bottom feeders fight relentlessly for higher and higher sales, profit margins be damned! There's no way Apple expects to be successful playing that game, anymore than they will build a standard wireless handset. When it comes to mobile phones, the big money is in the smartphone segment.

After all the bad moves Apple made in the 1990s, their present strategy is a good thing. Sales are high, profits are high, and most customers love their iPhones, iPods and Macs. Why should it be otherwise?

This doesn't mean that Apple will never produce the exact computer you want, if you can't find it in their current lineup. It's still all about sales and customer demand. At the end of the day, if Apple sees sales tanking in a particular market, they'll do something about it.

Consider, if you will, Mac desktops. Sales are down industry-wide, not just with Apple. Some three quarters of all Macs sold these days are notebooks, at least according to the most recent quarterly financials. So in creating a new iMac lineup, Apple gave you larger screens and also a special quad-core configuration that, for now at least, trumps the Mac Pro in many performance benchmarks. Indeed, I expect many content creators who found the Mac Pro too rich for their blood are opting to select quad-core iMacs instead. This is a move, by the way, that I've seriously considered, and I'll let you know my decision soon.

Meantime, if you still want Apple to make a computer that's not in their current lineup, such as that mythical midrange Mac minitower — basically an iMac without the integrated display

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# PAGE 6 - PRODUCT REVIEWS

## TypeStyler X (v.10.6)

Font package adds package mockups and 3D animations to powerful text effects

by Jay J. Nelson

TypeStyler is more than 20 years old, and to employ an overused but apt phrase, this version is definitely not your father's TypeStyler. The type-effects application has been on hiatus for about seven years, but has now returned with a new version designed for the latest Mac operating systems.

You may remember TypeStyler as a font utility that facilitated an easy way to twist and distort type, while maintaining its editability. TypeStyler still does that, but its developers have dramatically expanded its feature set to make it uniquely valuable for designing packages, creating spinning graphics, and laying out single-page documents such as flyers, ads, sell sheets, and invitations. The program's ease of use and advanced creative features make it valuable for all designers and especially for those who are still learning the craft.

### Type effects

First and foremost, TypeStyler lets you create impressive text effects. Nothing will freeze your creativity like staring at a blank page with hundreds of tool options. Thankfully, TypeStyler has dozens of pre-built styles that you can instantly apply to your text, and then adjust in dozens of ways. It also has more than 100 pre-built logo designs that you can use as starting points for your projects.

For example, you can begin with a puffy gel type effect, fill it with a photo (or photos), change the hue and scale of the gel effect, and add several kinds of drop shadows: Drop, Cast, Block, or Zoom. You can move the drop shadow

around by simply holding down the Option key and dragging it. You can stroke the text outline with colors, blends, jellies, or even an image.

The text remains editable, so you can change the words or choose a different font with the effects applied to the new text. If you've chosen a swoop or twist effect (for example), you can choose a different kind of shape distortion, or edit the shape with standard Bézier anchor points and handles. And unlike previous versions, you can use multiple fonts in a single text box.

Once you've settled on an appearance that you like, you can break the letters apart to drag them around, or edit their individual paths. This is a great way to get your main look and shape, and then customize individual letters for a logo.

### Page Layout

TypeStyler now include rulers, guides, and multiple text and picture containers, making it suitable for single-page layouts. It even includes more than 100 templates as starting points. TypeStyler places each object on its own layer with adjustable visibility and opacity. The Object Palette also provides a quick way to select and edit one object or lock it.

The program includes dozens of useful shapes, which are editable. You can also pluck a glyph from any active font, and edit it as a shape in TypeStyler. Shapes can be filled with blends or images, and in many ways. For example, you can tile images by mirroring them inside the shape or by rotating them around a central point, for a unique kaleidoscopic effect. You can insert images by dragging them from TypeStyler's handy Media Browser, which automatically shows all photos in your iPhoto library, along with images in any folder you choose.

One of the features I enjoy the most is the Shape Designer. In particular, the Star Designer lets you begin with a standard star shape, and then by dragging sliders you can create unusual (yet useful) shapes that remain editable after applying effects to them. Other starting shapes include rounded rectangles and ovals, polygons, and arcs. By simply click-holding on the Shapes icon in TypeStyler's toolbar, you get variations of standard shapes to customize at will.

### Packaging

TypeStyler now includes an impressive collection of 3D shapes to which you can apply your own artwork: Plane, Disc, Box, Bag, Sphere, Cylinder, Cone, Torus (doughnut), Teapot, Can, Bottle, Jar, and Orbit. This feature in itself may justify its purchase for package designers. Not only can you wrap your artwork around these shapes, you can rotate them in real time, in 3D space, and then take a snapshot at any angle. The artwork can be created in TypeStyler or imported in any common image file format.

After you apply your artwork or label to a shape, you can adjust the shape's opacity and choose a material such as plastic, metal, or glass. You can apply up to up to six layers of objects to a shape, with adjustable opacity, size, and position.

To assist professional graphic designers who use Adobe products, TypeStyler lets you save your creations as layered native Photoshop or Illustrator files, including transparency, to include or adjust in those applications. Or, you can simply export your design as an image at any resolution,

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# PAGE 7 - HINTS & TIPS

## iPhone Camera

Yes, we need to click a button to take a photo, whether on a digital camera or with your iPhone. But the secret with the iPhone is whether we click or release.

The Camera app's button doesn't take a photo until you release the shutter button. Of course, when we see the button, we think press and release. But it doesn't have to be so simple.

So do this: press and hold the button as you frame your shot. You can still set a focus area on the iPhone 3GS with the button held down. When you're ready to take the picture, release the button. This technique minimizes camera movement because you don't have to both press and release the button with your finger.

Sweet!

This releasing of the button helps to frame the shot and to avoid camera motion.

I have also found this tip helpful when taking a photo in low light conditions. Here's my technique: I hold the iPhone in my right hand as I might a bottle with the edge of my palm on a table or other object and with my thumb straight up, bracing the top edge of the iPhone. Then I use my left index finger to hold the button down on the screen. It's essential here to not push the iPhone against your left hand finger because then the camera will move when you release the button. Instead, it's all about pushing down on the iPhone with your right thumb, which anchors it.

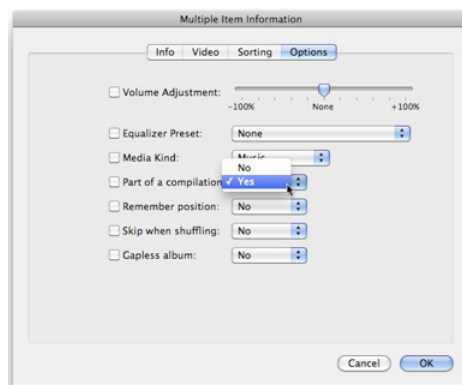
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## iTunes compilations: what holds them together?

When you rip a CD in iTunes—or when you buy an album from the iTunes Store, Amazon, or other vendor—there are a number of tags you can set, such

as the album name, artist name, and genre. But there's one tag that seems to confound a lot of iTunes users: the compilation tag. Here's an overview of what the compilation tag means, what it can do for you, and how to work with it.

First, what exactly is a compilation? Technically, it's an album with multiple artists but not, for example, a best-of album by a single artist (although the iTunes Store does in fact consider many Greatest Hits albums to be compilations). Since iTunes and the iPod can sort music by artist, when you go to view an album by a given artist, you expect to find full albums. But with compilations—say a movie soundtrack with songs by ten different performers, or a Time Life collection of the greatest cowboy songs to sing along with in the shower—you'd only find one or two songs under an artist's name. Also, you wouldn't be able to play the entire album without creating a playlist for it, or by searching for the precise album name. For this reason, iTunes has a compilation tag that you can set to give special status to these "various artist" collections.



You can change the compilation status of any album by selecting its tracks and choosing Yes or No from the Part of a compilation menu.

Setting this tag on a group of tracks—it's one you toggle between Yes and No—has a number of effects. First, it groups the album together rather than

leaving the music spread out among its various artists (as long as all the tracks have the same album name). For example, if you use the iTunes Browser (Command-B shows or hides the Browser, and the View -> Column Browser submenu lets you choose how it's displayed), tracks in compilations won't show under the names of their artists, unless you have other, non-compilation albums by the artists on the compilation. If you have the Composer tag filled, however, all tracks from compilations will show up in the Composer column of the Browser. A practical option in iTunes's Advanced preferences lets you group compilations at the top of the browser: check Group Compilations When Browsing, and you'll see a Compilations entry at the top of the Artists column so you can find your compilations easily.

Setting an album as a compilation—or not—is easy to do. Select all its tracks, then press Command-I, and click the Options tab. Choose Yes or No from the Part Of A Compilation menu, then click OK.

Viewing compilations on your iPod is a bit different from iTunes' solution; there's no option to group compilations under the Artist menu, but if you go to Settings -> Music Menu, you can check Compilations and have your iPod display a Compilations sub-menu. On an iPhone or iPod touch, however, Apple decided that it would be better to list songs from compilations under their artist names. However, you have a choice; if you tap Music, then More, there's also a Compilations menu, so you don't need to change any settings to find your compilations. Unfortunately, you can't turn off the display of compilation tracks in the Artists list, and if you have a lot of compilations, your Artists list can get pretty long.

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# PAGE 8 - COMMENTS

## Only A Game

by Daniel Jalkut

What is it about my job that makes it so damned enjoyable? I was discussing this earlier today with a friend and came to the conclusion, perhaps obvious, that it's fun because **running an indie software business feels like playing a game.**

I imagine that other small business owners, and larger venture entrepreneurs feel the same way. What a luxury to be immersed in this environment where every decision ultimately rests upon my shoulders. Whether I win or lose depends entirely on how I choose to move the pieces.

Of course this freedom and autonomy comes with a few downsides. In particular, playing the game can be stressful, and the consequences of losing can be dire. The indie software business is a long, sometimes tedious game with no extra lives.

**I believe that the best game players are those who acknowledge they might lose, but who really, really, really, really, really, really don't want to.**

By acknowledging a risk of failure, you implicitly acknowledge:

1. You are willing to accept the consequences of losing.
2. The choices you make in playing the game affect the outcome.

This is good. Somebody who is blindly assured of winning is liable to play games that they can't afford to lose, and to play them with foolish ignorance of the rules. Knowing you can afford to lose liberates your thinking so that you can play the game for the game's sake. And your strong desire to win encourages you to seek out the wisest moves at all stages of play.

I often hear the opposite mentality celebrated. "Failure is not an option." "Nobody told me it was impossible, so I did it." "If you build it, they will come." These are fantastic rallying cries, but they don't reflect the true attitudes of a wise game player. They make a romantic postscript to games that were, ultimately, won.

Running your own business isn't the only way to treat your job as a game. I always found framing the expectations and achievements of work in a game context made the work more fun, even when I was working for other people. Whether that was racing to fix bugs in time for a deadline, or counting the number of envelopes I could stuff in 60 seconds.

But the game has never been as complex or enjoyable as it is now. Running [Red Sweater](#) is incredibly challenging. I make decisions every day that could be the foolish move that leads to my failure, or the stroke of genius that guarantees my success.

I know there is a chance of losing, but I really, really, really, really, really, really don't want to.

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# PAGE 9 - ONE MORE THING...

## Repetition, cont.

As you can see from the final product below, a little repetition goes a long way toward giving your designs a more cohesive feel.



The final product, by itself.

## iTunes, cont.

While compilations can be great, they can also be a headache. Let's say you rip a CD and can't find it in your library. This can happen if the Gracenote tag information, which iTunes searches for on the Internet when you insert a CD, has the Compilation tag incorrectly set for that album. You can change it, of course, but you may scratch your head trying to find the album to do so. For this reason, you might want to always have compilations display in the browser (assuming you use the browser), or create a smart playlist with the condition Compilation is true, so you can always find your compilations.

Another problem related to the Compilations tag occurs when only some songs of an album have that tag set. You may find an album in iTunes that shows as if it were two separate albums. Select all the tracks and set the Compilation tag to No to group the songs correctly.

One final curiosity related to compilations. Since iTunes doesn't

record these albums by the names of their artists, it stores the files in a special way. In your iTunes Media (on iTunes Music) -> Music folder, you'll find a folder named Compilations with all of albums tagged as such.

## Type Styler, Cont.

or as a print-ready PDF. You can also print directly from TypeStyler with all the necessary fold and cut lines included to construct a physical mockup of the chosen shape.

If the package is too large for your printer, TypeStyler can tile the pages for you, with appropriate overlaps.

## 3D Animations

Within the Visualizer is an Orbit feature that lets you export animations of your artwork spinning around several globe shapes, with control over the spin rate and size. Presets permeate every aspect of TypeStyler, and Orbit is no exception—the Sphere shape includes a baseball, soccer ball, and beach ball that you can use for your animation. If that's not enough, you can even overlay digital video onto the globe, including live video from your iSight or another camera, or from a movie file. From there, you can export your animation as a QuickTime movie, with control over frame rate. This feature is tremendously valuable for creating introductions to presentations, DVD menus, or your own TV shows. You can also export the movie to any FireWire camcorder.

All 3D models can be placed against a collection of impressive backdrops, with perspective effects. Backdrop presets include Bronze Floor, Theater Stage with Lighting, Red Nebula, Cathedral Panorama, iSight Camera, Movie, your picture(s), and Quartz (Raindrops). You can even mix two

backgrounds. A second set of background presets includes Wood Floor, Stage Curtains, Sunset on the Water, City Lights Panorama, iSight Camera, movie, quartz (Clouds). The backdrop color, texture, shape, and other attributes are also editable.

## Limitations

A number of the program's limitations are related to the Visualizer. For example, when switching applications, TypeStyler's 3D Visualizer window floats above the windows of some other applications to facilitate drag-and-drop. It's annoying but not deadly. Some of the 3D Visualizer's controls appear and are functional even when they cannot affect the current item, which can be confusing. Plus, the Visualizer is not available on PowerPC Macs or Intel Macs with integrated graphics cards.

At this writing, TypeStyler X has no Help files or written documentation, but I found the program's popup tool tips comprehensive enough to assist with most tasks. The developers promise to add how-to videos to the Website, as well as a manual in PDF format in the near future.

## Buying advice

What impressed me most about the new TypeStyler X version 10.6.47 is the number of useful presets and visual previews it includes. In just about any mode, you can choose a preset, see a preview of it, and then customize the effect with sliders to see the result in real time. The breadth and depth of its typographic features and constant visual feedback make it perfectly suited for teaching many aspects of graphic design. Its packaging mockup capability should place TypeStyler into the toolkit of most graphic designers, and its 3D rotation features will be welcome for anyone who wants to spruce up a presentation, DVD menu, or video project.

## PAGE 10 - MORE THINGS

### Apple purchase, cont.

Using newly acquired La La Media Inc. as a springboard, Apple is considering to adopt a usage model that would allow consumers to access and manage their iTunes purchases directly through the Internet without downloading the content in question or the iTunes software.

In its current form, iTunes requires users to download and manage their iTunes purchases on a per-computer basis. With a new focus on Internet-based management, an iTunes user could log into their account and access and stream all their music from any computer with an Internet connection. This technology could also allow Apple to sell music on other websites or even in web-based search results.

Apple has already made some small strides into web-based iTunes functionality with the release of iTunes Preview in November. With iTunes Preview, users can share music links via iTunes without the need to launch Apple's media suite. Previously, users without iTunes were prompted to install the software in order to view content.

The Wall Street Journal's figure of \$85 million for Lala's purchase price is in the same ballpark of what Peter Kafka at AllThingsDigital reported Monday. The report also confirms what Maynard Um predicted about Apple's reasons for acquiring Lala earlier this week.

Lala execs have already assumed important roles in shaping Apple's iTunes strategy going forward. "It's our understanding that the Lala guys are going to be in very significant roles," someone familiar with Apple's plans reportedly said.

Apple's \$1 billion server farm project planned for North Carolina may actually be tied to this web-based

strategy, and could provide the backbone for a web-based iTunes.

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Thanks for taking the time to read this month's newsletter.

Hope you enjoyed it. If you have any comments or suggestions for stories (or would even like to write a story ~ hint, hint, hint), please send them to me at: [machelpdesk@tx.rr.com](mailto:machelpdesk@tx.rr.com)

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Y'all come back now, y'hear.