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MACFACTS

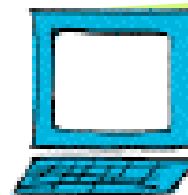
Mac Help Desk

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A Message from Dru

Half the year – Gone! Where *did* it go?

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We've moved! The Apple Corps of Dallas (ACD) recently sold its old domain and web site to the American College of Dentistry (another ACD). Apple Corps' new address is www.acd.us. Check out the new web site and check out the meeting on Saturday June 10th. Meeting is at the Richardson Civic Center. Its FREE, too!

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COOL WEB SITE - CHECK IT OUT

The Different District - 'With a catalog that has over 250 movies, our movies section is perfect for users wanting to watch the Apple ads ranging from the original 1984 ad to the latest iPod ads.' <http://www.differentdistrict.com/movies>
Who'd of thought that Apple had sooo many great commercials!?!
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Tinkering with Your Mac Settings

Mac OS X gives you quite a bit of control over how your Mac works through the assortment of Preference Panes in System Preferences. Sometimes, however, you still want more control, and TinkerTool is one of my favorite tools for just that. This handy little application

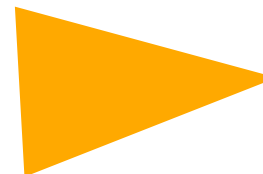
works with Mac OS X 10.2 and higher, and lets you disable the Finder's sound effects, place the Dock on any edge of your display (even the top), enable the elusive "suck" minimizing effect, disable Dashboard, enable Safari's debug menu, control Safari's stored items size, and more.

For example, I set the Dock to display hidden applications with transparent icons so I can easily tell which applications are hidden, and which ones are open, but aren't displaying any windows (that's in the Dock options). I also changed my scroll arrows so that they are together in the bottom corner of open windows (check the General options for that one).

TinkerTool is an amazingly handy utility, and it's free, too. You can find the latest version at the MBS [Web site](http://www.bresink.de/osx/TinkerTool.html). <http://www.bresink.de/osx/TinkerTool.html>

[E-mail me](#) if you have ideas for Mac related tips that you think other *MacFacts* readers might find helpful.

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Avoid the Most Common Mac OS X Font Mistake

by Sharon Zardetto

The Mac OS X approach to fonts is something that can leave users baffled, and no wonder: many different types are supported, they can be stored in a multitude of places, and Mac OS X 10.4 Tiger installs some duplicate fonts as a default... and that's just for starters.

Of the many misunderstandings and management mistakes users make, one stands out as the most common: consolidating fonts into a single Fonts folder.

I don't know exactly what motivates people to do this. (I'm not sure what motivates me to dig into the details of using the Mac - I just do, even when I'm not going to write about it.) But many users explore their systems, change things, and sometimes run into trouble. The Font Book application included with Tiger is such an improvement over its previous version that there's seldom any need to deal directly with Fonts folders. (And graphics professionals who need more than Font Book use third-party font managers that protect them from needing to know about Fonts folders.) But perhaps a user adds a font and wants to get rid of what appear to be duplicates, or she comes from a Mac OS 9 background where it was more "normal" to manipulate font files manually. Whatever the reason, when you first start poking around on your drive looking for where fonts are stored (perhaps by doing a Spotlight search for folders named "Fonts"), you may be surprised to find at least three different folders, and perhaps four, from Tiger:

- In the System directory (/System/Library/Fonts)

- At the "shared by all users" level (/Library/Fonts)
- In your home directory (~/.Library/Fonts)
- In the Mac OS 9 System Folder (/System Folder/Fonts) if you've installed Classic.

Installing Adobe's Creative Suite adds another Fonts folder (in /Library/Application Support/Adobe/Fonts), and if you have Microsoft Office, you get yet another (in /Applications/Microsoft Office 2004/Office/Fonts).

Many people, when faced with this seeming mess, decide it's ridiculous to have fonts spread all over the place and start shuffling the files around, combining them in only one or two Fonts folders.

Despite the apparent simplicity, wholesale consolidation is a mistake, because where your fonts are stored controls what applications (and, on a multi-user Mac, which users) can see those fonts. Most fonts are stored in various locations for good reasons. Here's the scoop on each of the Fonts folders listed above.

System Fonts Folder -- Tiger installs 30 fonts in this folder (/System/Library/Fonts). Several of them are so important that if you remove them, your menus and dialogs can implode into gibberish and your Mac will refuse to start up. These all-important fonts are LucidaGrande, Geneva, Monaco, and Helvetica. Only slightly less important are Keyboard and LastResort, fonts that don't even show up in your Font menus. Whether or not the two AquaKana OpenType files are dispensable is a matter of some debate; my considered opinion is that, since Apple went to some trouble to keep them invisible - they don't show up in Font menus - you should leave them alone. In fact, leave the System Fonts folder completely alone: don't put fonts in it or take them out.

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"Of the many misunderstandings and management mistakes users make, one stands out as the most common: consolidating fonts into a single Fonts folder."

Newsline

Nike and Apple Team Up to Launch Nike+iPod

Global Collaboration Brings the Worlds of Sports & Music Together Like Never Before

Nike and Apple® today announced a partnership bringing the worlds of sports and music together like never before with the launch of innovative Nike+iPod products. The first product developed through this partnership is the Nike+iPod Sport Kit, a wireless system that allows Nike+ footwear to talk with your iPod® nano to connect you to the ultimate personal running and workout experience.

Nike CEO Mark Parker and Apple CEO Steve Jobs unveiled Nike+iPod at an event in New York attended by seven-time Tour de France champion Lance Armstrong and marathon world record-holder Paula Radcliffe.

"Nike+iPod is a partnership between two iconic, global brands with a shared passion for creating meaningful consumer product experiences through design and innovation," Parker said. "This is the first result, and Nike+iPod will change the way people run. Nike+iPod creates a better running experience. We see many more such Nike+ innovations in the future."

"We're working with Nike to take music and sport to a new level," said Steve Jobs, Apple's CEO. "The result is like having a personal coach or training partner motivating you every step of your workout."

The new Nike+ Air Zoom Moire is the first footwear designed to talk to iPod. Nike plans to make many of its leading footwear styles Nike+ ready, connecting millions of consumers to the Nike+iPod experience. With the Nike+ footwear connected to iPod nano through the Nike+iPod Sport Kit, information on time, distance, calories burned and pace is stored on iPod and displayed on the screen; real-time audible feedback also is provided through headphones. The kit includes an in-shoe sensor and a receiver that attaches to iPod. A new Nike Sport Music section on the iTunes® Music Store and a new nikeplus.com personal service site help maximize the Nike+iPod experience.

Armstrong, who is preparing for his first NY Marathon, said, "If you can incorporate time, distance and calories burned together and make it function for both the fitness runner and the high level athlete, it will take working out to a whole other level."

"I definitely use music both ways," Radcliffe said. "I listen to faster music if I am doing a workout in the gym to just get the best out of myself, but I also use it to help me relax in the buildup to a big race."

Specially designed Nike apparel, including jackets, tops, shorts and an iPod nano armband, bring together the Nike+iPod experience with waterproof pockets that accommodate iPod nano and are designed to make it easy to operate while staying tuned to your music during an active workout.

Pricing & Availability The Nike+iPod Sport Kit is expected to be available within 60 days for a suggested retail price of \$29 (US) through the Apple Store® (www.apple.com), Apple's retail stores, Apple Authorized Resellers as well as Nike.com (www.nike.com), Niketown, NikeWomen stores and select retail stores in the US.

"Nike+ Air Zoom Moire is the first footwear designed to talk to iPod."



ASK THE TECH

Q: There's been a lot of press lately about increased virus activity on the Macintosh platform. Should Mac owners now be running the same kinds of security software that Windows owners use?

A: There is no sudden security crisis on the Apple Macintosh platform. In fact, for average Mac users, there isn't a security threat of any significance, at least not yet. It is laughable to compare the real, massive and burdensome security problems on Windows with the largely theoretical security problem on the Mac.

As I have said in the past, no operating system is invulnerable to attack, including Apple's Mac OS X operating system, which powers Macintosh computers. It is possible to write malicious software for the Mac, including viruses and spyware, and it is possible for this software to spread in the wild, infecting many Macs.

However, despite what you may have heard, this hasn't happened to any degree that matters, yet. As of today, there have been exactly two documented, successful pieces of malicious software - viruses, trojan horses, worms - that affected users of the Mac OS X operating system, since it was released in 2001. And these two failed to spread much, affecting probably a few dozen people, and doing no harm. I expect there to be a small number of additional Mac viruses this year.

By contrast, there are over 100,000 reported viruses for Windows, some of which have affected millions of people and have done significant economic damage. As for spyware, I know of no documented cases on Mac OS X, while there are certainly thousands on Windows. These Windows viruses and spyware can't run on the Mac operating system, even on Macs powered by the same Intel processors used by Windows PCs.

The recent publicity concerns theoretical

vulnerabilities that security firms have identified in Apple's operating system. These vulnerabilities, like similar vulnerabilities in Windows, aren't necessarily being exploited. Like Microsoft, Apple fixes vulnerabilities as they are identified. But some critics say Apple does this too slowly.

Security firms are saying that the discovery of these vulnerabilities in the Mac has increased sharply lately. They say that based on past patterns, this should yield a sharp increase in the number of Mac viruses in coming years. But even a "sharp" increase could well mean under 50 viruses by 2008.

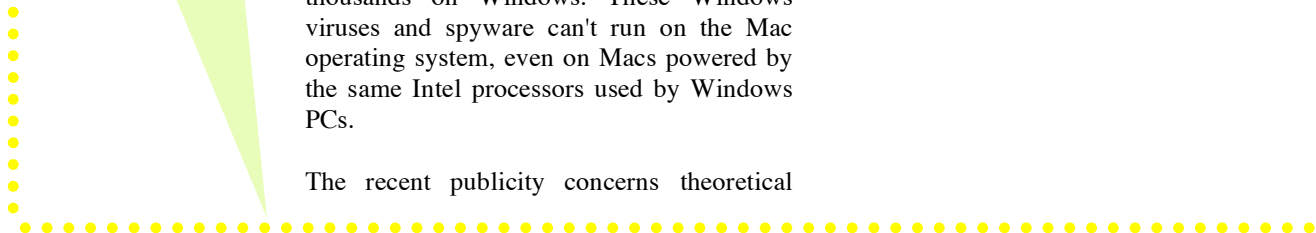
So my advice to Mac users is that at the moment, I see no reason to buy and run security software, which is in itself costly and can degrade your computing experience. But you should make up your own mind, based on your tolerance for risk.

Here's a test you can use. Imagine you live in a neighborhood that has suffered only a couple of ambiguous, harmless burglaries over five years, even though the neighborhood is surrounded by much higher-crime areas. If you would buy a burglar alarm in such a neighborhood, then buy Mac security software. Otherwise, don't. Just turn on Apple's built-in firewall and relax.

There is one exception: If you are running Windows on one of the new Intel Macs, you are just like a Windows user, and you must run Windows security programs when using Windows.



“As of today, there have been exactly two documented, successful pieces of malicious software...”



OPINION

In Our Post-PC Era, Apple's Device Model Beats the PC Way

By Walter S. Mossberg

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

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

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

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

hub.

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

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

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

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

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"...Microsoft's component-based Windows platform crushed Apple's end-to-end Macintosh platform."

Product Reviews

Apple Unveils New MacBook Featuring Intel Core Duo Processors *New MacBook Design Completes Apple's Intel-based Notebook Lineup*

Apple unveiled the newly designed MacBook™, the world's most advanced consumer notebook featuring the Intel Core Duo processor and a gorgeous new 13-inch glossy widescreen display, all in a sleek design that is up to five times faster than the iBook and up to four times faster than the 12-inch PowerBook. Together with the 15- and 17-inch MacBook Pros, the new MacBook completes Apple's Intel-based portables lineup and replaces both the iBook and the 12-inch PowerBook. Apple's entire portables lineup now offers Intel Core Duo processors; a built-in iSight™ video camera for video conferencing on-the-go; breakthrough Front Row™ media experience with Apple Remote; and several advanced features including DVI with dual display support, optical digital audio input and output, Gigabit Ethernet, Sudden Motion Sensor, Scrolling TrackPad and MagSafe™ Power Adapter.

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

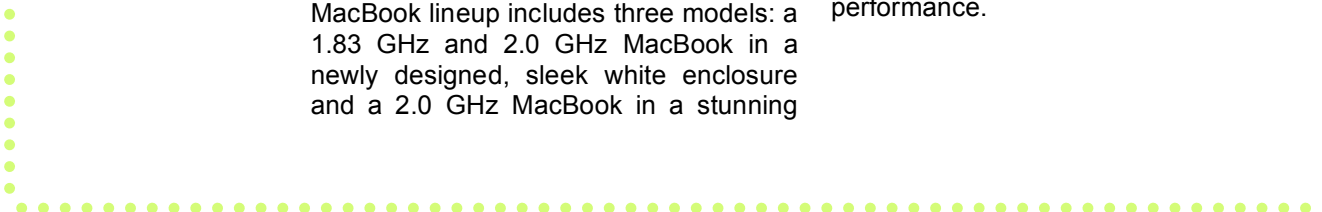
With prices starting at just \$1,099, the MacBook lineup includes three models: a 1.83 GHz and 2.0 GHz MacBook in a newly designed, sleek white enclosure and a 2.0 GHz MacBook in a stunning

new black enclosure. The new MacBook offers performance up to five times faster than the iBook and up to four times faster than the 12-inch PowerBook with a completely new system architecture including a 667 MHz front-side bus and 667 MHz DDR2 SDRAM memory expandable to 2GB. At about one-inch thin, the new MacBook is 20 percent thinner than the iBook and features a gorgeous new 13-inch glossy widescreen display. With a display that is 79 percent brighter than the iBook and the 12-inch PowerBook, the MacBook provides incredibly crisp images with richer colors, deeper blacks and significantly greater contrast. At a resolution of 1280 x 800, the MacBook display provides 30 percent more viewing area than the iBook and the 12-inch PowerBook.

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

Every MacBook includes iLife '06, the next generation of Apple's award-winning suite of digital lifestyle applications featuring iPhoto, iMovie HD, iDVD®, GarageBand™ and iWeb™, a new iLife application that makes it super-easy to create amazing websites with photos, blogs and Podcasts and publish them on .Mac for viewing by anyone on the Internet with just a single click. All the iLife '06 applications run natively on the new Intel-based MacBooks for maximum performance.

"The new MacBook offers performance up to five times faster than the iBook and up to four times faster than the 12-inch PowerBook"



Fonts, continued

The System Fonts folder has its own unique way of interacting with you when you try to remove any of its fonts: drag a font out and a copy is automatically made in the destination, with the original left in place. The only way you can really remove a font from this folder is to send it directly to the Trash: drag it there, or select it and press Command-Delete, or Command-click or right-click on the icon for a contextual menu and choose Move To Trash. You'll have to supply an administrative password along the way. But while that's good to know in an academic sense, all these safeguards against accidental removal of system fonts should remind you to leave them all alone!

Library Fonts Folder -- Fonts in this folder (/Library/Fonts) can be "seen" by all user accounts, so they're available to every user of the machine. On a single-user Mac, there's really no difference between storing fonts here or in the User Fonts folder. Tiger puts 35 fonts in this folder; Apple's iLife and iWork applications put their fonts here, too.

User Fonts Folder -- Each user account on the Mac has its own Fonts folder (~/.Library/Fonts); the fonts in it are available to only that user. Tiger doesn't install any fonts in this folder; Microsoft Office puts its fonts here - Office X provides 15 fonts, but Office 2004 donates a generous 77 font files! If you're the only user, this is where you should put any fonts you install. On a multi-user Mac, you might want to keep some fonts private to a specific account (so they don't clutter other users' Font menus); to share them with all the users of a specific machine, they must be in

/Library/Fonts.

Classic Fonts Folder -- If the Classic environment is installed on your machine, only the fonts in the Mac OS 9 System Folder (/System Folder/Fonts) are available to Classic applications (they're also available to your Tiger applications). Unlike Tiger's wider choice of font types, only Mac TrueType and PostScript Type 1 fonts work in the Classic environment. Tiger automatically smoothes fonts on the screen in only the Mac OS X environment, so if you want your Type 1 fonts to be drawn correctly on the screen (instead of with the famous, dreaded "jaggies") in Classic, you need Adobe's ATM Light version 4.6.2 or later installed in Classic.

Adobe's Fonts Folder -- As befits the inventor of PostScript fonts, Adobe provides a generous assortment of fonts with its applications. But when they're in their default location, only Adobe applications can access them (/Library/Application Support/Adobe/Fonts). If you want to use these fonts in all your applications, you must move them to the Library Fonts or User Fonts folder. That sounds like a good deal until you see how non-Adobe applications handle the plethora of typefaces for these OpenType fonts: Warnock Pro, for instance, has 32 different typefaces that Word lists in about two dozen entries! Moving a few of your favorites, and turning them on and off through Font Book, is a better plan than indiscriminately moving all of the Adobe fonts to another folder. (Note that you won't see these fonts in Font Book -

Continue on Page 8

“Library Fonts Folder -- Fonts in this folder (/Library/Fonts) can be "seen" by all user accounts, so they're available to every user of the machine..”



Fonts, continued

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@comcast.net.

Feel free to share this newsletter with a friend. The newsletter archives are located at: <http://www.machelpdesk.com/page6a.html>.

Y'all come back now, y'hear.

We're on the Web!

See us at:

Mac Help Desk.com

unless you move them to one of your Tiger Fonts folders; Adobe's folder "belongs" to Adobe's applications, so Font Book doesn't manage its contents.)

Another mistake users make in regard to the Adobe Fonts folder is deleting it after moving its fonts to another Font folder. Adobe buried a subfolder in it (/Library/Application Support/Adobe/Fonts/Reqr/Adobe) that holds more fonts, ones that are used by Adobe applications for things like its tool palettes. Without these fonts in that folder - in that specific folder path - Adobe applications don't even open.

Microsoft's Fonts Folder -- This folder (/Applications/Microsoft Office 2004/Office/Fonts) is a red herring that leads to quite a bit of confusion in the category of "a little knowledge is a dangerous thing." If you know that Tiger supports "application Fonts folders" such as the Adobe one just described, it's perfectly reasonable to assume that this folder holds fonts for Microsoft applications - especially because each of the fonts in it shows up in your Fonts menu. The confusion starts when you take a font out of the folder and realize it still appears in your Font menu. Or, you add a font to the folder, and it doesn't show up in your Font menu. Or, you notice that all its fonts are also in your User fonts folder and you decide to delete one or the other copy of the over

six dozen duplicate files.

This folder is a mere storage bin; Tiger doesn't access it at all, which is why altering its contents has no effect on your Font menus. Microsoft Office copies these fonts into your User Fonts folder the first time you run it; the originals stay in place, to be copied for the next user account that runs Office, and so on. Tiger accesses only the copies in the User Fonts folder.

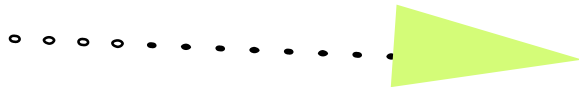
Fonts, Fonts, Everywhere -- Don't assume that just because Tiger uses so many Fonts folders that it doesn't matter which one you use for your fonts, or that the best approach is to collect all your fonts together for easier management. It's better to understand the differences between the folders and store your fonts based on how (and who) you want to access them.

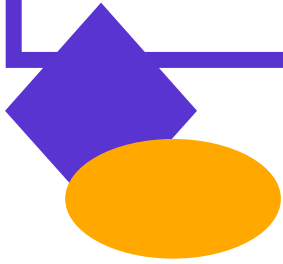
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Opinion, continued

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

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Opinion, continued

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

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

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

Still, the end-to-end model isn't a lock. If Apple can't keep churning out cool products at reasonable prices, it could crash and burn. Unlike Microsoft, it doesn't have much help from other companies to succeed. But the iPod experience has shown that the PC model may not be best for all digital devices.

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