

The Window

MACNJ

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Serving the Central New Jersey Macintosh Community since 1986

May 2013

DTP Shootout!

by David L. Davis

Desktop publishing was invented on the Macintosh. Prior to the Mac, every page was laid out by hand with paste-ups assembled from a variety of elements and sources. Being able to choose fonts, resize them, place photos or design elements where you want by cutting and pasting them on the digital "pasteboard", gave us the WYSIWYG approach to the printed page. We have become so used to seeing beautifully arranged fonts and graphics that we take it all for granted. From PageMaker to Quark to InDesign, the evolution of these capable and sophisticated page layout apps has been wonderful to see. However, these apps are professionally oriented and for the occasional user would be overkill and much too costly. Anyone who owns their own business, works for a small company or creates graphic elements at home will find that there is a lot to look at when choosing their software. Someone wishing to produce a good looking poster or pamphlet might use word processor like MS Word and be less than satisfied with the results. The control and freedom needed to translate a sketch into a nicely laid out design comes at a significant cost.

Now when you look at consumer level applications, it is really necessary to see if they will do the job you need them to do. We all know the names of the big time page layout/desktop publishing apps. Quark Express or InDesign lead

the pack. You can lay out booklets in a drawing app like Illustrator or even do a poster in an image editing app like Photoshop. But if you are a non-professional looking to produce a good looking poster or a brochure to sell your car, I doubt that you are willing to spend hundreds of dollars for a complex piece of software to do the job.

These days, however, with the proliferation of inexpensive apps for the iPad and Mac, you can spend as little as \$20 or



\$30 and come away with something that may very well do the job for you. Is that hard to believe? But how good are these apps? What are their advantages or limitations? Are they very much alike or are some really lacking in an important way?

One key to winding up with a good looking layout is preparation of the elements that will be included. More often than not, you will use a photo editing software like Photoshop Elements to prepare your images. A good idea is to have separate folders for the various items that you'll be including in your layout. A story or text folder will contain word processing items to be dropped into place as needed. They can have formats selected or can wait until they are used to be

given a style. Graphics can include logos, mastheads, charts and photos, etc. The layout app will be able to create geometric shapes as well as design elements to tie things together.

It's important to analyze what you'll be using your page layout software to create, and what tools are necessary to create those items. If you own your own business, you may want to make business cards, newsletters, web page designs and more. If you're a home user, this type of software is perfect for compiling your recipes into a cookbook or making flyers to advertise your garage sale. But how do you compare publishing software to find which products offer the features you need? On May 11 we will take a look at a group of page layout offerings and see just what they have going for themselves. All of them claim to be simple to use and give professional results.

How easy is EASY? Can you achieve your goals simply and directly? We shall see... Come see iStudio Publisher, Swift Publisher and Pages put through their paces and which one might be the winner of this DTP shootout.

See you Saturday!

Two Monitors are Better Than One

AirDisplay v.1.8

Review by Frank Petrie

Author: Avatron: <http://avatron.com/apps/air-display>

Requirements: If you can run the Mac App Store, you can run the Air Display app. Both 32-Bit & 64-Bit systems are supported.; Your computer and iOS device must be connected to the same Wi-Fi network.

Price: \$9.99

Test Rig: Mid 2010 MBP, 8GB, 240GB SSD; iPad (3rd generation)

It's time once again for one of my favorite one-trick ponies. I'm willing to bet that many of you know of and use this app. But I can't rest until I make sure that EVERYBODY knows of its existence.

"Use your iPad, iPhone, Android, Mac or Windows PC as a second (or third) monitor with no messy cables or wires ... Use your finger to draw directly on the screen ... Try it with a calculator app, painting tool, or music control surface! ... [It] works in both landscape and portrait configurations. Just rotate your screen, and it automatically reconfigures."

I use it as a second monitor to my desktop to star palettes when performing editing or graphics work. Still, I know of others that use it successfully as a second monitor with their laptop while on the road. And they call this über-app [AirDisplay](#).

THE JUICE

AirDisplay is platform agnostic: it comes in all flavors (iOS, Android and Windows). What's really useful is that even though you're using a Mac as your source computer, you can pair it with, say, a Windows' monitor or an Android phone!

AirPlay is simple to set up. Purchase and download the drivers. Install one in your host computer. This will show up in your System Preferences. Turn it on. Then install the other drivers in the devices that you would like to pair the host computer with.

Once everything is installed, you can go back to your host computer and place your second monitor wherever it suits your needs. As an example; I like to use my



iPad to hold palettes when video editing or working on graphics, leaving the entire host screen for my canvas. For me, the iPad is best situated to the right of my main screen.

The beauty of this configuration is that you can drag your cursor, windows, et al., across both screens. You can see how this would be an absolute boon while business traveling!

THE PULP

If you read the reviews, you'll find that many people complain of a lag time. As I use the arrangement for palettes primarily, I can't really address this issue. All I can say is that I have noticed no lag time using it primarily for my palettes.

As for installation, it's a breeze. Once installed, you switch on AirDisplay in System Preferences and drag your second monitor to where you would like it in relation to the host computer.

As for installation, it's a breeze. Once installed, you switch on AirDisplay in System Preferences and drag your second monitor to where you would like it in relation to the host computer.

THE RIND

In my configuration, I haven't noticed a lag issue but apparently others have.

SUMMARY

AirDisplay is a godsend for those who need two monitors while on the road. And, as I pointed out earlier, it can be a valuable asset in your home system.

Or if you're real fortunate, you can use your iPad as your third monitor.

RATING

9 out of 10

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Sydnee Reduces USB Charging Cable Clutter

by Marshall Clow

While at Macworld/iWorld this year, I stopped in at the booth of accessory maker Kanex. Last year, their feature product was the Sydnee (sid•née), a four-device iPad/iPhone charger, but I didn't give it much thought at the time. This year, though, the image of the eight different USB devices and their tangled charging cables strewn across my desk came to mind, and I decided to see if the Sydnee would bring order to this mess

Physically, the Sydnee's front-facing shelf holds one device, and a pair of angled slots sit behind it, for sliding in two additional devices. The slots are wide enough to hold an iPad, even in most protective cases, though something like the iBallz probably won't work. A yellow plastic cable router on the back of the Sydnee, coupled with a knob around which extra wire can be wrapped, helps keep the cables from getting tangled. Still, I recommend using short cables when possible to keep the clutter to a minimum.

I was able to use the Sydnee to reduce the clutter on my desk significantly, retiring four different USB charging bricks, and freeing up three power strip ports (after plugging the Sydnee into one of them). My two most-used devices (the iPad and the iPhone) sit on the front bracket and the desk in front of the Sydnee, respectively. The two lesser-used tablets (Google's Nexus 7 and the Samsung Galaxy 10) slide in behind the iPad. This arrangement also lets me watch video

(now that it is almost baseball season) on the iPad while it is charging on the Sydnee.

The only annoyance is with the Galaxy 10. Its charging port is located on the long side of the tablet, rather than the short end, where the Sydnee expects it to be, being focused as it is on iPads. This means that getting the Galaxy 10 in and out of the slot in the Sydnee is tougher than it ought to be.

This minor nit aside, the Sydnee has been a big win. Though made entirely of plastic, it seems to be well constructed, and I have no worry about it breaking or my devices falling out. At \$149, the price is a bit steep, but Amazon and other online retailers sell it for closer to \$130. Nonetheless, if you have significant cable clutter resulting from needing to charge several USB devices every day, the Sydnee might be worthwhile.

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One Cord Four Wonders

With Sydnee at your desk, you can recharge up to 4 iPads or iOS devices simultaneously. Each individual USB port pumps out 2.1 Amps of power for quick charging.



Smart Mess, Smart Charge

With no tangle and no mess - your cable clutter is simplified without compromise through Sydnee's intelligent design. With the cable management provided all cables stay neatly concealed, comfortably holding up to 4 iOS devices.

The Sydnee is a plastic stand that holds three tablets or smartphones with a power supply that powers four USB ports. The ports carry only juice; there is no way to connect the Sydnee to your computer to transfer data. That would have been more problematic in the days before iTunes Wi-Fi syncing, but today it doesn't cause any consternation. All four ports are 2.1 amp "high power" ports, so they can charge an iPad and fast-charge an iPhone.

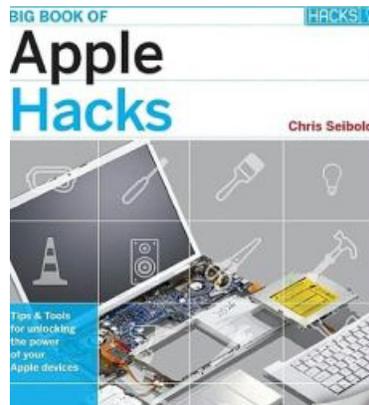
Setting up the Sydnee is simple; you plug it in, and then place your devices on the stand. It comes with three 16-inch (40-cm) standard USB-to-dock connector cables, which is helpful, but you'll have to provide your own Lightning cables if you have an iPhone 5, iPad mini, or fourth-generation iPad. Similarly, if you have a Kindle or other device that can charge from USB, you'll have to bring the appropriate cable. These cables plug into four USB ports on the back of the Sydnee. The somewhat odd mismatch between slots and cables means that one device has to sit on the desk next to the Sydnee.

Two Book Reviews by Dave Greenbaum

Mac Hacks: Tips & Tools for unlocking the power of OS X

by Chris Seibold, O'Reilly Media
paperback \$34.99

A great example about “never judge a book by its cover” I expected this book to be a book about how to get the most out of OS X. Tips and tricks to extend the OS beyond what Steve Jobs envisioned. While a few gems were included, most of the tips had nothing to do with the power of OS X and more about hardware and many of the tips were only marginally Mac related such as securing a Linksys router or using a Wii Remote with your Mac.



These tips and projects were either extremely basic such as installing and backing up Mountain Lion (sigh) or completely unproductive and complex projects such as a dye job for your Macbook. I was particularly annoyed with the chapter on torrents which didn't cover the risks of malware (rare, but not impossible on the Mac) and the legal and copyright implications of doing so. That was completely unacceptable in my opinion.

Read the table of contents and see if these projects interest you and if so, the book may be for you but for most people this won't increase their productivity or “unlock the power of OS X.” I found the book had some amusing ideas and a series of tricks that were cool but nothing to write home (or a book) about.

Pros: Interesting projects and a few helpful tips
Cons: Little in productivity or value enhancement for your Mac

Two out of Five Dogcows
Originally published and written for the Lawrence Apple Users' Group 2.0
<http://www.laugks.org/news> and published by Dave Greenbaum at <http://www.clickheretech.com>

Mac Kung Fu

by Keir Thomas
Pragmatic Bookshelf \$39.00

While the Mac is generally perfect as is with its intuitive interface and easy to understand menus and help screens, a group of Mac users simply want more out of their systems. They know the Mac can do more, but can't quite figure out what they need. Similarly, the Mac has annoyances and quirks a user has learned to live with, but might like the Mac even more if they could only change some aspect of how it works. This book is for that group!

The ideal audience of this book is an intermediate Mac user who isn't afraid of making changes to program settings or going into terminal and typing a command or two. Knowledge of UNIX or programming isn't required, just an adventuresome attitude and a willingness to learn.

Most of the tips were commands and functions I never knew existed and wasn't looking for them but now that I've found them I couldn't imagine life without them. For example, a simple terminal command will turn off that annoying question about using Time Machine on a new hard drive when it's plugged in. Another amazing tip is being able to show the full path names of file locations in the title bar. Saves me the confusion of knowing which disk is the original and which is the copy.

Probably all of these commands, tips, and tricks can be found online somewhere but Kung Fu puts it all together from a reliable source so you can take your Mac skills to the next level.

Pros: Amazing tips and tricks

Cons: No black-belt issued at the end.

Mac Kung Fu

Second Edition

Over 400 Tips, Tricks, Hints, and Hacks for Apple OS X



Keir Thomas
Edited by Jacquelyn Carter

APRIL MEETING NOTES

by Hugh Murphy Jr.

The meeting was opened at 0920 by President Davis with a discussion concerning the acquisition of a new laptop and an iPad. The Club will retain its present laptop. Bill Barr and Dave said that iPad is still developing, becoming independent of the laptop. Connecting devices together is now important. The Club is not ready for an iPad yet. A newer version of the iPad is expected to be released in June.

Chod Lang suggested using an Apple TV for presentations. He also suggested the use of ATV Pro which allows the use of the Apple TV with a VGA projector.

Although the Club has about \$5000 in its bank account, it will not be necessary to buy new hardware as long as members such as Chod Lang and Jim Trier are willing to share their equipment in presentations to the Club.

Chod said that Apple is now an electronics company and no longer promotes user groups on its web sites. In discussing what our Club can present at our meetings, Lee Roth told us about a conference he attended on social networking and use of LinkedIn. The Club could open up our meeting to outsiders for a slight fee for teaching purposes. Walter Chandoha includes PC users among the outsiders.

Dave realizes there is a lot of talent in the room. What does the group want? Lee wants to learn about the building of websites. Doris Kiziah and Chod are interested in Graphic Design.

Chod mentioned a customer who wants to hide his email from his wife, whom he is divorcing. Various solutions were offered, such as changing passwords and opening a gmail account. Doris Kiziah's Mac Mini froze and the consensus was it required attention from the Genius Bar in the Apple Store. Bill Barr talked about a Google application which asks one question to assist in finding a password. Chod suggested using roaringapps.com to find which applications are still compatible with the Lion and Mountain Lion operating systems.

At 1045, Chod Lang began his presentation entitled Chod Lang's Productivity Apps. One of his favorites is Canvas,

which handles every graphical task. With this application, he prepared 2,000 brochures for his furniture repair business, NJ Furniture Repair. The brochure was transmitted as a PDF to Overnight Printing for publication. He uses Freeway Pro for websites; the Pro version retails for \$149, while Freeway Express is \$50. Chod demonstrated the use of rollovers on the website to enlarge and explain thumbnails. A tutorial is available on the Freeway site. Go Daddy as a web host offers a Google Map which shows his customers where he is or expects to be every day, better enabling him to schedule appointments. Another web host is TakingCareofBusiness.com.

Chod uses Scan Snap S1300i to scan his documents which is bundled with Devonthink Pro Office to organize all his documents. Its website is www.devontechnologies.com. He uses various iPhone apps for his business. He uses both Apple Maps and Google Maps. He connects the iPhone to his Mac using the Phone View application to export and save information. The Phone View website is www.phoneview.com. Snap Camera allows him to write notes on pictures. Cam Card Free scans business cards and exports the data to contacts files. Another free application is Cam Scanner Free, a small scanner for the iPhone. The Square Card attachment for his iPhone which is available from SquareUp.com, accepts credit cards and charges his account a 2.75% fee.

Chod described some of his "fun" applications. The Chrome Browser is available for the iOS and OSX (10.6 and above). On its web site is Pixlr Editor, a free photo-editing app. Another fun app is Pandora for customized radio reception. Chod prefers TextEdit to Pages for composing text. Another free app is Circa, available from the App Store, which transmits news to your iPhone. Autodesk 123D Catch prepares three-dimensional images which can be rendered as 3D models on a 3D printer. Paper by Fifty-three is available from the App Store, and allows the artist to sketch, write, draw, outline, and color on the iPhone. Brushes is a painting app designed for the iPhone and iPad. AppZilla is 150 apps in one. Finally, Chod described Media Pro, which was formerly iView Media Pro and Expression Media; it is a professional photo management system.

How I Got an iPod Shuffle — and Liked It!

by Matt Neuburg

Warning: The first part of this article mentions many iPod models, often distinguished both by a minuscule cognomen, such as “Nano” or “Shuffle,” and a generation number, such as “second-generation” or “2g”. If you’re not an iPod expert, it might help to have at your elbow an encyclopedic historical list of models, such as this one from Apple .

This is the story of a dilemma and a solution. To avoid keeping you in suspense, I’ll outline the dilemma and the solution up front; then I’ll explain why the dilemma was a dilemma, and why the solution turned out to be a solution. The dilemma:

- I run (if you can call it running) every day.
- While running, I like to listen to various news and educational podcasts, or audio books. (I do sometimes listen to music while running, but much less often.)
- I had this problem completely solved: I’ve been using a second-generation iPod Nano for years, and loved it. But it finally gave up the ghost.
- Apple no longer makes any iPods that I’m willing to take running with me — except, just maybe, the iPod Shuffle

The solution: Hey, this iPod Shuffle isn’t so bad!

Now that I’ve spoiled the story by revealing the plot and the ending, let’s go back to the beginning.

A Man, A Plan, A Nano -- Picture me, preparing for my daily run. I’m exquisitely outfitted with my second-generation iPod Nano. It’s encased in a thick protective silicone-rubber sleeve, attached to a velcro armband. I’ve run this way every day for years, rain or shine. Unfortunately, something (I suspect the aforementioned rain) finally damaged its internal electronics, and I had to seek a substitute. Even more unfortunately, as I discovered when I began to research the current iPod situation, Apple barely makes any iPod that I would consider acceptable as a successor to the second-generation iPod Nano.

To explain why, let me tell you what I loved about my iPod Nano. It was exquisitely simple, yet defiantly rugged, a slender aluminum rectangle with a tiny screen,



a click wheel, and very little else. The screen was a crude, low-power array of large LEDs, capable of portraying no more than a few short lines of text. Yet this screen told me everything I needed to know: what’s playing, how long it is, how much time remains. And the screen was also an ingenious and powerful management interface, thanks to the click wheel, which not only provided the basic play/pause, next/previous, fast-forward/rewind, and volume-adjustment functionality, but also, in conjunction with the screen, enabled me to dive down into various menus to navigate settings, playlists, and albums, as well as scrolling to a specific point in a track.



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iPod Shuffle

Crude as the screen was, I could see it even in the bright California sun. Even more important, the tactile quality of the click wheel meant that I could perform most functionality needed out on the trail (such as skipping a track, or adjusting the volume) without even looking at the device.

The iPod Nano also had no moving parts. That might seem obvious, but you should have seen me in the days before flash memory, trying to run with a portable CD player! Also, the moving parts issue is one reason I would never run with, say, an iPod Classic, which contains a spinning hard disk. I do know people who run carrying an iPod Classic, but I think they're nuts. Hard disks can crash. Equally significant, I can crash, and I often do: I do a lot of smashing through brush, and stumbling and falling over logs and rocks, so I could easily jar that hard disk into eternal silence. Besides, an iPod Classic is expensive. I'm not heading out into the dust and the rain with \$250-worth of fragile equipment strapped to my arm!

For the same reason, I wouldn't usually consider running with my iPhone. To be sure, an iPhone is a wonderful device: besides being a phone, it contains a GPS, so it might stand in for my Garmin Forerunner 305, plus it's a camera, something I frequently wish I had with me while running through the gorgeous Southern California scenery. I do walk with my iPhone, even into the back country; I carry it while dirt biking; but when I'm out there nearly naked, without pockets, facing the elements and pounding along, the expensive, delicate iPhone seems terribly out of place. And it's too big!

Another reason I don't want to carry an iPhone is the screen. It's hard to read in bright light (and the Southern California sun is very bright, one of the reasons I love living here); and it's a touchscreen. This means that in order to manipulate it, I'd need to stop running, take the iPhone off my arm or out of its pouch or whatever, clean and dry my finger, unlock the screen, deal with the Music app, lock the screen, put the iPhone back in its place, and start running again. The iPod Nano, with its tactile click wheel, could usually (as I've already said) be manipulated without my breaking stride; and if I did have to stop and change playlists, the screen backlighting was

very bright, and the click wheel was protected from my sweaty hands by the rubber sleeve.

Open the iPod Bay Doors, Please, Hal

Imagine, then, my surprise and horror when, after my iPod Nano stopped working, I turned to the Internet to research the state of current iPod models:

- The iPod Classic, as I've already said, is expensive and has a hard drive; plus, it's rather large. This is a pity, because its click-wheel-and-screen interface is extremely similar to that of my iPod Nano.

- The iPod Touch is effectively an iPhone without the phone, and, for the same reasons as the iPhone, wouldn't make a good running companion: it's too big, it's too easily damaged, and it has a Touchscreen, with all the attendant complexity. That's a pity, because I happen to own one already, a third-generation model that I don't use much any more. I seriously considered using it for running when the iPod Nano stopped working, but decided against it.

- The current iPod Nano had me momentarily tempted. After morphing its way through several generations, including the very strange small square of the sixth generation, it is once again, in its seventh generation, extremely similar in size and shape to the second generation. But, darn it, it has a Touchscreen! Plus, it's relatively expensive at \$149, not least because it's loaded with electronics that I don't need (Bluetooth, radio, accelerometer, and so forth). It's a very clever device, but for running I want something simpler, sparer, tougher, and cheaper.

Having gotten this far, I was nearly in despair. What was Apple thinking, in doing away with everything that, to me, made my iPod Nano worth having? Was there nothing acceptable in their iPod arsenal?

Such was the process of elimination that brought me, at last, to consider the iPod Shuffle. I didn't want to consider the Shuffle. I had been brought this far very much against my will. I remember when the Shuffle first appeared, and I thought at the time that it was just plain stupid. (Of course, that doesn't prove much, since, as is well known, other things that I thought were stupid when they first appeared included Web browsers,

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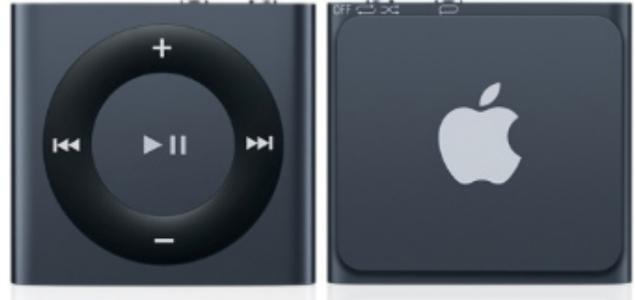
iPod Shuffle

iMacs, Mac OS X, and the iPhone.) But the Shuffle had no display at all, and its name promoted its capability to randomize play order, which was just the opposite of how I listen: I like to set up playlists of podcasts and listen in order. Without a way to listen in order, without a way to choose and navigate a playlist — which surely must require a screen — the Shuffle seemed completely out of the running (pun intended).

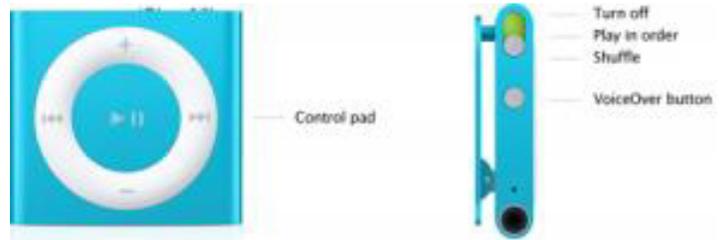
It turns out, however, that the iPod Shuffle, too, has undergone various mutations during its generational evolution. It has had more form factors than Oprah, ranging from a tall rectangle like a package of Juicy Fruit gum to a tiny rectangle barely larger than its click wheel. It even went through a phase (the third generation) where it had no click wheel at all! The current fourth-generation iPod Shuffle has inherited the best of the previous generations' features, and after some further research I realized, to my surprise, that it might very well do, so I nipped out to Fry's Electronics and bought one. I've had it only a few days, but it is already perfectly clear to me that, for my purposes, not only is it indeed the best choice out of the range of current iPod models, but in fact it's going to work more than satisfactorily as a replacement for my beloved iPod Nano.

The Shuffle's Mortal Coil — I'll try to explain what I like about my iPod Shuffle for my particular use case. Some aspects of the Shuffle that might be thought weaknesses turn out to be strengths, or at least not significantly different from my old iPod Nano; in one or two areas it definitely disappoints, but in ways I can live with. And some features of the Shuffle turn out to be better than the Nano!

What I got was a slate (black) iPod Shuffle (there are seven other current colors); it cost about \$40, because Fry's has a low-price guarantee and that was the Amazon price at the time. It is astoundingly small: the click wheel is about the size of a U.S. 25-cent coin, and the body overall is about the size of a U.S. 50-cent coin. The case is aluminum and feels very solid indeed. It is ridiculously light. On the back is a spring clip. After some experimentation, I have settled on attaching the clip to the top of the waistband of my running shorts, where I do not feel it at all. In this respect, the iPod Shuffle is better than the iPod Nano was; the Nano involved



By the same token, I have hopes that the iPod Shuffle will prove more resistant to rain than the iPod Nano was. I have not yet run in the rain, but I think that in most cases my shirt, worn outside my waistband, will be sufficient to protect it; in case of a serious downpour, I might put some plastic over it. (There does exist a truly waterproof iPod Shuffle case, but my use case is running, not swimming!) Moreover, the Shuffle has less surface and orifice area for water to enter than the Nano did. The Nano had the old-style 30-pin dock connector port, which is how I think the water eventually got in to ruin it; the Shuffle has no open ports, because its charging-and-syncing orifice is also its headphone orifice and is therefore occupied by the headphone jack. (The included charging-and-syncing cable has a USB connector at one end, suitable for plugging into a computer or an iPhone wall charger, and a headphone jack at the other end. It's only about 1.5 inches [3.8 cm] long; I wish it were longer, but it's no big deal.)



On the top of the device is a switch with three positions: Off, Normal, and Shuffle. I don't expect I'll ever use Shuffle mode, which randomizes play order within a playlist; I listen to podcasts in a set order, as I've said, and even a music playlist has a meaningful order to a Classical music listener — it is not merely a grab-bag of independent “songs.” (A random movement from a

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iPod Shuffle

concerto, or a random variation from a theme-and-variations, would be downright painful.) I don't know whether I should be switching off the iPod Shuffle between runs; so far I've not done so, and it seems to be holding its charge very well. If that keeps up, I might never need to switch it off.

The click wheel, too, is actually better than the iPod Nano's click wheel. On the Nano, the wheel's four cardinal points and its center were buttons, but the wheel was also sometimes a wheel: to increase and decrease the volume, for example, or to navigate the tracks in a playlist, you had to treat the wheel like a Touchscreen, moving your finger round the wheel in a circular gesture. On the trail, with a wet and dusty finger, I sometimes had difficulty with that gesture; the Nano just couldn't sense what I was doing. Also, the Nano often got confused between my pressing the center button (select) and pressing the bottom of the wheel (play, pause, or — with a long hold — shut off). What the iPod Shuffle has, despite the wheel shape, is really five distinct buttons: louder/softer (the north and south cardinal points), previous/next or fast-forward/rewind (west and east), and play/pause (center). The springy, clicky tactile response of these buttons is superb, and the raised wheel shape is

easy to sense. As a result, I've become adept at pressing the desired button without looking (and a good thing too, since the Shuffle, you remember, is located at my waist!).

The center button on the iPod Shuffle does a clever thing: if you hold it down for three seconds, it locks the click wheel (and produces, though the headphones, the lock sound now so familiar from the iPhone and iPad). The center button and the four cardinal point buttons are then unresponsive until either you hold down the center button for three seconds again or you shut off the device. This is useful to prevent accidental button clicks. I use this particularly when removing the Shuffle's spring clip from my waistband at the end of a run: it's almost impossible to do that without accidentally pressing the click wheel somewhere, but such a press doesn't do anything if the click wheel is locked.

Managing what's on the iPod Shuffle is exactly like managing what was on the iPod Nano. The Shuffle holds only 2 GB of music. So did the Nano. To manage what music or podcasts is on the Shuffle, you have to plug it into a computer and use iTunes. That was true of the Nano. With the Shuffle, however, it's more important

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USE THE MACNJ FORUM!

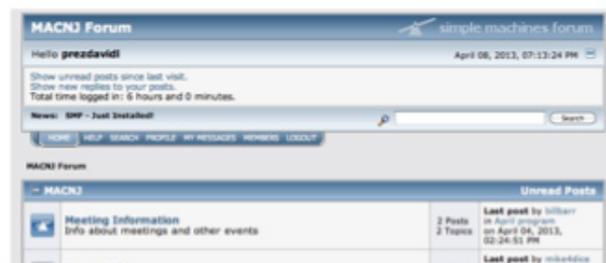
Our forum, using new software to keep out spambots, is only as good as we make it. All members are encouraged to use the forum. It can be of great help in answering questions, providing news, etc., between meetings.

To Register:

There are two links to the forum on the MACNJ home page; or go to macnj.org/forum/ and you are there.

Click on "register" (top right). You'll have to agree to conditions.

Enter a user name which can be used to identify you as member of MACNJ—not strange encrypted names such as xyz123—or you won't be approved. Check the member list to see what names have been accepted.



Enter a valid email address.

Enter and confirm your password. Then remember it! **You can also stay logged-in**, if desired. Look under Profile Information and **enter your location** (City, State). This is mandatory. Enter any other profile information which you choose to use. Click "submit" button, bottom of page. You will be notified by email that you are registered as a MACNJ Forum member. Most questions about the forum are answered in the FAQ Section.

iPod Shuffle

than it was on the Nano to arrange things into playlists when you're setting it up with iTunes. That's because, when you're out in the field, the Shuffle, unlike the Nano, has no concept of albums or composers; the playlist is its only unit of internal categorization available to you.

And exactly how, you may ask, are playlists available to you when you're out in the field with the Shuffle? The Nano, of course, had a screen, so you could dive into a list of your playlists or your albums or what have you. The Shuffle solves the same problem by talking to you (VoiceOver). On the fourth-generation iPod Shuffle,

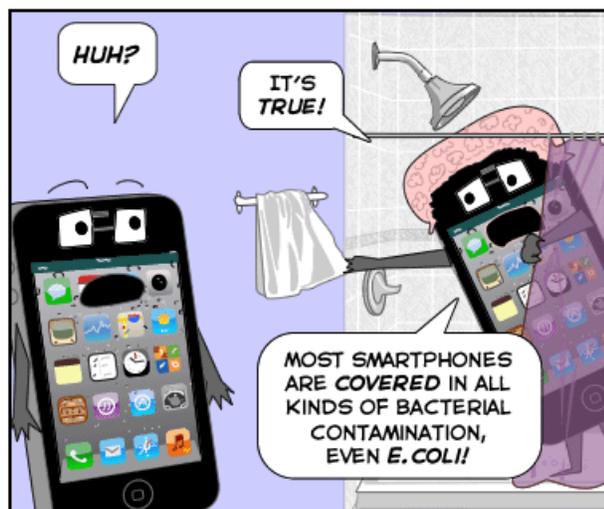
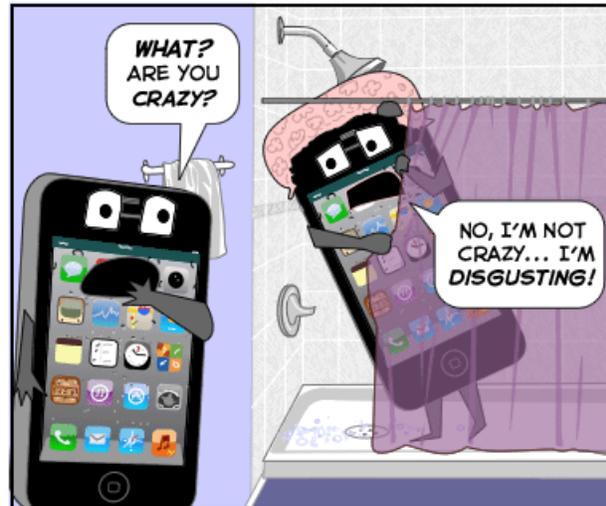
there's a separate VoiceOver button, on top of the device. If you simply press and release it, it reads you the name of the current track, and if you use the click wheel previous/next buttons it will read you the name of each track you switch to; in this way, you can navigate within a playlist. To navigate to a playlist, you hold the VoiceOver button down for longer; the device starts reading you the name of every playlist, and if you click the center button just after you hear a playlist's name, you're now in that playlist. You can also double-click the VoiceOver button to hear a report of your battery status.

This story will conclude in the next issue

The Joy of Tech™



by Nitrozac & Snaggy



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MACNJ Member Directory



Officers and Committee Chairs

David L. Davis, President.....(908) 782-0788
 Robert H. Peabody, Emeritus This & That... (908) 995-9110
 Bill Barr, Program Chair.....(908) 730-8418
 Michael W. Fordice, PhD, Webmaster.....(973) 361-3715
 Bob Fasanello, Co-Newsletter Editor.....(908) 537-2803
 David L. Davis, Acting Co-Newsletter Editor
 David L. Davis, Acting Treasurer
 Hugh Murphy, Jr., Secretary.....(609) 660-1052

General Membership

Xochitl (Sheila) Barnes.....xochitlb@comcast.net
 Bill Barr.....thepeggroup@earthlink.net
 Bob Brickman.....robrick1965@earthlink.net
 Ronni Buffington.....vbuff@verizon.net
 Rosemary Carnali.....rmcarnali@yahoo.com
 Chris Carter.....chrisarterart@gmail.com
 Walter Chandoha.....chandoha@embarqmail.com
 Jonathan Clymer.....macmobile@pottersville-nj.us
 Kathy Counterman.....kcounter@ptd.net
 Graham Curtis.....curtisgr@verizon.net
 David Davis.....davidldavis@comcast.net
 Lia DiStefano.....Liadida@verizon.net
 Erika Eick.....erikaeick@me.com
 John Eick.....erikaeick@me.com
 Bob Fasanello.....hrhbob@mac.com
 Mike Fordice.....mike4dice@gmail.com
 Herbert Goodfriend.....bonami@mailforce.net

Stephanie Griffin.....s_griffin@verizon.net
 Salima Griffin.....griffin_srg@verizon.net
 Doris Kiziah.....dwkiziah@comcast.net
 Chod Lang.....chodlang1@mac.com
 Ed Lavan.....eddla@ptd.net
 Kent Loudon.....nkloudon@verizon.net
 Debbie Lynch.....catatudes@comcast.net
 Bryan Marten.....bry_mart@yahoo.com
 Dennis McAvoy.....dennismcavoy11@me.com
 Don McBride.....don@mcbride.name
 Jim McMekin.....jmcmekin@comcast.net
 Sheila Meiman.....sjmeiman@meiman.com
 Stan Menscher.....stan.menscher@gmail.com
 Barbara Middleton.....mail4u@centurylink.net
 Michael Middleton.....mail4u@centurylink.net
 Margo Murphy.....margo2@comcast.net
 Hugh Murphy Jr.....murphthesurf@mac.com
 Bob Peabody.....pagprolog@aol.com
 Barbara Peabody.....lockburner@aol.com
 Frank Peluso.....fpeluso@comcast.net
 Lee Roth.....lbr@lawroth.com
 Dennis Spence.....info@portrayal.com
 Bruce Thomson, Jr.....blackriver@me.com
 Jim Trier.....jamesjtrier@gmail.com
 Allan Warner.....awarner@allem.com
 Geoff Withington.....with@embarqmail.com
 Christine Wojtaszek.....chriswo@mac.com

About the Member List

Every effort is made to keep the member directory current. If your name has disappeared from the list, you may be delinquent in your dues. Send all address updates, changes and corrections to President David Davis.

Member Benefits

MACNJ User Group members in good standing are encouraged to take advantage of the following savings and benefits

Peachpit Press

Peachpit Press provides our group members with a **30%** discount off the list price of any of their books. At check-out, right before you put your credit card number in, you must enter the user group coupon code UE-23AA-PEUF (case-sensitive). This coupon code is an exclusive offer that may not be used in conjunction with any other coupon codes.

O'Reilly & Associates

Don't forget, you can receive **35%** off any O'Reilly, No Starch, Paraglyph, Pragmatic Bookshelf, SitePoint, or Syngress book you purchase directly from O'Reilly. Just use code DSUG when ordering online or by phone 800-998-9938. ordering at <<http://www.oreilly.com>>.

Vendor Offers For MUGs

The MUG Center, the Resource Site Macintosh for User Groups, offers a number of software, shareware, and hardware specials for User Group members. Visit<<http://www.mugcenter.com/vendornews/vendornews.html>>.

MACNJ Meeting Information

Check the latest meeting information on the MACNJ website at www.macnj.org



MACNJ's general monthly meetings are usually held on the second Saturday of each month at Voorhees High School, in High Bridge, New Jersey, from 9 AM to noon. Visitors are welcome.

From the Morristown area

Go west on State Route 24 to County Route 513. Go southwest on 513 for 4.9 miles through Califon. Continue on 513.

Voorhees High School will be on the left at 256 Route 513, across from Voorhees State Park.

From the Somerville area

Go north on US Route 202 until it intersects with interstate 287. Take I-287 northwest for 4.2 miles to I-78 west. Follow I-78 west for 13 miles to Route 31 north (this is the Clinton/Washington exit.) Follow Route 31 north 2.1 miles to a traffic light where there will be a sign for High Bridge. Turn right onto County Route 513. Follow 513 north for two miles into the town of High Bridge. Voorhees High School is two miles further north at 256 Route 513, on the right, across from Voorhees State Park.

From points west

Go east on I-78 to exit 15 (Clinton/Washington exit for Route 31 north) Follow 31 north 2.1 miles to a traffic light with a sign for High Bridge. Turn right onto County Route 513 North. Follow 513 for two miles into the town of High Bridge. Voorhees High School is two miles further at 256 Route 513, on the right, across from Voorhees State Park.

From the Flemington area

Take Route 31 north past Clinton to a traffic light with a sign for High Bridge. Turn right onto County Route 513 north. Follow 513 for two miles into the town of High Bridge. Voorhees High School is two miles further at 256 Route 513, on the right, across from Voorhees State Park.

Parking and Entrances

Parking is plentiful and free. Park in the main parking lot of the school, enter the main entrance by the flag pole, and follow the signs for the MACNJ meeting room in the choir room on the first floor.



Photo by Bill Barr



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MACNJ Membership

Annual dues are \$24, due each January. Members joining during the year pay \$2 per month for the months remaining in the current year. Families may join for \$35. Please make all checks payable to "MACNJ". Checks can be given to President David L. Davis at the monthly meetings, or mailed to:

MACNJ Membership
David L. Davis
242 Cherryville Road
Flemington, NJ 08822

Fill out this form and return it with your payment.

MACNJ Membership Form

Check one: Membership Renewal New Member

Month membership begins

amount enclosed (\$2 per month, \$24 for the entire year/\$35 per family)

Name (if a family membership, please list all member names)

Street address (if this is a renewal, please indicate if any of your address information has changed.

city

state

zip code

Home telephone number

mobile phone number

e-mail address

What I do with my Macintosh (favorite Apps, creative work, etc) Be as descriptive as possible!.