



Southern Maryland  
**Mac User Group**

20058-D Point Lookout Road  
Great Mills, Maryland 20634  
Meetings second  
Monday of the month from 7pm to 9pm  
at the SMARTCO warehouse.

**June 2005**

## **Apple dumps Freescale and IBM**

by David Sindt, SMMUG

In the biggest news story in the Apple world since the original 1984 Macintosh commercial, Apple announced a startling revelation last week at the World Wide Developer's Conference: beginning in 2006, Apple will offer Intel x86-based Macs, effectively ending their decades-old relationship with Freescale (formerly Motorola) and International Business Machines.

So what in the world does this mean for us Mac users?

It is a Very Good Thing. IBM and Freescale are thorns in Apple's side, plagued with development and supply problems for years, beginning with the introduction of the Power Mac G4 in 1999, and continuing today with the Power Mac G5 and PowerBook G4 computers. Those who watched Steve Jobs's WWDC keynote in 2003 remember Steve's promise that 3 Ghz Power Mac G5's would arrive by the WWDC in 2004. WWDC 2005 has since passed, and 3 Ghz Power Mac G5's are still nowhere in sight. And over four years since the introduction of the Titanium PowerBook G4, we Mac users still don't have a G5-based PowerBook.

But many are wondering how this news will affect the millions of users of PowerPC-based Macs. Is my computer useless now? Will this force my machine into premature obsolescence? Should I wait a year to buy a new Mac if I need one now? Absolutely not. Apple plans to continue introducing new PowerPC-based Macs until 2007, when the planned transition to Intel is complete. And software support will continue for many more years thereafter.

Unlike the transition to PowerPC from 68k, or the transition to Mac OS X from Mac OS 9, developers using the latest and greatest developer platform, XCode, can port their programs easily and in a relatively short amount of time. Wolfram Research, the developer of Mathematica for Mac, was able to port their program in a matter of hours over the weekend leading up to the WWDC for a demonstration during the keynote on a Pentium 4-based prototype Power Mac. Developers are a mouse-click away from compiling their programs into the so-called Universal Binary, which allows programs to run on both Intel and PowerPC-based Macs. This allows the developers to sell their programs to those that will use the new Intel-based Macs as well as the millions of users already using PowerPC-based Macs.

The new Intel-based Macs could catapult Apple to the forefront of the education market, which steadily declined throughout the 1990's. The potential for Intel-based Macs to run Microsoft Windows at a speed at or near that of an actual Windows-based PC is very real. Those familiar with Virtual PC know how painfully slow it can be using anything but the most basic Windows applications. Use of Intel processors can eliminate the need for this slow emulation currently used on PowerPC-based Macs. A \$479 (with education discount) Mac mini capable of running Mac OS X and Windows applications at native speeds is a tempting offer for any education institution dealing with a cross-platform environment.

Those who remember the grandiose days of Apple II have much to look forward to. Bryan Chaffin at Macobserver.com documented 46 articles since 1995 that declared Apple Computer Inc. a dead company. Despite these death certificates and Apple's near-death experience in the mid-1990's, Apple is still here and stronger than it has ever been. Apple sold 807,000 iPods and 749,000 Macs during the second quarter 2005. And Apple currently has over \$7 billion in the bank. Things are looking bright for Apple, and will only get brighter with this new partnership with Intel.

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**June 9, 2005**

## **What the Apple Plan To Switch To Intel Chips Means for Consumers**

by: Walter S. Mossberg, The Wallstreet Journal Personal Technology Page

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The war in Iraq rages on, the European Union is fraying and North Korea may have nuclear weapons. But if you read the business and technology news this past week, all of that seemed to pale before an event variously described as seismic, epic and stunning: Apple Computer has decided to adopt processors made by Intel for its future Macintosh computers.

There's a reason this was big news in the computer world. For decades, Intel's chips have been tightly linked to the software of Apple's archrival, Microsoft, and Apple has touted as superior the IBM PowerPC chips that powered the Mac. Plus, Apple CEO Steve Jobs, probably the most charismatic business leader in America, attracts attention for anything he does, even though his Macintosh has a tiny share of the PC market.

But what does Apple's move mean for the average consumer, who just wants the best computer for the job?

In the long term, the change will strengthen Apple and the Mac, which is good news for anyone devoted to that platform or considering switching to it. That's because Intel's processors and

other chips will give Apple more options than IBM's products could for building Macs that run faster and cooler, and have longer battery life. The first Intel-based Mac is due in spring 2006.

Even consumers who use Microsoft Windows, which runs on the vast majority of computers, will benefit, because the Mac's impact on the industry is vastly greater than its market share. Apple is the most innovative major computer maker, and the only one largely dedicated to serving consumers instead of large corporate customers. Almost everything it does is later copied by the Windows PC makers, so keeping Apple strong and innovating is good for Windows users, too.

In the short run, however, the chip changeover should make little difference to average consumers. For all but the techiest techies, changing the processor in these machines will be a nonevent, sort of like changing the engine in next year's Lexus cars. As long as the new engine is at least as fast and smooth as its predecessor, few drivers would notice or care.

What makes a Mac a Mac isn't the processor under the hood. It's Apple's elegant operating system, OS X, which won't see major changes for 18 months, and the company's stylish hardware designs, which it will continue to produce. When you peer at the screen of the first Intel-based Mac, it will look just like today's PowerPC Macs, only it should run faster.

Of course, if Apple fails to execute the switch well or the Intel processors don't meet expectations, the Mac could be in trouble. And users would lose if too many third-party software developers decline to spend the money and time to convert their products so they run on the Intel chips.

Here are answers to a few common questions I've received about the switch.

**Should people hold off buying a Mac that uses the IBM PowerPC processor, which Apple will soon abandon, and wait for the new Intel Macs?**

No. If you need a new computer and the Mac was the right choice for you last week, it's still the right choice. Today's PowerPC Macs are, in my view, the best consumer computers on the market, and Apple plans to roll out additional PowerPC models this year.

Plus, all new software for the Mac will continue to run on PowerPC models for at least a few more years, the likely life of any Mac you buy now. That's because Apple has created a tool for software developers that easily creates "universal" programs capable of being run on either the PowerPC or Intel models.

**Now that Apple will be using the same processor as Dell, H-P and other competitors, will people be able to run the Mac operating system on these non-Apple machines?**

Unless some hacker does a masterful job, the answer is no. Apple intends to keep its operating system and hardware tied tightly together. The new Intel-based versions of the Mac's OS X

operating system will be designed so that they cannot run on non-Apple hardware, and Apple has no plans to license OS X to other PC makers.

### **Will users be able to install and run Microsoft Windows on the new Intel-based Macs?**

Apple's official position is that it won't block the use of Windows on its new machines. Unofficially, however, the company says people won't be able to just buy a copy of Windows XP and install it on an Intel-based Mac. That's because Apple is unlikely to build in all the standard under-the-hood hardware pieces that Windows is designed to mate with. And it won't supply any special software called "drivers" to help Windows use the unique under-the-hood hardware Apple will use.

However, I expect some third-party company to supply the missing drivers and otherwise make it possible to run Windows on an Intel-based Mac. Microsoft itself might even do this. That would allow Mac users to run Windows programs that lack Mac equivalents at speeds comparable to a Windows computer's.

### **Will Mac prices fall due to the switch to Intel?**

There's no way to tell now, but I doubt it. Apple's lower volumes, higher quality and unusual designs will likely keep it out of the very basement of the market.

## **Switching to the Mac: What Apple Didn't Tell You**

By John Monteschio, NCMUG Member

It's generally understood that Apple's new Mac Mini is an attempt to get more PC users to switch to the Mac, so there may have never been a greater need for a book that helps PC users make the switch. David Pogue's *Switching to the Mac: The Missing Manual* is one of a handful of books that is specifically targeted at the PC refugee.

Pogue's book is designed to be read from the beginning to the end. While you can sometimes use the index to find an answer to a specific question, new users are much better off to read the first chapter before doing anything else. In it they'll find basic tips such as "Finder = Windows Explorer" and "Dock = Taskbar." Things that seem obvious to seasoned Mac users are not necessarily so for the Windows user ("Where are the application programs kept? Oh, in the Applications folder!")

The book doesn't just cover the surface topics. The difference between Cocoa, Carbon and Classic programs is discussed. While Pogue wisely does not cover OS 9 in much detail, he does discuss how to run it, why you would want to, and what some of the pitfalls are. Most Windows users that have never used a Mac would be best off to forget OS 9, but depending on

the programs you want to run that is not always possible.

Something a new user needs to learn early on is how to install new software. The book does a good job of describing the basics of this in only two pages. I can't imagine how happy I would have been if I had been given these two pages when I switched. There is not a direct equivalent in the Windows world to a .dmg file, so clicking on it to get the disk image to mount (and then dragging its contents to the Application folder) is not obvious. Better yet is coverage on the topic of how to uninstall a program. PC users would not be wise to go into the Windows Explorer to directly delete a program. Uninstalls under Windows are done through the "Add/Remove Programs" utility and, if you're very lucky, it removes all of the pieces of your application without removing too much. I continue to be amazed that the majority of programs on the Mac are removed by simply dragging their icon from the Applications directory to the trash.

Most users that switch from a PC to a Mac will want to take some of their data with them, and there is a fairly extensive section in the book to help with this.

Pogue does not shy away from describing how to set up the network configuration in both your old PC and your Mac in order to get them to find one another. This is an area that is fraught with possible problems, but the book attempts to help you through it.

There is also a section on how to transfer your email to your Mac. Most PC email programs do not export their data in a fashion that the Apple Mail program can import. Pogue recommends Little Machine's \$10 "Outlook2Mac" program to handle this, and from personal experience I can say it does the job.

Although the System Preferences pane is unavoidably mentioned throughout the book, there is an entire chapter dedicated to it later in the book. It does a great job of explaining the different controls and options, but if I were the author I might have placed this chapter much earlier.

Other useful areas include the "Troubleshooting" section and the "'Where'd it Go?' Dictionary." The troubleshooting section isn't robust, but if you're new to the Mac and having some basic problems your answer could well be there. The "'Where'd it Go?' Dictionary" may be one of the best sections but it's in the Appendix. This useful alphabetical list contains several dozen Windows topics that describe Macintosh equivalents. However along with the System Preferences chapter, this section seems misplaced being at the end of the book instead of at the beginning.

The one section of this book that is insufficient is the index. Don't try to look up "dmg" in order to find out what a .dmg file is. It is listed under "disk images", but if you don't know what a .dmg file is, it is unlikely you'd know to look there. Other topics are missing from the index as well, and this makes using the book as a reference difficult.

Even with some of the faults of this book (including that it only covers up to OS 10.2) I'd still recommend it to a switcher. From personal experience I can say that switching is not easy, and without help it is difficult. This book should get the PC user successfully switched to the Mac, and from there the great features of the Macintosh and OS X should keep the user interested enough to continue the journey.

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### **Laura Phillips recently received an email from Kinemac:**

Dear Southern Maryland Mac Users Group,  
I have just seen your address at the Apple web site, and I would like to let you know about our first and new 3D Real Time Animation software for Mac OS X. Since you are a Mac User Group we would be honored to get your feedback about our application. Please let us know. Thank you.

Kinemac product page and download:  
<http://www.kinemac.com/products/kinemac/index.html>

Gallery:  
<http://www.kinemac.com/gallery/index.html>

Best Regards  
Lorenzo  
--  
Kinemac  
<http://www.kinemac.com>  
email: [info@kinemac.com](mailto:info@kinemac.com)

### **iPod Recycling Program**

From Apple.com:

Bring any used iPod, iPod mini or iPod photo to any of the more than 100 Apple Stores in the US for free environmentally friendly recycling and get a 10% discount on the purchase of a new iPod that same-day. See your store for details.

## **iPod Class-Action Suit Settlement**

If you have a 1G, 2G or 3G iPod and have trouble with battery life, go to:

<http://www.appleipodsettlement.com>

Qualifying participants can receive either a \$50 in-store credit or a free repair to their iPod. Note that you must provide documentation of the purchase. This includes an original sales receipt, canceled check or credit/debit card statement.