

***KMUG Celebrates
20 years***

In case you hadn't noticed the "volume number" in the KMUG banner above, we are beginning our 20th year. Happy birthday KMUG, here's to many more!!

from Mac Central

***Apple's Time Machine:
Forward into the Past?***

*The backup app in Mac OS X 10.5
represents 'a paradigm shift'*

by Ryan Faas

One of the most talked about features in Apple Computer Inc.'s upcoming operating system, Mac OS X 10.5, also known as Leopard, is the built-in backup tool called Time Machine. For Mac users, Time Machine is big news: It marks the first time Apple has bundled any sort of backup solution with its operating system. (While it's true that Apple's .Mac service includes a basic consumer backup tool, the service is available only to subscribers of .Mac -- at a cost of \$99 per year.)

Being a Mac OS X backup tool isn't the main reason Time Machine is important. There have been any

Coming in January '07

***4th Annual Mac
Show & Tell***

KMUG will be participating in it's fourth annual "Show & Tell". We will be in the meeting room of the Central Branch of the Kitsap Regional Library on Sylvan Way in Bremerton, on January 28th. As in years past members will bring their computers and peripherals.

Demonstrations are expected on all things Mac including digital photography, photo enhancement, making movies, using the internet (the library has a wireless LAN), using the Mac OS, word processing, spread sheets and on and on. Members are encouraged to participate with their computers or just come to assist with questions from visitors. All of the previous events have been successful in sharing the Mac with mostly PC people. Another unexpected benefit of the show has been the social aspect of members sharing their favorite things with one another and enjoying each other's company. 🍏

number of free, shareware and commercial backup tools for quite some time. But Time Machine is a step ahead of competitors because it's designed by Apple as a backup tool for the average computer,

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***United We
Stand***

KMUG MONTHLY MEETING

*Third Thursday of each month at 10:30A.M.
Solarium Room, All Star Lanes,
Myhre Road, Silverdale
(one block east of Silverdale Way)*

Evening Meetings

Suspended
see page 5 for details

***KMUG's home page is now at:
<http://www.homepage.mac.com/kmug1>***

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meaning that it is very simple to use, with virtually no management or oversight needed.

Unique interface

Anyone who's seen Apple's demos or screenshots of Time Machine can tell that this is not a typical backup application. When you need to access a backup of any file, folder or item tucked away inside a Time-Machine-aware application, you simply select the appropriate window (such as a Finder window of the folder containing the items you need to recover) and then click the Time Machine icon in the dock. The window you initially selected remains on display but with two arrows (backward and forward) next to it and with translucent images of the window disappearing into the background of the screen. Each translucent window indicates a previous-generation backup of the selected folder. Using the arrow keys, you can move back or forth through each backup. As the interface implies, you move backward or forward through the files on your computer based on time.

This approach is not only visually amazing -- it does look like something out of a science fiction movie -- but it is also incredibly intuitive and easy to navigate. With most backup applications, you need to locate the appropriate backup set, load its catalog file and then search for either the name of the file or browse through the backup generations based on date. This typically involves looking through file path representations to locate the correct backup set and navigate through it. Even the best backup solutions rely on an interface that is separate from the operating system.

By incorporating Time Machine into Leopard, which is due out by next spring, Apple retains the same basic interface, be it in the Finder or a Time-Machine-aware application. This means the user doesn't have to navigate through an alien file structure. To reiterate the genius of Time Machine: Select a file, click an icon in the dock and you're soon looking through past incarnations of the original item you were already viewing. There's no extra navigation except backward and forward.

Going beyond files

One of the smartest concepts that comes from building

in Time Machine at the operating system level is that Apple was able create Time Machine APIs that developers can use in individual applications. This means that an application has access to past files, configurations or chunks of data -- and users won't need to leave that application to access lost, changed or deleted items. Instead, they can simply click the Time Machine icon while still in the application and, using the same two-arrow interface, go through previous incarnations of the displayed information.

Here's an example: If you are working in iPhoto and make changes to an album (or delete an album) and later realize you need a photo from that album, you can simply use Time Machine to view the album as it was yesterday or the day before -- or last month. With a couple of clicks, you can restore lost photos or albums.

The same is true with contact information in Address Book. If you deleted someone's phone number and need to recover it (or if you deleted an entire contact), you can use Time Machine to backtrack and restore the information. This is going to offer users incredible contact management far beyond what is offered by any other contact manager.

What is truly remarkable about both of these examples is that you don't need to be concerned with where the files are stored. You don't need to restore the actual files that Address Book uses to keep contacts information. And for many applications, a majority of users don't know where to find the files anyway, so with traditional backup applications, they wouldn't be able to restore them. That's because until now, backup tools have worked only at the file level.

This integration truly makes Time Machine a paradigm shift in the way users relate to backups.

No configuration needed

Time Machine will function much like Spotlight in that users won't need to be concerned with how it works, just how to access it. Like Spotlight, Time Machine will index the contents of a hard drive when it is first available to the file system.

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Book Review

Office 2004: The Missing Manual

***By Mark H. Walker and Franklin Tessler
Copyright O'Reilly Media, Inc. 2005
First Edition***

Concise material, accurate overviews, and the welcome humorous touches clarify and define Office 2004 for Macintosh: The Missing Manual.

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However, instead of maintaining a database for searching, Time Machine will make a backup of the contents and use its database to track changes made to files. Like Spotlight, Time Machine will also be alerted when a file is modified and will create a backup copy of that file and index the changes. All of this will happen automatically, with no need for a user to configure backup sets -- other than to identify where backup data is to be stored -- such as to an external hard drive.

Like Spotlight, Time Machine will also allow a user to exclude certain directories or folders. Some of these exclusions will be automatic (such as cache files used by Web browsers and other Internet/network technologies).

Excluding certain directories may be necessary for a number of reasons. The first is simply to conserve space on a backup drive. Some users may want Time Machine to automatically manage backups of their entire systems; others may only be concerned that their home folders or specific segments of their home folders be backed up. In network environments, Time Machine will likely need to be configured to exclude network home directories or portable home directories for mobile accounts because this could cause problems with network processes, generate excess network traffic and because an enterprise-level backup solution should already be in place.

All in all, there is a great deal of reason to be excited

Excellent information. Easily accessed. Enhanced writing style. This summarizes my opinion of The Missing Manual Series of guides. Being a learner, teacher, retired school librarian, a Macintosh user and now as an Office kindergartner, I am more appreciative of the series than ever. Never having used Office and needing to work with a newsletter, database, creation of 3 new documents and a spreadsheet within three weeks time created the need; Office 2004 for Macintosh: The Missing Manual provided the solution; and, the deadline has been met.

My past approach to using reference books has been waiting until the need appears then use the index. Walker and Tessler have shown me a faster, and more enjoyable way to work with new material by their creative writing style.

The transfer of information remains a major reference book goal, at least of any reference book allowing successful use of the subject matter by the reader. With the Missing Manual style and pattern another factor enhances that goal, the reader can enjoy the process as understanding builds chapter by chapter. And, the chapters do not even have to be read in order. The book is readable from the first to the last page; or as I find myself doing, from the last paragraph to the first paragraph of a chapter.

The authors' organization honors the reader's time constraints also. By reading only the Tips a user may proceed through the chapter scanning for Figures (diagrams and pictures with explanations) and a TIP (a short paragraph set apart by a line above and a line below). Each TIP reads in the style of a personal aside. This in itself creates a more easily readable text as a user searches for solutions and ease of application use.

I never find a bullet in The Missing Manuals that I do not also find the information and the format a good use of the book's space and my time. Those dots and identifying formats also signal a clarifying feature to read while in those few minutes waiting for a call to be returned, the understanding to arrive, or the bread to finish baking.

Reviewer: Geraldine Erickson

from MacLedger

Casual Games

Research reveals casual games provide mental balance, stress relief and relaxation.

RealNetworks(r), Inc. (NASDAQ: RNWK), the leading developer, publisher and distributor of casual games, today announced research findings that demonstrate U.S. adults who play computer games play “casual” games for a quick mental break. Sixty four percent of respondents cited game play as a way to unwind and relax, while 53 percent play for stress relief.

Real is providing new details about the casual games social phenomenon that more than 70 percent of people buying casual games from the company are women age 40 and older. The findings are from a survey conducted by Harris Interactive(r), a worldwide market research and consulting firm, and focus groups hosted by best-selling author and women’s lifestyle expert, Jennifer Loudon.

Casual Games - a genre loosely describing simpler games that can be played in short spurts or for long stretches - are expected to post worldwide revenues of \$953 million this year, up from \$713million last year, according to DFC Intelligence.

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about Time Machine. It will truly offer users backup abilities that have so far been limited primarily to larger organizations -- and it will do so at only the cost of storage space. More important, it will offer a uniquely easy-to-use backup solution, one that users will be able to access without needing to really think about complicated configurations that have until now been part of traditional backup applications. The fact that this powerful tool will be included free with Leopard puts it at the top of the list of changes coming to Mac OS X -- at least among the features announced so far.

Ryan Faas is a freelance writer and IT consultant specializing in Mac and multiplatform network design and troubleshooting. 🍏

Casual games are non-violent games that are simple to learn and difficult to master, and categorized as games that players can leave and pick up again easily. Play time can vary from a few minutes to hours. Digital puzzles, word games, card games, board games, and classic arcade games are all classified in this category.

The research found women over age 40 who play casual games:

- 67 percent play casual games at least four times per week.
 - About half (47 percent) play every day.
 - About 60 percent or more would rather play a casual game than talk on the phone, knit or do other projects at home (such as building or painting).
 - About 50 percent would rather play casual games than go to a movie or spend time cooking
- Men and women ages 18 and over who play casual games:
- 64 percent do so as a way to unwind and relax.
 - 53 percent do so for stress relief.
 - 42 percent cite the activity as a way to keep his/her mind sharp.
 - Among those with children, 75 percent see educational benefits for their children who play casual games.

“It’s a wild concept, but I see this trend as a way for women and men to establish mental balance and embrace a healthy form of comfort,” Loudon said. “Surprisingly, more and more women are turning to casual gaming as a way to cope with stress and take a brief escape from daily responsibilities. As an author and life coach, I’ve worked with thousands of women for nearly 15 years to develop and encourage ways to better care for ourselves and create healthy, balanced lives that fit our individual needs. It’s fascinating to see how people are using technology to comfort themselves.”

According to Loudon, many people indulge in “shadow comforts,” things that we think will make

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from Mac Central

The Podcast Listeners Guide

By Mathe Honan, Playlist

Tired of listening to the same stations playing the same music, seeing the same old sports clichés, and repeating the most deadly dull of local news? Thanks to the world of podcasting, your daily drive doesn't have to be a drag. Apple's iTunes 7 has improved support for these subscription-based audio and video shows. There's never been a better time to take the podcasting plunge.

Discovering new podcasts

When podcasts first took off, finding good ones was a trial by fire. You typically had to search through various Web site aggregators. And if you wanted to get a feel for a show, your only choice was to download it. No more. iTunes 7 makes it easy to find shows you'll enjoy.

Browse Around

To browse iTunes' podcast offerings, click on the iTunes Store link in the left column of the iTunes window. Once the Store loads, select the Podcasts link in the upper left corner. Along the left of the page that appears, podcasts are sorted into genres such as Health, News & Politics, Sports & Recreation, and Technology. The main window highlights some of the newest feeds, staff favorites,

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Evening Meetings

After much discussion and a trial period it has been decided to suspend evening meetings for the time being. The energy required by the membership to put on an evening program has not been supported by attendance. If you have input or wish to take an active part in an evening program please contact Don Diehl at 377-8191.

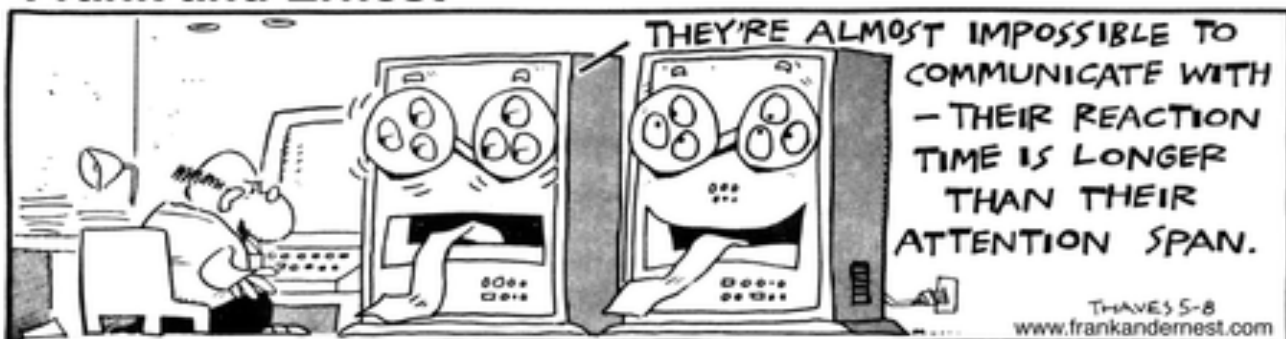
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us feel better but don't, like eating too much, shopping for things we don't need or watching TV. Alternately, casual games which attracted 100 million PC users in 2005 can stimulate the mind and combat loneliness, further supporting mainstream adoption among men, women, senior citizens and children.

"We've always known that the appeal of casual games extends far beyond that of traditional video games, but never fully understood why until the results of this research," said Michael Schutzler, senior vice president, Games Division at RealNetworks. "Now, with insights from the research conducted by Harris Interactive and Jennifer Loudon telling us that people play for stress relief and mental balance, we can appreciate the social impact of casual games and better serve our customers."

This article came from the Mac Ledger, the newsletter of the New Jersey Macintosh Users Group. Located in Livingston, NJ. 🍏

Frank and Ernest



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and a regularly changing mix of featured podcasts. Look to the right and you'll see a list of the top 30 podcasts. Click on the Top Podcasts link to widen your view to the top 100.

Once you find something that looks interesting, click on its title to see a description. User ratings and reviews can help you decide if the show is worth subscribing to. If you're still on the fence, try a sample episode. Pick a title from the Name list at the bottom of the store window, and click on the Get Episode button to download it. You can also double-click on the episode name to play it without actually downloading the file. If you like what you hear (or see), click on the Subscribe button at the top of the window. iTunes will automatically retrieve new episodes for you.

Search for Specifics Got a specific podcast in mind? Use the store's search feature to find it fast. Let's say you're looking for Lost podcasts. Type the word Lost into the Search iTunes Store box. When the Search Results page appears, click on the Podcasts link at the top of the window. This weeds out other results—for instance, songs from the soundtrack or episodes of the TV show itself.

Managing your podcasts

The latest version of iTunes features several new options for managing subscriptions. Here are some of the most useful.

Access Your Preferences

You've always been able to access your podcast preferences by going to iTunes: Preferences and clicking on Podcasts. But now there's a faster way. When you're browsing your subscriptions (select Podcasts in the list to the left of your iTunes window to see them), just click on the Settings button at the bottom of the window to go to your podcast preferences.

Meeting Program for January 18th

Paul from Staples in Silverdale

***will answer questions on paper/printer/ink
needs for digital photography or any of
your other computer needs.***

Control Your Downloads

One of my favorite new management features in iTunes is the dedicated downloads window. Control your downloads by clicking on Downloads in the list to the left (this link shows up only when there are downloads in progress). In the window that appears, you can pause the download by pressing the tiny pause button to the right of the podcast's status bar.

This can be especially useful if you have a slow Internet connection, or if you need to dedicate bandwidth temporarily to some other task. When you're ready to resume downloading, click on the small refresh button.

Making the iPod connection

Although you can listen to or view podcasts on your Mac, there's a good reason this technology isn't called iTunescasting. Ultimately podcasts are designed for portability.

Sync It Up

To select which podcasts transfer to your iPod, first connect the player. Select your iPod in the list to the

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Disclaimer

The KMUG Newsletter is a compilation of information related to the Macintosh community or areas which impact Macintosh computing. Content comes from a variety of sources: contributions, other user groups or internet news sources. All articles are given full credit for the author and it's source. The information presented in the KMUG Newsletter does not reflect the opinion of KMUG, but is presented for it's informational content.

KMUG Meeting Minutes

December 21, 2006

Points of Discussion

-Update the equipment inventory including item data, plus year of purchase; financial report - \$800; a roster will be printed as per members' request; new newsletter software, InDesign CSII (\$169) ordered; Contact James Bybee about newsletter delivery problems.

Email your suggestions to Don Diehl regarding: Any additional nominations for officers before the January meeting; and additional ideas for supportive night meetings.

Bob Denby, program chairman, thanked Roy Kaufroath, past chairman, for the excellent programs

Roy consistently arranged for our meetings, and for maintaining an efficient contact roster for future contacts. Bob welcomes ideas for future programs or speakers.

Needs/information discussed: Value of evening meeting/location; High value of questions & answers from 'around the room' pattern; The Yahoo group site needs to be the subject of additional training and information to produce increased use. (Perhaps a members' station dedicated to this topic at the January KRL program.)

Community Education Program: At the Kitsap Regional Library (Main Branch), January 27, 2007. Informational signs made by Ross and Dee Tocher; Library contacts by Don Diehl; Bremerton Sun contacts by Ross Baringer; Equipment coordination by Bruce/Deanna Patrick. Plans completed at the January meeting. 🍏

Con't from page 6, Podcasting

left of the iTunes window and click on the Podcasts tab. Begin by defining which podcasts you want to sync with your iPod. You can select all or just a few. You can also define how many episodes to transfer. For instance, you can choose to sync all of them, only the most recent episodes (such as the last five or ten), all unplayed episodes, or just the most recent unplayed episodes. For example, to avoid overloading my iPod with older episodes or ones I've already listened to in iTunes, I sync only the three most recent unplayed episodes.

Once you've tweaked the settings, the selected podcasts show up on your iPod after syncing (provided you have configured your iPod to sync automatically). Syncing works very much as it does

with a regular playlist. New episodes automatically appear while older ones are tossed in the electronic dustbin. On the player, the Podcasts menu appears under Music.

Organize Your Episodes

Want to impose more order on your podcasts? Use a playlist instead. Say you want to listen to Wait, Wait, Don't Tell Me before you watch ABC World News without having to navigate manually between the two. To play podcasts in a certain order, simply drag the episodes you want to hear to a new playlist (File: New Playlist) and arrange them the way you want.

Set the playlist to sync automatically with your
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Need some technical assistance?

There are several local people who are in the business of providing technical assistance for the Mac. You may have seen and heard them making presentations and answering questions at KMUG meetings. If you need help, look at the Professional Technical Assistance Referral area on the KMUG Website.

<http://www.homepage.mac.com/kmug1>

from Mac Connection

Macworld Expo Keynote

By Peter Cohen

Instead of the usual venue in Moscone's South Hall, Apple has shifted today's keynote address to Moscone West, a newer facility next door to the Moscone Convention Center that Apple has used to house WWDC and other special events.

Greenpeace activists, trying to draw attention to claims that Apple uses hazardous chemicals in its products and lacks a worldwide computer and iPod recycling program, staged a protest on the street outside the venue.

Following a recording of James Brown singing, "I

Feel Good," the lights of the keynote hall dimmed and Apple CEO Steve Jobs took the stage to thunderous applause from the crowd.

"Thank you for coming. We're going to make some history today," he said.

"It was just a year ago that I announced we were going to switch to Intel processors," said Jobs. "I said we'd do it in the coming 12 months. We did it in seven months. It's been the smoothest and most successful transition that we have seen in our industry."

Half of all Macs in the United States are now being sold to people who are first time Mac users, said

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iPod. (Click on the iPod's name in the list to the left of the iTunes window, click on the Music tab, and then select the playlist's name in the Selected Playlist list.) Or, if you have your iPod set up for manual file transfers, you can just drag and drop the playlist's icon onto the iPod's icon in iTunes.

Going beyond iTunes

Once you become a podcast junkie, you may discover that iTunes can't meet all your needs. Newsreaders were the original podcast-management applications. These tools let you subscribe to and read autogenerated feeds from news sites, blogs, and other Web publications. They are especially useful if you subscribe to a lot of podcast feeds and want the freedom to download episodes selectively rather than have iTunes grab every one.

NewsGator's \$30 NetNewsWire 2.1.1 and Kula's \$18 Endo 1.0 () both offer excellent podcast support. They let you choose whether to import podcasts automatically into iTunes and allow you to drop podcasts into specific playlists and change the genre settings.


But if there's one thing that will truly enhance your

podcasting experience, it's Odeo. This free, Web-based podcast manager lets you find and subscribe to podcasts, and then it delivers new episodes straight to a personal online inbox. And because Odeo is Web-based, you can listen to podcasts from any computer without keeping redundant subscriptions at work and home. You can even import your Odeo subscriptions into iTunes by clicking on the Subscribe To Your Inbox In iTunes link at the bottom of your inbox page.

Odeo also includes great social-networking features, so you can link up with friends and check out their favorite subscriptions—a useful way to find new content. But perhaps its most interesting feature is the browser-based recording studio, which lets you record and publish your own podcasts, taking you from mere listener to broadcaster.

Tip

If you want to subscribe to a podcast that iTunes doesn't list, go to Advanced: Subscribe To Podcast and type in the URL of the show's feed. Click on OK, and iTunes will add it to your list of subscriptions.

Mathew Honan writes about technology for the National Journal Technology Daily and Wired. 

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Jobs.

“2007 is going to be a great year for the Mac, but this is all we’re going to talk about the Mac today,” he added.

The iPod is the world’s most popular music player, and the iPod nano is the world’s most popular MP3 player, said Jobs. Apple has sold more than 2 billion songs on its iTunes Store to date.

The iTunes Store and movies

“There was an article recently that said iTunes sales have slowed dramatically. I don’t know what date they’re looking at,” said Jobs. “What we see is iTunes sales were really up this year. We doubled the number of songs we sold in 2006. We are selling over 5 million songs a day. Isn’t that unbelievable? 58 songs every second.”

Jobs said that the iTunes Store has sold 50 million TV shows through the iTunes Store. And within four months, the service has sold 1.3 million movies. “Which I think has exceeded all of our expectations,” he added.

Jobs then revealed that Apple has struck a deal with Paramount. “We’re thrilled because they have some awesome movies: Tomb Raider, Patriot Games, Star Trek, Red October, School of Rock,” he said.

250 movies are now offered on iTunes, said Jobs. “We’re getting them up as fast as we can in the next week or so,” he said. “We hope to add more movies as other studios throw in with us in 2007.”

Zune

The newest iPod competitor on the block in Microsoft’s Zune, which launched this past holiday season. Jobs said that Zune had a 2 percent market share.

“So no matter how you try to spin this, what can you say?” Jobs said. Behind him, an image of the Zune on the screen burst into flames and faded away.

Apple TV

Jobs then revealed the final name of the product he first revealed during a special event in September, 2006 -- then named “iT.V.” The final product is called Apple TV.

The Apple TV wireless connects your digital media to your widescreen TV, said Jobs. The device includes power, USB 2.0, Ethernet, built-in Wi-Fi, HDMI, component video, audio and optical audio ports on its back.

The Apple TV is capable of displaying 720p HD video, and incorporates its own 40GB hard drive, said Jobs -- capable of storing up to 50 hours of video.

The Apple TV uses the new 802.11n draft standard, said Jobs -- a faster wireless networking technology. “And it has an Intel processor in it, so it’s got processing horsepower to do the kinds of UI we like to do,” he added.

The Apple TV auto-syncs content from one computer and can stream content from up to five computers, said Jobs. “Just like you can set up an iPod, you can set up an Apple TV,” he explained. It works directly from iTunes. Computers that stream content to the Apple TV don’t store their content on the drive, but users can watch it live via the network.

Jobs then demonstrated the Apple TV, showing the interface, playing movie trailers and clips from television shows. He added that the Apple TV can also be used for digital still images and music. “When it’s playing a song, the album art appears and there’s an iTunes-like interface. Every ten seconds or so it flips the positions so it doesn’t burn in your LCD TV,” he said.

Apple senior vice president of worldwide product marketing Phil Schiller then took the stage with Jobs, MacBook in hand, to demonstrate how the Apple TV works with someone else’s computer. Jobs went to the Sources menu, chose Connect to New iTunes and put in a PIN number. Schiller then entered that number on his copy of iTunes,

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and connected. Then Schiller streamed a clip from television shows stored locally on his MacBook.

The Apple TV is priced at \$299, and is shipping in February, 2007. Jobs said that Apple is taking orders starting today.

The iPhone

“This is a day I’ve been looking forward to for two and a half years,” said Jobs. “Every once in a while a revolutionary product comes along that changes everything.”

In 1984, said Jobs, Apple introduced the Macintosh, and changed the computer industry. In 2001, Apple introduced the iPod, and changed the entire music industry.

“Well, today, we’re introducing three revolutionary products of this class,” said Jobs. “The first one is a widescreen iPod with touch controls. The second is a revolutionary mobile phone. The third is a breakthrough Internet communications device.”

“These are not three separate devices,” said Jobs. “This is one device. And we are calling it iPhone. Today Apple is going to reinvent the phone.”

Jobs explained that smartphones provide phone and e-mail and what he called “the baby Internet. They’re not so smart and not so easy to use.”

“We don’t want to do these,” he said. “We want to do a leapfrog product that’s way smarter than these phones and much easier to use. So we’re going to reinvent the phone.”

The iPhone does not use a keyboard, nor does it use a stylus, as many smartphones do today. The device uses new technology called “Multitouch.”

“We’re going to use the best pointing device in our world,” said Jobs. “We’re born with 10 of them, our fingers.”

Multitouch is far more accurate than any touch display, according to Jobs. It ignores unintended

touches, supports multi-fingers gesture. “And boy, have we patented it,” he added.

The iPhone runs Mac OS X, said Jobs. “We start with a solid foundation,” he explained.

“Why would we run such a sophisticated operating system on a mobile device? It’s got everything we need,” he said. “It’s got multitasking, networking, power management, awesome security and the right apps. It’s got all the stuff we want. And it’s built right in to iPhone. And has let us create desktop-class applications and networking.

iPhone also synchronizes through iTunes. It syncs media, contact information, calendars, photos, notes, bookmarks, e-mail accounts. “All that stuff can be moved over the iPhone completely automatically,” said Jobs.

The iPhone features a 3.5-inch, 160 dot-per-inch color screen. There’s a small “Home” button on it. It’s also remarkably thin -- 11.6 millimeters, thinner than any smartphone out there, according to Jobs. On one side, the iPhone sports a ring/silent switch, volume up and down controls. On its silver back side is a 2 megapixel digital camera. The bottom features a speaker, microphone and iPod dock connector.

The iPhone also incorporates a proximity sensor that automatically deactivates the screen and turns off the touch sensor when you raise the device to your face. An ambient light sensor will sense lighting conditions and adjust brightness levels accordingly. And an accelerometer can tell when you switch from portrait to landscape mode.

Jobs’ demonstration of the iPhone began with iPod-related features. An iPod icon along the bottom of the screen brings up a list of music, and Jobs flicked his finger to scroll up and down. He flipped the iPhone on its side and it reoriented to landscape mode, displaying album art in iTunes’ “Cover Flow” mode. Jobs also showed video on the device.

“We want to reinvent the phone,” he reiterated.

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Con't from Page 10, Keynote

“What’s the killer app? The killer app is making calls! It’s amazing how hard it is to make calls on phones. We want you to use contacts like never before.”

The iPhone can synchronize contacts from a PC or Mac, and features “Visual Voicemail.” He described it as “random access voicemail” that lets you navigate directly to the voice messages you’re interested in.

iPhone is a quad-band phone that operated on GSM and EDGE networks. That’s the most popular international standard, said Jobs, though Apple plans to make 3G phones in the future. It also integrates Wi-Fi and Bluetooth 2.0 connectivity, and will automatically switch from a cell phone data network to Wi-Fi when it gets in range.

Demonstrating the phone’s ability to make calls, he touched the screen’s phone icon and scrolled through his contact list, pulling up Jonathan Ive, senior vice president of industrial design. Phil Schiller then called Jobs -- visible through call waiting. Jobs pressed a “merge calls” button and then created a three way conference calling.

The iPhone’s text messaging interface looks similar to iChat -- user dialogue is encased in bubbles, and a touch keyboard appears below. And the phone’s photo management software enables you to use a “pinching” motion to zoom in and out of pictures.

The iPhone’s Internet connectivity includes HTML-capable e-mail that works with any IMAP or POP-based e-mail service. Apple has also included its Safari Web browser. Jobs called it the “first fully usable HTML browser on a phone.”

The same finger-pinching trick also works with Safari, to zoom in and out of images on Web pages. Jobs said that Yahoo will offer free “push” e-mail capabilities using IMAP to all Yahoo! Mail users. “When you get a message, it’ll push it right out to the phone for you,” he said.

The iPhone also supports Dashboard widgets, starting off with weather and stocks.

“This a breakthrough Internet communicator,” said Jobs. “It’s the Internet in your pocket.”

Following Jobs’ demonstration of how the iPhone works with Google Maps -- he searched for Starbucks, zoomed in to a location and called, then jokingly ordered 4,000 lattes to go -- Google CEO Eric Schmidt joined him on stage, congratulating Jobs and Apple for the iPhone’s introduction.

Schmidt said that the iPhone lets companies like Apple and Google “merge without merging,” combining the “brain trust” of Apple’s development team and companies like google to create a “seamless environment.”

Jerry Yang, co-founder and CEO of Yahoo, expressed similar sentiments, and stated his hope that Yahoo’s OneSearch feature will be supported on the iPhone soon. “Just think,” said Yang. “It’s basically like having a BlackBerry without the Exchange server.”

Apple is also introducing accessories for the iPhone, including stereo headphones that include a microphone and switch and a Bluetooth headset. The iPhone features a battery that lasts for five hours of talk time, video or Web page browsing, or 16 hours of audio playback.

“So what should we price it at?” Jobs mused. The price will be \$499 with a two year contract for a 4GB model, or an 8GB model for \$599. And it will be released in the United States in June. Jobs said Apple anticipates bringing the iPhone to Europe in the fourth calendar quarter of 2007, and Asia in 2008.

Cingular, the North American cell service provider that has sold iTunes-equipped phones from Motorola, will be Apple’s exclusive service partner. “They are the best and most popular network in the country,” said Jobs, adding that Cingular worked with Apple to develop the Visual Voicemail technology -- “the first fruit” of their collaboration, which required the development of technology both for the phone and network.

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Stan Sigman, CEO of Cingular, joined Jobs on stage and said that his company is pleased to distribute “one of the most eagerly anticipated wireless products ever.”

“This is not an MVNO,” said Sigman, referring to a Mobile Virtual Network Operation, such as Virgin Wireless, Disney Mobile, Helio and others -- companies that buy bandwidth capacity on cell service provider networks and offer added value, such as exclusive handsets or content. “It’s a unique relationship that lets Apple be Apple and Cingular be Cingular.”

Jobs showed a slide that estimated the market for phones to be in the vicinity of 957 million units.

“In 2008 we are going to try to grab 1 percent marketshare,” he said. “We think we’re going to have the best product in the world.”

Apple Inc.

“The Mac, iPod, Apple TV and iPhone. Only one of those is a computer. So we’re changing the name,”


said Jobs. “We’re announcing today that we’re dropping the ‘Computer’ from our name, and from this day forward we’re going to be known as Apple Inc.”

“The iPod changed everything in 2001,” he said. “and we’re going to do it again with the iPhone in 2007.”

Jobs then asked the audience to applaud for “these folks who worked on these products,” asking the Apple employees to stand up. “Thank the families,” he added. “They haven’t seen a lot of us, especially in the last six months.”

Closing the proceedings, pop singer John Mayer -- who has stood on stage with Jobs several times over the past few years -- played his hit songs “Gravity” and “Waiting On the World to Change.”

“Steve Jobs and Apple Inc. just make life more fun,” said Mayer in between songs. “It’s the exact opposite of terrorism.”

After Mayer finished, Jobs thanked Macworld Expo attendees for coming, and added, “We’ll see you all soon.” 

***KMUG's home page is now at:
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Renewal notices will be delivered by email.

Renewal dues are \$20.

Luncheon

Third Thursday of each month at 10:30 A.M.

Solarium Room, All Star Lanes,

Myhre Road, Silverdale

(one block East of Silverdale Way)

Evening Meetings

Back Are Back

see page 5 for details

This month's newsletter editor was Joe Williams



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