



The NASA Glenn Research Center Macintosh User Group

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Welcome to the first issue of the Glenn Mac User Group newsletter for 2004. Sorry for the delay in getting this out, but I had surgery (as many of you know) in December, and have been relegated to my desk ever since. Hopefully the cast comes off in three weeks, and then look out!

Thank you everyone who has submitted articles for this issue. Without your continued support, we would cease to exist. Please continue to send me articles and suggestions, cool web sites, etc. and I'll continue publishing.

If you would like to do a demo or show a new product to the group, perhaps it is time to organize another on site meeting. Let either Melissa or myself know. It would be great if we could again get vendors to come to Glenn to show us what they can do for us and our macs!



—Lisa Madden, Editor

[http://www.lerc.nasa.gov/WWW/
AdvisoryGroups/MUG/](http://www.lerc.nasa.gov/WWW/AdvisoryGroups/MUG/)

or

<http://GMUG.grc.nasa.gov>

President's Corner

20 Years of Macintosh 1984-2004



Melissa McGuire

Well, it was 20 years ago that the Macintosh made its debut. (<http://www.apple.com/hardware/ads/1984/>) I have to admit that I wasn't one of the initial Mac users. Heck, 20 years ago, 1984, I didn't even own a computer. We had an Atari. Does that count? Yes? Great.

Actually, I consider myself sort of a latecomer to the Macintosh community. My first Mac (a Quadra 700 - <http://www.lowendmac.com/quadra/q700.shtml>) experience was in 1992, and got my first one at home (a PowerMac 6100/66 - <http://www.lowendmac.com/ppc/6100.shtml>) in 1995. Having bought and hated a 386 PC running Windows 3.1 in graduate school, once I got the Quadra on my desk at work, I never looked back.

Has the Mac meant anything to computing? I don't know that I have the perspective to see that or the expertise to answer that. Sure, Windows copies just about everything it has from Apple and the Macintosh, so I guess that the answer is a resounding "yes". Has it meant anything to me? Yes, I can safely say it has. I hated computers when I was in graduate school. There I have said it. That windows machine along with the clunky



vax systems I used at school, just seemed to make doing things hard. Sure, perhaps that's part of the appeal to the fellow engineering students around me. But I didn't like it. I wanted to have things work. I hated being at my computer all night trying to wrestle with something that really should have worked hours ago. With my Mac, everything always seemed to work. If it didn't, I knew how to fix it pretty quickly.

It wasn't long before I was a member of our unofficial tech support Mac gurus in the office. That was a good feeling. I don't think I'd have become a master on a PC. The interest to learn the PC just wasn't there for me. Once I got my Mac at home, I knew I was never switching back, no matter what. That little 6100/66 is still up and running at home. She's on our cable modem in the basement and is what I use to check whether we're online or not. Mostly, though, she's just cranking seti units (<http://setiathome.ssl.berkeley.edu/>).

Since the PowerMac, I (and my husband) have owned an original Blueberry iBook (just sold that to a "switcher" friend), and now a 12" Powerbook, a Bondi blue iMac and now a new dual 1.8Ghz G5. They have all been great machines. I don't have complaint or buyers remorse about any of them. I've made simple web pages, run FORTRAN codes, developed Excel spreadsheets complete with Macros, done tons of emails, and downloaded over 1000 photos so far (new mother and all), and played computer games with ease.

Perhaps the most wonderful Mac experience for me so far has been my Grandfather who passed away last year. When my grandmother became very ill, and he was housebound taking care of her, he got a grape iMac. Suddenly he was online, emailing jokes to all of his WWII buddies (and me). He got such a kick out of it that he wanted to keep learning more. At 70+ this was his first computing experience, and he wasn't as afraid as he thought he would be, and this was pre-OS X.

They talk about ease of use all the time as marketing buzzwords, but my experience says that the Macintosh really has it. Sure, I probably am one of those emotional Mac-heads. You know, the kind of fan that folks who don't like the Mac either love to poke at or just want to avoid. I maintain that I wouldn't be this way if the product weren't something special.

Thanks, Steve, and Steve, for giving us a wonderful tool. It's been fun so far. I am looking forward to a lot of fun in the future. I hope the next 20 are just as grand.

—Melissa McGuire, President



Mae OSX Training in the Learning Center

The Learning Center has acquired a series of training CDs to help you get up-to-speed with the newest Mac operating system, OS X Jaguar, as well as related MS Office products. Visit the Learning Center website for more information or call us at 3-2996 or 3-2997.

<http://www.grc.nasa.gov/WWW/LC/mac.htm>

iLife '04 Government Pricing

In case you were wondering about the government discount....

iLife '04 for \$29 for educators (updated): Qualified buyers (students and employees of learning institutions) may purchase Apple's iLife '04 for \$29, \$20 off, direct from The Apple Store for Education. A similar discount applies to GarageBand Jam Pack, which costs \$79. Update: Government employees can purchase these for \$24.50 and \$49.50, respectively.

<http://dealmac.com/newsdaily.html?article,60853>

Just Zip It (OS 10.3 tip)

When you want to archive documents or send large files to colleagues, it's very helpful to have compression software at hand. Compressing files saves storage space and helps speed files over the Internet.

And if you've installed Mac OS X v10.3 "Panther," you don't have to go very far to find such software because compression technology comes built in. To take advantage of this technology from the Finder, simply:

1. Select a document, a group of documents or a folder
2. Pull down the File menu and choose "Create Archive of [name]"

Panther adds a ".zip" suffix at the end of individual files or folders; creates a file called "Archive.Zip" when you compress multiple documents or folders. And here's an added bonus: zip is the most common compression format in the Windows world.

<http://www.apple.com/macosx/newfeatures/>

Mars Maestro Software Available for Download

From: Russ Pond <rpond@apple.com>

Explore Mars with the program that NASA scientists use to operate Spirit and Opportunity:

<http://mars.telascience.org/downloads.html>

Requires Java 3D. The link on the page will take you to the Apple Download Page.

Apple MUG Store Deals

Here is just a sampling of the great deals user group members can get at The MUG Store this month, in addition to free freight and one percent back to your user group:

- * New G5s - \$50 (US) instant rebate, free speakers and up to \$100 (US) additional instant rebate when purchased with an Apple display.
- * Factory Refurbished G5s starting at \$1,399 (US)
- * New G4/1.25 with Combo Drive - \$1,249 (US)
- * Factory Refurbished G4/1.25 with SuperDrive - \$1,649 (US)
- * New iMacs - Instant rebates and free RAM
- * Factory Refurbished LCD iMac G4/700 with CD-RW - \$799 (US)
- * New iBooks starting at \$699 (US)
- * New PowerBooks starting at \$1,249 (US)
- * Factory Refurbished iBooks and PowerBooks - starting at \$649 (US)

Place your orders.

<http://www.applebugstore.com>

Login schedule: Jan. 1 - March 31

User ID: ipod / Password: rocks

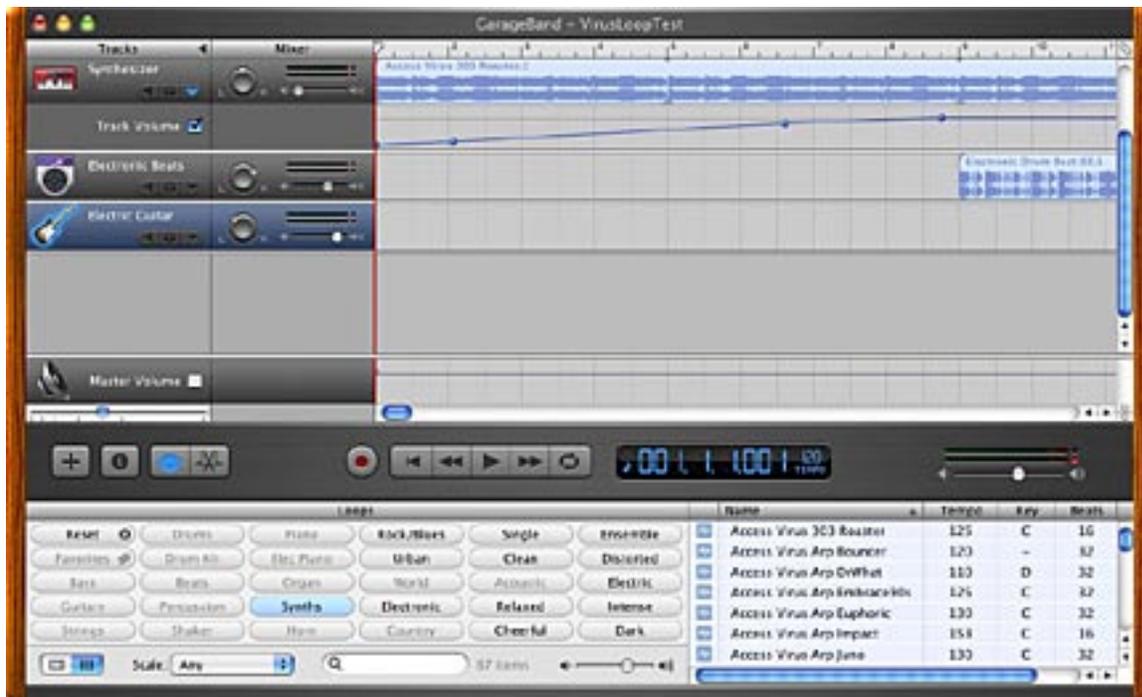
This offer is available to members of U.S. user groups.

GarageBand Review

By Brian Good

At Macworld San Francisco, Steve Jobs introduced the latest component of Apple's iLife suite, called GarageBand, the recording studio for the rest of us. While you might not think of this as a mainstream Mac application, Jobs claimed that half of the households in the country have at least one musician. Most of us, however, are not nearly as familiar with music recording software as we are with graphics or word processing programs. So what, exactly does GarageBand do?

In a nutshell, GB is a software version of a modern multitrack recording studio; you build a song by creating a number of instrumental or vocal tracks, refine and edit them, and mix them down to a stereo audio file that appears in iTunes. You record/assemble music using a combination of three methods: direct recording of audio from voice or real instruments, recording via MIDI using built-in "software instruments," and assembling music using "loops"--short slices of audio or MIDI that you can think of as musical Lego blocks. I'll discuss each of these methods later, but first let's see how the program looks.



On startup, GB displays its main window (see above), and the most important part of the window is the timeline (the area in the upper right part of the window, with numbers above it), where you'll see a graphical representation of the music that you've recorded. Below the timeline, there are transport controls that allow you to play and record. When you have a song loaded and click on the play button, you'll see the timeline scroll from right to left as the music is played. To the left of the timeline are two columns where you can choose the instruments you'll use, and adjust volume and panning.

Loop-based music production

GB comes with a collection of over a thousand loops, organized in a "loop browser," that allows you to search based on genre, instrument and mood. Typically, these are short rhythmic or melodic phrases, though there are "one-shot" percussion hits, and synthetic textures more appropriate for film scores than for pop songs. You can preview each loop by clicking on it in the loop browser, and when you find one you like, you simply drag it onto the timeline and slide it back and forth until it's where you want. If you want to repeat the loop, you click and drag near the end of the loop, and it will append copies of itself onto the end of the original loop until you release the mouse. The loops have been pre-

processed so that if, for example, you are creating a song in E but want to use a loop recorded in D, GB will transpose the loop automatically. The same holds true for tempo.

It's possible to use loops in addition to the ones that come with GB. You can purchase the Garage Band Jam Pack from Apple, which contains 2000 additional loops, and music software companies are beginning to make GB-formatted loops available as well.

Software instruments and MIDI sequencing

These days, most electronic keyboards are essentially special-purpose computers with keyboard controllers grafted on; software instruments, including GB's, do away with the keyboard and run inside general-purpose computers like Macs. If you have a MIDI keyboard (and possibly a MIDI interface), you can connect it to your Mac and play GB's software instruments, which range from a grand piano to strings to percussion to analog synthesizers. When you record a software instrument track, what gets recorded is not audio, but MIDI data. MIDI (Musical Instrument Digital Interface) is a 20-year-old standard that allows you to record certain types of data understood by keyboards. Recording MIDI, rather than audio, gives you a great deal of flexibility. You can do quite a bit of editing of the MIDI data in a software instrument track--you can fix individual wrong notes, add and delete notes, move them around in time, lengthen or shorten them, or even change the instrument the track uses. Most of the editing is done in a "piano-roll" window that works intuitively.

The quality of the software instruments is not bad, especially considering the cost of GB. The optional Garage Band Jam Pack also contains additional software instruments. And I was surprised to find that at least some third-party software instruments function in GB; the powerful (and expensive) Native Instruments Absynth works, as does the powerful (and free) Crystal.

Audio recording

Finally, if you play an instrument or sing, you can record yourself into a "real instrument" track in GB. For voice and non-electric instruments, you'll need a microphone and a mixer or mic preamp (assuming that your mac has audio inputs). For electronic instruments like keyboards, all you need is an adapter cable. For electric guitar, you can probably use an adapter if your guitar has active pickups. If not, you might find the noise unacceptable, and will want to use a mixer or preamp.

Effects

Tracks can have up to five effects active, chosen from: gate, compressor, equalizer, echo and reverb. In addition, there are two effects slots for each track that can be filled with distortion, chorus, amplifier simulators, and others. Finally, global effects can be applied by assigning effects to the master track. The effects use Apple's Audio Unit plugin standard, so third-party AU effects ought to work, though I have yet to try any of them.

Mixdown

Once you get all your tracks laid down, you have a fair degree of flexibility when creating a stereo mix. In the Mixer column to the left of the timeline, you'll find pan controls for each track, that let you position the track within the stereo field. You can adjust the track's volume in the Mixer column as well, or you can draw in a volume contour for the track. When everything is the way you want it, you can make a stereo mix that will automatically appear in iTunes.

Issues

There are some issues that differentiate GB from more powerful and expensive professional sound recording software. You can only record two mono or one stereo audio track at once, so GB can't do a live multitrack recording of, say, a Garage Band. The key, time signature and tempo of a song can't be changed in the middle. Audio can be recorded only in 16-bit, 44.1kHz fidelity, which is CD-quality, but not up to the current 24-bit, 96kHz studio standard. And GB is a bit of a processor hog; using it on an older Mac may limit the number of tracks you can record, to the point where the program is effectively unusable.

Summary

Garage Band significantly lowers the threshold--both in terms of cost, and ease of use--for non-professional musicians to produce technically proficient music. And it's clear that people are having a lot of fun with it; there are already several websites dedicated to GB, where people can post and share GB-produced music.

Yet GB offers a surprising amount of capability for more experienced musicians as well, and I expect it to find favor as a musical scratch pad even among those who have access to more capable professional recording software.

Disclaimer: This article reflects the opinions of the author alone, and does not reflect the opinion or endorsement of NASA Glenn Research Center.

iLife '04: iPhoto 4

Melissa L. McGuire



Right after the keynote ended, I decided to purchase myself a copy of the new iLife04. What tipped my scale toward purchase was the low low price of \$24.50 off the Federal Employee Purchase Program at Apple. That was cheap enough for me, plus, I wanted to see the improvements that Steve spoke about in iPhoto during his demonstration.

The disks arrived in about two days, via Fed Ex, even though I'd chosen the standard shipping of 5-7 days. That happened when I ordered my copy of Panther as well. I am pretty impressed with the speed of the Apple Federal Store.

The software came on two disks: one CD and one DVD. The DVD had iDVD4 on it where the CD only had iPhoto4, iTunes and Garageband. I wasn't going to install iDVD onto my combo drive laptop, so I opted to try to install from the CD. That proved impossible. The installer app did its check of my system and came back with the message saying I had to use the DVD installer to put this application on my program.

Before installing iPhoto, or any of the other pieces, the installer updated my QuickTime to version 6.5. The install didn't take very long. I did a custom install and only installed iPhoto and iMovie's latest versions. I already was up to the latest on iTunes, so the installer didn't need to update it.

When I launched iPhoto, it had to update my photo library. The dialog box warned me that the library would no longer be readable by older versions of iPhoto. I figured that was all right. I had backed up all of my photos onto a couple of CDs just in case.

After the update, iPhoto launched and I have to admit that it was much much faster than before. I have almost 3000 photos in my library (new mom and all), and that spinning "beach ball" and I had been getting to know each other all too well as the library loaded on iPhoto start. Nice.

I had about 100 photos on my digital camera to download, so I plugged it in and turned it on. Previously, if I had more than 100 photos on the camera, iPhoto would take a rather long time to read the library photos and give me the option to download them. Occasionally it'd take so long that my camera would go into sleep mode before I could download the images. Not this time. Came up right away, with the number of photos on the camera and the date range in which those photos were taken. All told, it took about 3 seconds to recognize the camera, and 2 seconds to recognize the number of photos on it (133). Downloaded them with no problem.

In the editing view of the library, I checked out the speed improvement of scrolling through the images. That was much improved. Then my big test: rotating. Before, there was an appreciable lag, and beach ball spin, after clicking the rotate tool on the photo. Now it was almost instantaneous.

All in all, iPhoto 4 is a nice improvement to what I already think is a very capable product. The speed increases alone are well worth time and money I spent purchasing and installing it.

Now it's time to test out iMovie!!!

Some helpful links:

iLife 04 <http://www.apple.com/ilife/>

iPhoto v.4 <http://www.apple.com/ilife/iphoto/>

iPhoto library manager (freeware app):

<http://homepage.mac.com/bwebster/iphotolibrarymanager.html>

iPhoto Buddy (donation-ware): <http://nofences.net/iphotoBuddy/>

iPhoto: Other Print styles: <http://www.mactipsandtricks.com/tips/index.lasso>



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Nifty Mac Links

SWF 'n Slide 1.010 (Shareware - 02/19/2004)
create Flash slide shows with images & audio
<http://www.versiontracker.com/dyn/moreinfo/mac/21574>

Economix 1.7.2 (Freeware - 02/19/2004)
manage your bank accounts
<http://www.versiontracker.com/dyn/moreinfo/mac/21634>

CloakIt 3.1 (Shareware - 02/19/2004)
makes folders invisible/visible with password protection
<http://www.versiontracker.com/dyn/moreinfo/mac/17924>

BWAV Reader 0.2b (Freeware - 02/19/2004)
display embedded metadata & info in BWAV files
<http://www.versiontracker.com/dyn/moreinfo/mac/22493>

dName-it 2.3 (Shareware - 02/19/2004)
Batch renames files & folders
<http://www.versiontracker.com/dyn/moreinfo/mac/14624>

JES CopyLargeFile 1.4 (Freeware - 02/19/2004)
copy files larger than 2 GB over a network
<http://www.versiontracker.com/dyn/moreinfo/mac/10409>

LCedit+ 3.2 (Freeware - 02/19/2004)
Lighting editor for LanBox-LC
<http://www.versiontracker.com/dyn/moreinfo/mac/17366>

HyperNext Player 1.13 (Freeware - 02/18/2004)
Runs stacks built by HyperNext Creator
<http://www.versiontracker.com/dyn/moreinfo/mac/21920>

HyperNext Creator 1.13 (Shareware - 02/18/2004)
card-based software creation for beginners
<http://www.versiontracker.com/dyn/moreinfo/mac/21919>

Structurix 2.5.3 (Freeware - 02/18/2004)
structure calculation with finite elements
<http://www.versiontracker.com/dyn/moreinfo/mac/20377>

3D Euchre Deluxe 2.3 (Shareware - 02/18/2004)
multiplayer card game
<http://www.versiontracker.com/dyn/moreinfo/mac/8226>

3D Spades Deluxe 3.3 (Shareware - 02/18/2004)
Spades card game with net play
<http://www.versiontracker.com/dyn/moreinfo/mac/8170>

3D Bridge Deluxe 2.3 (Shareware - 02/18/2004)
Bridge card game with net play
<http://www.versiontracker.com/dyn/moreinfo/mac/9627>

3D Pitch Deluxe 2.3 (Shareware - 02/18/2004)
card game: net play, 3D avatars
<http://www.versiontracker.com/dyn/moreinfo/mac/1751>

3D Hearts Deluxe 7.3 (Shareware - 02/18/2004)
card game with net play
<http://www.versiontracker.com/dyn/moreinfo/mac/1951>

FontBook 4.0 (Shareware - 02/18/2004)
print font samples & all characters & key commands
<http://www.versiontracker.com/dyn/moreinfo/mac/1698>

Snak 4.10 (Shareware - 02/18/2004)
Internet Relay Chat (IRC) client
<http://www.versiontracker.com/dyn/moreinfo/mac/10490>

Sales Organizer 8.0 (Shareware - 02/18/2004)
manage inventory, invoices, customers...
<http://www.versiontracker.com/dyn/moreinfo/mac/3884>

Mac Messenger 3.0 (Freeware - 02/17/2004)
MSN chat client
<http://www.versiontracker.com/dyn/moreinfo/mac/17658>

CrystalBall 3.1.8 (Shareware - 02/17/2004)
pen & paper rpg tool for game masters & players
<http://www.versiontracker.com/dyn/moreinfo/mac/13648>

Notabene 2.5b2 (Freeware - 02/17/2004)
Notepad-like text organizing utility
<http://www.versiontracker.com/dyn/moreinfo/mac/20599>

Keith's Image Stacker 4.1 (Shareware - 02/17/2004)
astrophotography image stacking/processing
<http://www.versiontracker.com/dyn/moreinfo/mac/18550>

ConverTable Units 2.4.3 (Shareware - 02/17/2004)
unit converter, unique tutor shows the math
<http://www.versiontracker.com/dyn/moreinfo/mac/9320>

HTTP Werkzeug 1.2 (Freeware - 02/17/2004)
HTTP send/receive tool
<http://www.versiontracker.com/dyn/moreinfo/mac/19067>

Resetting an iPod's battery

Melissa McGuire



A lot has been written up in the news recently about irate iPod owners (first and second generation) who's iPod's batteries seemed to have stopped working. I have had my iPod for a year now and haven't had any battery troubles. But, I don't use it that often and haven't really run it long enough to have it die while playing. Mostly I find it in need of a charge when I go to listen to it after it having been in sleep mode for an extended period of time.

Here are some links to stories related to this incident:

<http://www.sun-sentinel.com/features/printedition/search/sfl-ipod-dec29,0,2758692.story>

Apple has an "official" iPod battery replacement program.

<http://www.apple.com/support/products/applecareipod.html>

http://www.info.apple.com/support/applecare_products/service/ipod_service.html

There is also <http://www.ipodbattery.com> for 49.00

Here are the steps outlined in a recent email on an Apple sponsored User Group Leader discussion list: <http://www.lists.apple.com/mailman/listinfo/augd>. It seems that there's a reset to tie iPod that Apple has built in. Perhaps it isn't something that they want their general users doing because it's hard to find out these instructions in the Apple Technical support sections of apple.com. This is from memory of the person who

posted this but he's supposed to post the official Technical memo from the Apple site when he finds it. He downloaded it and saved it but didn't post it at the time of my writing this article.

Anyway, here's a story of a non-dead 10 gig iPod for you to share. In short, here's how it got fixed, although I'd be more comfortable sharing the perfect note rather than my memory.

- 1) Plug in so there is power, either to non-sleeping Mac or to electric piece.
- 2) Press the top and bottom button, see the Apple, release. This turns it back on.
- 3) Press the 2 side buttons and the enter button so all 3 buttons across are pressed. Yes, it's difficult to do. It does not have to be immediately when you release from step 2; no rush. This gives you programming menus.
- 4) Select the Reset option. I think it was 2nd down. I forget which button took me to it. Then you press the center enter button to select it. You'll still see menus.
- 5) Unplug it and leave it on with this menu showing. It's in low power mode now, and needs to drain until the screen is blank again.
- 6) Fully charge it. If the reset was successful you'll now see it tell you it's charging and later it'll say charged.

And here's a link to a great As The Apple Turns story on restoring the iPod and battery. This happens to be one of my favorite sites on the net. They basically say that same information that is listed in the steps above. A dead iPod battery might not be as dead as you think. <http://www.appleturns.com/scene/?id=4409>

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Mac OS X Panther Pocket Guide

Melissa McGuire

Details:

By Chuck Toporek <<http://www.oreillynet.com/cs/catalog/view/au/45>>

November 2003

Series: Pocket References <<http://pocketrefs.oreilly.com/>>

ISBN: 0-596-00616-0

168 pages, \$9.95 US, \$15.95 CA, £6.95 UK

The fine folks over at O'Reilly think of everything. They have a series of pocket books that include titles on everything from C to Perl. Thankfully, they also include guides for Macintosh among those titles. The book reviewed here is the pocket edition of Mac OS X: Panther.

I have been using Panther on my home laptop since it came out last fall. Admittedly, I have not been pushing it the way that I should and I really don't use any of its features aside from Exposé. So I looked forward to leafing through this small guide for some nuggets about Panther.

Part 1 concentrates on the differences between OS X and previous Mac OS's (9 in particular) as well as tips for Windows and Unix switchers. There is a pretty good overview of the Finder, Dock, and how to navigate through saving files, etc.

If you want a refresher or are new to OS X, Part II is a nice introduction. Interesting side tidbit: if you are running something in Classic, and you use the Activity monitor utility or run "top" in the terminal, the process: *TrublueEnvironment*, is the process for Classic environment running. Cool.

Part three concentrates on settings in the system preferences, the applications and utilities that come with OS X as well as the new Xcode developer tools. This section is more an overview and definitions than details.

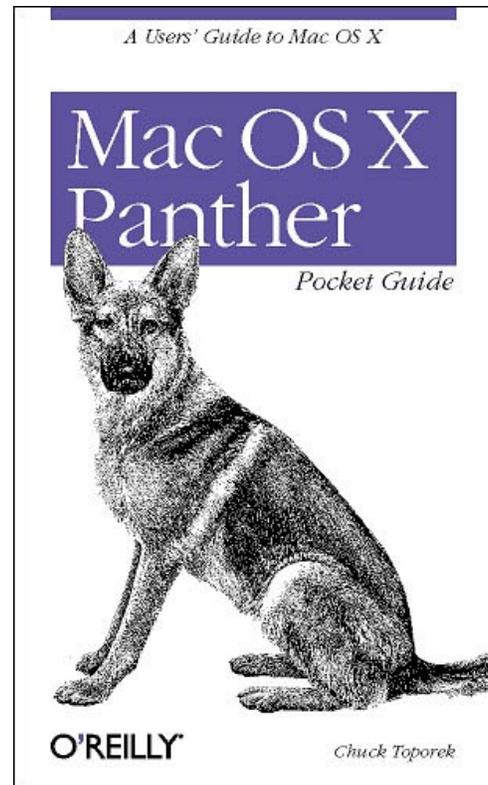
Part four is some Unix basics. It's a good collection of unix commands, emacs and vi editor commands. As a reference, it's got plenty of clearly set up tables that make finding some general details easy. I can never remember the vi editing commands, so these tables were very helpful to me. I might copy them and paste them to my monitor.

For those who don't have time to go through a large book of hints, tips and tricks, this pocket book makes a great quick guide. The index is very clear and the listing of common key combinations is very helpful. There are few graphics but the instructions for doing things like enabling root, are easy to follow. The tables of commands, keyboard shortcuts and unix keywords are very helpful. All in all, a nice quick guide. It's not intended to teach you OS X: Panther (probably better to go to one of the Missing Manual series), but it is a great quick reference.

For more information:

<http://www.oreilly.com/catalog/macpantherpg/index.html>

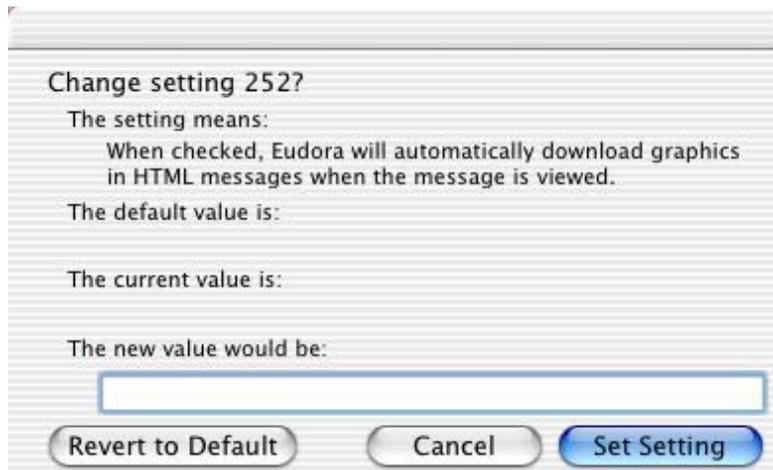
Disclaimer: This article reflects the opinions of the author alone, and does not reflect the opinion or endorsement of NASA Glenn Research Center.



How to fix those Broken HTML graphics in Eudora

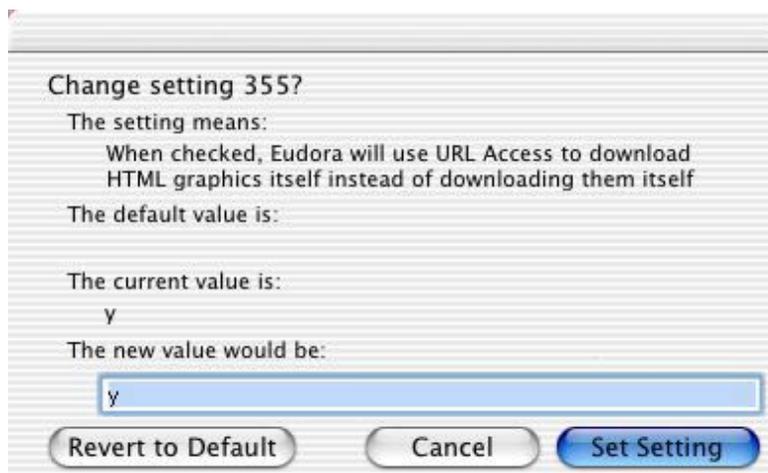
Here's how to fix it if you are getting broken icons instead of HTML graphics in Eudora. Apple eNews and QuickTime News use HTML graphics in their newsletters

Either open a blank Eudora message and type in URL's in < > or send yourself an e-mail and double-click on the URL < > to open the settings dialog box..



`<x-eudora-setting:252>`

When checked, Eudora will automatically download graphics in HTML messages when the message is viewed.
Revert to default for this setting



`<x-eudora-setting:355>`

When checked, Eudora will use URL Access to download HTML graphics itself instead of downloading them itself

Put a "y" in for this setting and Set setting

Fortran Compiler for Macintosh G5/PowerMac running OS X



Absoft is pleased to announce it has completed an agreement with IBM to distribute the high-performance IBM XL Fortran compiler, v8.1, for the G5/PowerMac[®] running OSX, to scientific and engineering users worldwide. Absoft includes its Fx Fortran Debugger, along with Absoft's world-class technical support free through January 2005, both at no additional charge to customers who purchase XL Fortran from Absoft. The commercial price for XL Fortran for Macintosh OSX is \$999; the government price is \$599; and the academic price is \$399. For more details on XL Fortran for the PowerMac[®] see: <http://www.absoft.com/xf.html>

To order XL Fortran for the PowerMac[®]: http://www.absoft.com/literature/xf_online_of.pdf
Or call Absoft to order by phone at (248) 853-0050 from 9am-5pm EST Monday-Friday.

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Notebook Sleeves: Two Reviews

By Fran Lawas-Grodek and Pat Keith

With the ever increasing popularity and versatility of OS X, we must now count ourselves among the multitudes that have “come out of the closet” as Mac-at-home/Unix-desktop-at-work users by fully embracing an only-Apple-for-us environment. Not only did we change our primary work operating systems, but we also got rid of massive, expensive desktop systems and jumped ship for the portability and compactness of a laptop environment. Now we can work anywhere, anytime – unhindered by space, bulkiness, or weight.

With this transition, however, came a whole new set of concerns about portability and protection. These shiny new laptops did not arrive with any kind of carrying case, so we each searched for viable options that fit our individual lifestyles. We considered all manner of laptop cases, basic briefs, and carry bags but neither of us really wanted to replace our existing commuter bags (a backpack and a lightweight fabric brief) that satisfactorily met the challenges of our respective commutes. After stumbling across notebook sleeves, we thought we might have found what we were looking for.

What is a Notebook sleeve? Simply put, it’s a form-fitted cover for your laptop that allows you to transport your laptop with an extra measure of protection inside another bag, case, or brief. We found sleeves made in variety of materials including closed cell foam and nylon, neoprene and polyurethane foam. Ultimately Fran settled on a Fellowes Body Glove and Pat on the Shinza ZeroShock.

Fellowes Body Glove

Body Glove® is based upon the development of using neoprene in the famous high-tech wetsuit that started back in the 1950’s. This material has since been used in numerous protective applications such as cell phones, PDAs, and back packs, to name a few. For this particular use, the Fellowes Body Glove is available in two sizes, a 15” and a 17”, and only in one color: black.



The Fellowes Body Glove 15" Notebook Sleeve fit my new 15" Aluminum PowerBook with plenty of room to spare. Fit was a concern, as some sleeves are more snug than others, particularly as there is a slight dimension increase from the 15" TiBook to the latest AiBook. Made of a black neoprene outer shell, the Body Glove feels padded all around, except for the length on the thinner-walled sides where the zipper is located, with the entire sleeve being soft and flexible. The inside is lined with nylon, making it easy to slip the laptop in and out. The zipper is only along half of the sides, allowing the sleeve to only open up just enough to slide your laptop in. The whole package fits nicely into my backpack, not taking up any more room than a binder.

There is also an inside pocket along one side, allowing one to tote along some papers, a folder, and perhaps a CD. I really like this pocket and makes it convenient for shoving in a few papers when I have to run to a meeting in another building. However, I find the design for this pocket to be on the wrong side, particularly if one were also carrying a CD case or something else smaller with solid sides. I would rather put these hard items on top of a laptop if I were to set my laptop down, so that the weight of the laptop does not crush them, or possibly even damage the laptop by pushing back up into the laptop surface. So, when I put the laptop in the sleeve, I am mindful as to the positioning of the pocket and I make sure the pocket is on the top.

How do I know which is the top? Well, the Body Glove was designed with a shiny little metal logo pin stuck on one side of the sleeve. This is a helpful indicator as to which way your laptop lays. However, I find this metal pin much too bothersome. It is set on the side that does not have the inside pocket, so again, I am careful to set the laptop case "upside down" with the metal pin down if I keep the pocket on the top. And if you set something small and metal down on a surface with weight on top of it, you run the risk of scratching your bottom surface and marring the metal pin as well, not to mention the possible impact of the metal pin going up into your laptop case. In fact, after about a month

of use with my Body Glove, the little metal pin's clasps started to wear into the nylon lining that was right against my laptop! I would rather that Fellowes eliminate this metal pin on the side altogether, or perhaps design a logo imprinted into the neoprene. In the meantime, I had kept some of the foam packing material that came with the Body Glove, and still use that additional foam inside on the side where the clasp is located. So, to me, when I see the cute little logo pin on the top, it means that the laptop is upside down.

As a result, there is a newer design of the Body Glove is being released on the market. I had reported my concerns to the Fellowes company via their website, and one of their product reps got back to me fairly quickly. They replied that they had already noted the deficiency with the metal clasp wearing into the nylon liner, and that the latest version of the Body Glove has additional padding on that side where the metal pin is located. However, they hadn't yet relocated the pocket -- it is still on the side opposite of the clasp, but they will take this concern to the development folks. And, even better yet, the folks at Fellowes sent me one of their newer Body Gloves as free replacement for the one where I had the metal clasp wearing through! So if you buy the Body Glove, be careful that you get the one with the thicker padding on one side, or be sure to *not* throw away that packing foam.

The Body Glove is available at nearby computer stores and also on the internet. Prices range from \$9 to \$20. Considering my design concerns, and yet the easy availability and low price of this sleeve, I would rate this sleeve 3.5 out of 5.



Shinza ZeroShock

神座 shinza.com



Shinza's ZeroShock sleeve (sole source from <http://www.shinza.com>) is available in three sizes, a 12" version for notebooks with 12" displays, including the iBook and G4 PowerBook models, in 4 colors: Black, Blue, Gray and Red; and a 15" version for 15" displays that accommodate Titanium and Aluminum PowerBooks with separate sub-sizes, Medium and Large, respectively, in 3 colors: Black, Blue and Gray. While maybe a bit pricey at \$29.95 compared to other sleeves, this one utilizes special high-resistance polyurethane foam on all six sides to provide protection for your laptop. This foam doesn't just "pad" your laptop from bumps and bruises, but also provides resistance against impacts by compressing and expanding very slowly. The material itself is reminiscent of the stuff used in the Tempur-Pedic Memory Foam pillows and mattresses. When you pick it up it feels firm and slightly flexible, but not "soft", until you press into its surface; after

a few seconds, the material yields to your pressure and "dents", then slowly uncompresses after the pressure is removed.

Borrowed from aerospace development applications, this material results in a sleeve with unmatched shock absorption to weight ratio, protecting your laptop from far more than scratches and with less weight to lug around.

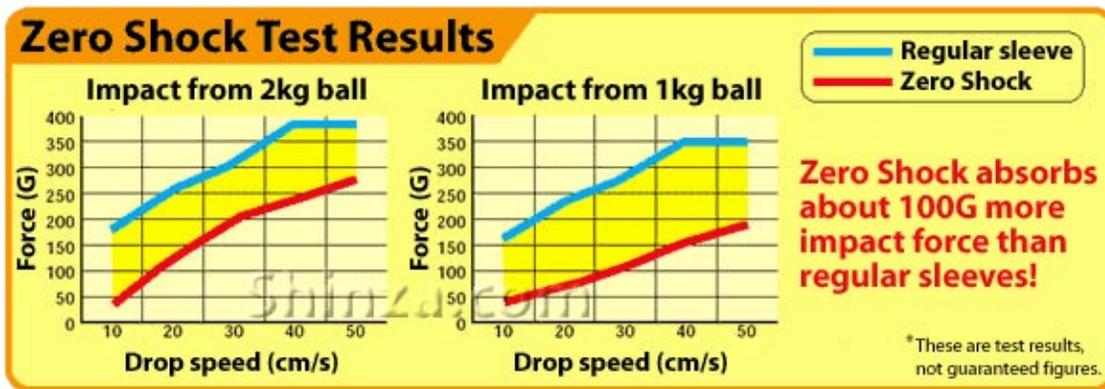
Before settling on a sleeve to use in combination with any of the several brief cases that already are cluttering my closets at home and my office at work, I considered a number of laptop cases as well. But since cases typically start at \$50 and go up to some really unbelievable prices, using a sleeve ended up being a far more economical choice. It also permits me to vary the amount of protection I want by allowing me to drop my sleeved Titanium into either my nylon brief for transport between work and home or inside a standard laptop case with all the pockets and extra padding I need for travel (both of which I already had), or anything in between.

In terms of protection, the manufacturer claims that a 2mm thick pane of glass protected by the ZeroShock will emerge intact after a 100g iron ball is dropped on it from a height of 2 meters. While I didn't attempt this experiment myself, I can verify that my laptop survived two separate impacts, after falling off a chair and being smacked obliquely by a storm door, while protected. You can check out their test results by visiting their website.

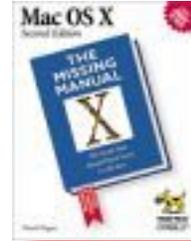
My blue 15" medium sleeve fits my Titanium snugly with no slop in either direction, has stiff gray nylon piping around both top and bottom surfaces for edge abrasion protection and a sturdy two way zipper with 1" rubber-coated pulls that are easy to find. Since the sleeve will open entirely flat, I don't actually need to remove it from the sleeve while working (although I'd be careful about possible heat issues). It measures 14.2 x 11.8 inches outside, weighs .56 lbs and accommodates up to a 13 x 10.2 x 1.8 inch laptop. The 15" Large measures 15 x 13 inches, weighs .60 lbs, and accommodates laptops up to 13.8 x 11.4 x 1.8 inches in size. Shinza shipped immediately, providing a UPS tracking number and my order arrived in just 3-4 days via ground residential.

The only downside that I've found regarding this sleeve is that the exterior surface, while smooth to the touch, tends to pick up lint and pet hair like a magnet. Despite that minor shortfall, my rating is a 5 out of 5.

Disclaimer: This article reflects the opinions of the author alone, and does not reflect the opinion or endorsement of NASA Glenn Research Center.



Mac OS X, Second Edition, The Missing Manual



review by Dick DeLombard

Author: David Pogue 2002

Published by: Pogue Press / O'Reilly & Associates

This Mac book covers Jaquar 10.2 and is over 700 pages thick. A lot of information in nearly the volume and weight of a small-screen iBook - but a lot less expensive at only \$29.95 (cover price) (*Ed. Note: Amazon has it for around \$20.00*). As a reference book, this 'missing manual' has a good index with a good breakdown of material which allows a user to easily find the pertinent area to solve a problem. The first night I read it at home, my son and I were trying to share our dial-up modem between the G4 and his iBook. It had worked the first time we tried it, but didn't that night so the book was consulted and the solution (settings in sharing on the iBook) was quickly found.

The book appears to be well-written with good instructions on accomplishing the tasks and the screen shots are illustrative and not overdone. Some books use screenshot-after-screenshot to lead through doing simple tasks - not so here.

I will probably use this book to lead me through Unix on my Mac. I've made several stabs at learning Unix but have struggled. Perhaps this book with material on-line will lead me through the learning curve.

Disclaimer: This article reflects the opinions of the author alone, and does not reflect the opinion or endorsement of NASA Glenn Research Center.

Fixing the Ken Burns Effect in iMovie3

Tip provided by Ward Souders.....

Someone this past week brought up that he would not like to use the Ken Burns Effect in iMovie 3. Below is a way to by default turn it off, but still be able to use it if needed.

If you upgraded to iMovie3 and worked with any still photos you learned about the Ken Burns effect. Nice, but very annoying as it runs all the time. You can stop the automatic zoom and pan effects two ways..

- 1) Hold Esc key with the Cmd and period keys.. tiresome...
- 2) More permanent fix:

Use TextEdit to navigate to and open

~Library/Preferences/com.apple.iMovie3.plist

Locate the entry 'autoApplyPanZoomToImportedStills'

Two lines down it says 'true' change this to 'false'

Save and open iMovie 3

Now when you want the effect, just hit Apply.

Apple Service and Reliability gets A+ from PC Magazine

<http://www.pcmag.com/article2/0,4149,1186135,00.asp>