



# The *GAB'er*

The Newsletter of the Greater Albany Apple Byters

Volume 21, Number 10 - June 2005

**Macworld**  
Conference & Expo\*

Boston, MA  
July 11 - 14, 2005

**Mac Luminaries Andy Ihnatko and Chris Breen  
Featured at Macworld Conference & Expo in  
Boston**

**Feature Presentations include the MacBrainiac  
Challenge and the Macworld Town Hall**

World Expo, the leading producer of world-class tradeshows, conferences and events for technology markets, announced the feature presentations at Macworld Conference & Expo® Boston on July 11-14, 2005 at the Hynes Convention Center in Boston. Feature presentations include an address by popular Mac columnist, Andy Ihnatko; The MacBrainiac Challenge, hosted by Mac industry pundit and Macworld 911 columnist Chris Breen; and the Macworld Town Hall with Mac industry luminaries.

Andy Ihnatko, columnist for The Chicago Sun-Times and Macworld, will deliver a feature presentation titled, "2,000 Things About the Macintosh That You Should Really Have Already Learned By Now."

"Even when you omit the 11 months during which the only two things a Macintosh could do well was displace .82 cubic feet of space and \$2,500 in cash, the Macintosh has been

*Continued on page 5.*



## Coordinator's Corner

by John Buckley

The June meeting will be a celebration of our Twenty-first Anniversary. By request, we will be having a special meeting beginning at 7:00 p.m. on Wednesday, June 8th with a dinner at the Plum Blossom Restaurant. Please note the change in location. GAAB will provide the dinner. Sign up has been through my e-mail address. Please make sure you contact me as soon as possible so I can make reservations. This should prove to be a Grand Finale for our twenty-first year.

Below are directions to get to the Plum Blossom at 685 Hoosick Road (Route 7). The map is on Page 8 of this newsletter. The restaurant is about 7 minutes from where we have our regular meeting at Troy High School. The following are directions from Route 7 and the Northway in Latham.

1. Start out going SOUTHEAST on NY-7/TROY SCHENECTADY RD
2. Merge onto I-87 N/NY-7 E via the ramp on the LEFT toward SARATOGA SPRINGS/TROY.
3. Merge onto NY-7 E via EXIT 7 toward TROY/COHOES.
4. End at **685 Hoosick Rd**
5. Troy, NY 12180-8818, US

**Next GAAB Meeting  
June 8, 2005  
7:00 p.m.**  
**21st Anniversary Dinner**  
**The Plum Blossom  
685 Hoosick Rd., Troy, NY**

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*Serving the Apple Computer User Community Since May 1984*

The Greater Albany Apple Byters is an Apple Computer User Group. Meetings are held the second Wednesday of each month (except July and August) in Room 212 of Troy High School, located on Burdett Avenue, Troy, NY.

Annual membership fee is \$10.00. Membership privileges include this newsletter, access to a large public domain software and video/audio tape library, local vendor discounts, special interest groups, and other special offers.

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## Apple Ambassador

**Apple Computer plans to announce Monday that it's scrapping its partnership with IBM and switching its computers to Intel's microprocessors, CNET News.com has learned.**

The following is from CNet News.com and Mac Rumors.com and could be a big change for Apple Computer. When we have our meeting Wednesday, this should be confirmed one way or another.



Apple has used IBM's PowerPC processors since 1994, but will begin a phased transition to Intel's chips, sources familiar with the situation said. Apple plans to move lower-end computers such as the Mac Mini to Intel chips in mid-2006 and higher-end models such as the Power Mac in mid-2007, sources said.

The announcement is expected Monday at Apple's Worldwide Developer Conference in San Francisco, at which Chief Executive Steve Jobs is giving the keynote speech. The conference would be an appropriate venue: Changing the chips would require programmers to rewrite their software to take full advantage of the new processor.

IBM, Intel and Apple declined to comment for this story.

The Wall Street Journal reported last month that Apple was considering switching to Intel, but **many analysts were skeptical** citing the difficulty and risk to Apple.

That skepticism remains. "If they actually do that, I will be surprised, amazed and concerned," said Insight 64 analyst Nathan Brookwood. "I don't know that Apple's market share can survive another architecture shift. Every time they do this, they lose more customers" and more software partners, he said.

*Continued on page 6.*






# Internet SIG




## What the Law Says About Playing Poker Online

by Kim Komando

Imagine this: You visit a Web site and download a program. You register with the Web site. A few minutes later, you're sitting at a virtual poker table, happily playing Texas hold'em.

You're playing with real money. You've paid for betting chips via an escrow service. And, if you're lucky enough to win, your account will be credited with money.

What's wrong with this picture? It's all illegal, according to the Department of Justice.

There are thousands of gambling Web sites. And they operate offshore, conveniently beyond the grasp of U.S. regulation.

Online casinos have been around for about a decade. But the recent rise in the popularity of poker has spurred their growth. According to Keith Furlong, deputy director of Interactive Gaming Council, an industry trade organization located in Canada, online casinos will attract about \$10 billion this year. Americans make up 60-65 percent of their business, he added.

Some states have passed laws prohibiting online gambling. However, no federal laws specifically address it. Rather, the government relies primarily on the Wire Wager Act to prosecute online casino operators.

Under the act, business owners who accept bets via a "wire communication facility" face fines and imprisonment. The act was intended to curb the use of the telephone to accept bets.

Opponents are quick to note the act was written in 1961, before the Internet. They question whether the law applies to online gambling. And they insist that online gambling is a gray area at best.

However, the Department of Justice is adamant that online gambling is illegal. And in 2000, it successfully prosecuted Jay Cohen, an American and part-owner of the World Sports Exchange in Antigua.

Since 2002, the DOJ has pressured media companies to pull ads for online gambling. Clear Channel, the nation's largest radio company, stopped airing ads for online casinos that year.

Other mainstream media companies have followed suit.

Banks have also come under pressure from the DOJ. Many decline credit card transactions from online casinos. Among them is Bank One, a national bank.

"[It's] because of the high likelihood of fraud," said Mary Jane Rogers, a Bank One spokesperson. "Bank One may restrict transactions that appear to be Internet gambling." She added that the bank cannot always tell that a charge is from a casino.

Other payment options are also dwindling. PayPal stopped processing payments for gambling in 2002. That left only a few lesser-known escrow agents that work with the casinos.

Recently, the World Trade Organization (WTO) ruled the United States can regulate online gambling to protect public morals. However, the ruling states that U.S. laws must be clarified.

The nation of Antigua and Barbuda initially filed the suit, claiming U.S. restrictions amounted to unfair trade practices. The economy of Antigua and Barbuda, which are Caribbean islands, relies heavily on Internet gambling.

Antigua and Barbuda points out the U.S. allows gambling within its borders. And, in the case of state lotteries, the gambling is sometimes government-sponsored.

Interestingly, Antigua and Barbuda views the WTO ruling as a victory. It sees two options for the United States. One, the United States must ban all gambling. The second option would be to grant offshore companies access to the market. The Department of Justice did not return calls for comment.

People are still visiting these sites in record numbers. And many of them reside in the United States. Currently, the federal government does not prosecute the gambling sites' customers. However, some state governments do.

The WTO hopes to reach a final resolution of the dispute between the United States and Antigua and Barbuda later this year. In the meantime, Americans may well be breaking U.S. laws when playing poker online.





## Education SIG

### Teen Producers Wow Judges in First-Ever Student Video Discovery Awards

From eSchool News staff reports

June 1, 2005

The following is from eSchool News in conjunction with their preview of the upcoming NECC conference during the last week of June in Philadelphia.



On a large-screen TV monitor inside the Discovery Channel headquarters, two students from Parkland High School in Allentown, Pa., are describing their school's student-run video production, Parkland Morning News (PMN). As Doug Waters, technical director for the student-run news program, and Erik Archibald, the show's director, describe how Parkland students produce a lead story to accompany the reading of announcements during homeroom each morning, behind-the-scenes footage from the PMN studio are interwoven seamlessly with shots of Archibald and Waters being interviewed on camera.

No, this isn't a documentary produced by Discovery Channel executives—though, judging by the video's high quality, it very well might be. Instead, it's a video produced by the students themselves. And if this five-minute video sample is any indication, the students at Parkland are doing some pretty amazing things with today's technology.

The Parkland students' video took top honors in the first-ever Student Video Discovery Awards (SVDA) program, which aims to recognize and honor excellence in student video production. Created by eSchool News and sponsored by Discovery Education—a division of Discovery Communications, which operates the Discovery Channel—with additional support from Cisco Systems, Apple Computer, Avid Technology, Macromedia, and NEC, the program is intended to give students international visibility for their work—and some professional experience to boot.

For consideration in the inaugural awards program, eSchool News asked high school and college students to submit videos they created themselves under the guidance of an educator sponsor. Entries, which could be up to 10 minutes in length, were to focus on the use of technology in the students' school or district.

Hundreds of students from across North America, working as teams or as individuals, submitted entries. From these

entries, the six judges—all professionals from the education, journalism, and video-production fields, including Ed DeLeon, the Emmy award-winning executive producer of "Assignment Discovery"—chose a winner and two runners-up.

Capturing second-place honors was a team of students from South Burlington High School in Burlington, Vt. A team of students from Northeast High School in Oakland Park, Fla., placed third. (More information about each of these winning teams and their entries appears on the following pages; the award-winning videos [can be seen here.](#))

The judges all agreed: The quality of the winning teams' videos was top-notch. "I was blown away by the consistently high production value and quality storytelling," said Charlie Parsons, executive producer of Discovery's "The Science Channel." "It is wonderful for these creative students to have an outlet to display their immense talents—and it is equally terrific to see how much the schools embrace and support their skilled filmmakers."

Betsy Whalen, a former teacher who is now manager of educator programs for Discovery Education, agreed.

"What struck me about many of the entries was how effectively students are using technology not only in the classroom, but also to build community within their school," she said. "Whether students are using broadcast video as a medium for communicating with the student population, creating Public Service Announcement videos to turn a school tragedy into a meaningful learning opportunity, or using graphic design as means of self-expression, the video entries demonstrated how technology has reached beyond the traditional boundaries of classroom curriculum."

Videos were judged using a number of criteria. Here are some of the qualities sought by the judges:

- Does the video communicate a clear topic or theme right from the beginning?
- Is there a well-developed story, told in a logical (and well-paced) sequence of scenes or images that lead to a satisfactory conclusion?



- Is the writing of high quality? Is the narration well scripted—and does the video maintain a consistent quality throughout?
- Are the video's production standards of high quality? Does the audio mix maintain a consistent volume of sound, are special effects used in appropriate moderation, is the camera held steady during pans and other camera shots, and is the lighting adequate for comfortable viewing?

Video production is “like the long snapper in football,” said Parsons. “If you do your job well, no one is going to notice—but if you screw up, it's a distraction.”

Winning students and their educator advisors will be honored during an awards ceremony at the National Education Computing Conference (NECC) in Philadelphia June 27-29. In addition, these students will receive free video equipment worth thousands of dollars for their schools. Sponsors of the awards are contributing video gear worth more than \$30,000 total.

Students also will receive international recognition by having their work posted at eSchool News Online, the world's most-

visited ed-tech publication web site. In addition, they'll get a once-in-a-lifetime opportunity to learn from a team of seasoned newspaper reporters and a professional video crew from Discovery Education and other award sponsors.

Under the tutelage of these mentors, the students will cover NECC, an educational technology conference that annually attracts some 18,000 educators and education supporters. They'll record each day's events and put together a video featuring some of the highlights from the conference, which will be available for readers to view at eSchool News Online and also shown at the closing ceremonies of NECC.

Besides DeLeon, Parsons, and Whalen, the judges for this year's SVDA program included Gregg W. Downey, editor and publisher of eSchool News; Dennis Pierce, managing editor of eSchool News; and David Pendery, communications manager for Discovery Education.

“Being part of the inaugural Student Video Discovery Awards was a fantastic experience,” Pendery said. “The level of talent we saw in each and every submission was so impressive and made for a challenging day. These student filmmakers are an inspiration to all of us.”

## MacWorld Expo

*Continued from page 1.*

around for more than twenty years,” said Ihnatko. “Have you been paying attention all that time? Do you know what the single most important engine of Apple's innovation is? Can you use Tiger to build a navigational heads-up display for your car using less than two cents' worth of materials? What will the next version of the Mac OS look like? What is iMovie's “Bugs Bunny Rule,” and why must you master it? In case you've missed anything, this presentation will bring you up to speed at the rate of approximately two topics every five seconds.”

The MacBrainiac Challenge, Macworld's live quiz show, will be hosted by noted Mac industry pundit and Macworld 911 columnist Chris Breen. Two teams will battle it out for the crown of Mac-Uber Geek by answering questions on Macintosh history, hidden features of common software, using the Mac for extremely unique purposes, and much more. The MacBrainiac Challenge is fun, fast-paced, humorous and informative. Attendees will be able to test wits against the best the Mac industry has to offer at this popular Macworld Conference & Expo event.

Hosted by Macworld Conference chair, Paul Kent, the Macworld Town Hall will bring attendees together with Mac industry pundits to discuss important industry issues. Town Hall participants will analyze the key announcements that came out of Apple's World Wide Developer Conference, discuss how Macworld can continue to serve Mac customers, and examine important and interesting developments from around the industry.

“These veteran industry luminaries will discuss the evolution of the Macintosh and explore what the future holds for the Mac and the entire community of Apple technology users,” said Richard Feldman, group vice president of IDG World Expo. “We are excited to celebrate the dynamic spirit and sense of community that is unique to Mac users. This tremendous feature presentation line-up is one of many show attractions that will educate, entertain and inspire the Mac community at Macworld Boston this summer.”

For more information or to register for Macworld Boston 2005, visit [www.macworldexpo.com](http://www.macworldexpo.com).

Editor's Note: Apple will not be participating in Macworld Conference & Expo Boston 2005.



## Apple Ambassador

*Continued from page 2.*

Apple successfully navigated a switch in the 1990s from Motorola's 680x0 line of processors to the Power line jointly made by Motorola and IBM. That switch also required software to be revamped to take advantage of the new processors' performance, but emulation software permitted older programs to run on the new machines. (Motorola spinoff Freescale currently makes PowerPC processors for Apple notebooks and the Mac Mini.)

The relationship between Apple and IBM has been rocky at times. [Apple openly criticized IBM](#) for chip delivery problems, though Big Blue said it [fixed the issue](#). More recent concerns, which helped spur the Intel deal, included tension between Apple's desire for a wide variety of PowerPC processors and IBM's concerns about the profitability of a low-volume business, according to one source familiar with the partnership.

Over the years, Apple has discussed potential deals with Intel and Advanced Micro Devices, chipmaker representatives have said.

One advantage Apple has this time: The open-source FreeBSD operating system, of which Mac OS X is a variant, already runs on x86 chips such as Intel's Pentium. And Jobs has said [Mac OS X could easily run on x86 chips](#). The move also raises questions about Apple's future computer strategy. One basic choice it has in the Intel-based PC realm is whether to permit its Mac OS X operating system to run on any company's computer or only its own.

IBM loses cachet with the end of the Apple partnership, but it can take consolation in that it's designing and manufacturing the Power family processors for future gaming consoles from Microsoft, Sony and Nintendo, said Clay Ryder, a Sageza Group analyst.

"I would think in the sheer volume, all the stuff they're doing with the game consoles would be bigger. But anytime you lose a high-profile customer, that hurts in ways that are not quantifiable but that still hurt," Ryder said.

Indeed, IBM has a "Power Everywhere" marketing campaign to tout the wide use of its Power processors. The chips show up in everything from networking equipment to IBM servers to the [most powerful supercomputer](#), Blue Gene/L.

Intel dominates the PC processor business, with an 81.7 percent market share in the first quarter of 2005, compared with 16.9 percent for Advanced Micro Devices, according to Dean McCarron of Mercury Research. Those numbers do

not include PowerPC processors. However, Apple has roughly 1.8 percent of the worldwide PC market, he added.

Apple shipped 1.07 million PCs in the first quarter, and its move to Intel would likely bump up the chipmaker's shipments by a corresponding amount, McCarron added.

Also of interest are recent [rumors](#) which pointed to the use of Transitive Technologies' dynamic translators to ease such a transition. Although no confirmation has been made of these rumors, if no such emulator technology is made available, all Mac applications will have to be recompiled before their use on a non-PowerPC Mac platform.

[In 2001](#), Transitive Technologies demonstrated a technology called "Dynamite" which allowed code written for one CPU to be run efficiently on another CPU. This "translator" was said to dynamically translate and accelerate binaries — claiming to provide substantial performance over traditional "emulators". Recent numbers claim 80% performance matching.

Some more details [came in 2003](#) at which time a "major" customer was reported. While speculation pointed towards Apple, no reliable reports emerged.

Transitive once again made headlines in [September 2004](#) when they announced a derivative product called QuickTransit. They have since announced having a number of customers including Silicon Graphics Incorporated.

[QuickTransit allows](#) software compiled for one processor/operating system to be run on another processor/operating system.

According to an unconfirmed report, there is evidence that Apple has had special internal seeds of Tiger which support this technology for the x86 platform. Beyond allowing Tiger to run on x86, perhaps more significantly is the potential to also allow existing Mac OS X applications to be run on the x86 (PC) platform without recompilation. Otherwise, requiring developers to recompile all current Mac OS X applications has been seen as a major hurdle in providing Mac OS X on the PC.

Other arguments against such a transition would, of course, still hold. Apple has traditionally been a hardware company, with the bulk of revenue coming from Mac hardware. The past few years, however, has seen software become a larger portion of their revenue.



# Tiger Burns Bright

*Apple's Mac OS X 10.4 brings productivity to desktops, turnkey power to servers*

By Tom Yager, Infoworld.com June 03, 2005

Users usually don't expect much from OSes. They're the foundation for prefabricated or build-it-yourself solutions, but none is a rich solution, a self-contained platform out of the box. If you want a complete productivity platform, you can nickel and dime your way there with Windows, hammer and saw your way there with Linux or hit the ground running with OS X.

Unlike any OS X before it or any competing desktop OS, Mac OS X 10.4 (Tiger) sends users' productivity skyrocketing before one manual is opened or one application is purchased, thanks to stellar new search and workflow tools. OS X Server 10.4 has made an impressive trek, putting in one place every service you could need or want, with the exception of a commercial database. It boasts turnkey ease of operation but no restrictions on customizability or configurability.

## Open source stripes

There are three Tigers: The Tiger client, OS X Server 10.4 (Tiger Server if you like, but I do not) and Darwin 8. Darwin is Tiger's foundation. It is an open source project, maintained by Apple, that stays in perfect lock-step with Tiger and OS X Server 10.4.

Darwin is not the whole of Tiger or OS X Server 10.4; Apple adds a good bit of proprietary value to both. Open source developers, however, can obtain OS X, its extraordinary documentation, development tools, and commercial knowledge base, all free, and ignore all of Apple's proprietary extras. Indeed, the Mac's graphical interface is easily obliterated in favor of totally open source GNOME or KDE presentation layers and window managers. Even then, Apple's Quartz Extreme graphical acceleration applies.

Darwin 8 compiles to a bootable operating system that, when run on a Mac, is binary compatible with Tiger's Unix. Darwin 8 will also build and boot on 32-bit x86 hardware. Yes, Darwin runs on x86, a fact that, whenever mentioned, gets people all stirred up. Unstir yourself. I don't have time to address the whole OS X-on-x86 issue here, but I take it up in my blog and my Ahead of the Curve column.

Don't think of Darwin and OS X as analogous to Red Hat's free, open source Fedora project and Red Hat's Enterprise Linux. Fedora is, in Red Hat's words, "virtual laboratory" where "visitors can make available incremental code improvements and bug fixes." Darwin is not an incubator; what developers see is the fully cooked, validated code that Apple ships to paid OS X license holders. And when Apple issues a fix or enhancement to an open source component of OS X, Darwin gets it the same day — not after a delay of several weeks, as is typical with commercial open source operations.

Apple selects and grooms open source projects for Darwin, a controversial practice that's actually a blessing for commercial users. By design, there is one mail server, one Web server, one instant messaging server, and so on; the scavenger-hunt quality of Linux is absent. And Apple made no effort to cripple Darwin to make it unsuitable for production use. In my opinion, Apple sticks its neck out farther in this regard than do other players.

Lest you think that Apple's selectivity blocks users from the richness and variety of open source, understand that Apple has built up enormous goodwill in the open source community. Darwin and OS X are first-class platform targets

for the vast majority of open source projects. In other words, developers have tested and tweaked their code to compile error-free on Apple's Unix. If you're concerned that Apple's choices won't coincide with yours, dip into DarwinPorts and Fink. These projects maintain gigantic repositories of ready-to-run and ready-to-compile open source software.

## Letting Tiger loose

Both the Tiger client and OS X 10.4 server are built on Darwin 8. Compared to Panther, the OS X 10.3 system software, Tiger exhibits broad performance improvements. It's noticeably faster at booting the system and loading applications (especially the second application load, which is aided by cache). PDF rendering and all text and graphics rendering is faster with Tiger on late-model Macs. That's most obvious in Preview, Apple's PDF viewer, but it's also apparent throughout the GUI.

The big boost in rendering speed shows up in unexpected places. For example, Finder (Tiger's file manager) scrolls through detailed file lists in real time, something that Panther couldn't manage on my burdened 1.5GHz 17-inch PowerBook.

Of Tiger's surface-level enhancements, Spotlight is the marquee player responsible for elevating the Mac to a new class of productivity-enhancing solutions. Spotlight looks like a pretty desktop text search engine, but it shares some salient features with large-scale document- and records-management systems I've worked with albeit at a considerably smaller scale and lower specificity.



