



The *GAB'er*

The Newsletter of the Greater Albany Apple Byters

Volume 23, Number 7 - January 2007

Apple Phone (or Not?)

The one rumor for MacWorld San Francisco that has received the greatest exposure is, of course, the Apple branded phone (formerly the iPhone). Talk of an Apple-branded cell phone has been ongoing for years, however.



In 2002, when asked directly “Will there be an iPhone?”, Steve Jobs replied “One never knows. We don’t usually discuss products we haven’t announced.” In 2003, when questioned again about an Apple phone, Steve Jobs stated that they did not “feel they could add much value to current cell phones.”

The Apple Phone rumor flickered to life again in February 2006 when research group UBS said “not to rule out an Apple-branded cell phone later this year”. PiperJaffray made a bolder statement in March 2006 with a 75% chance of a iPhone in the next 12 months. Similar claims came from a J.P. Morgan analyst that “chatter about the [Apple Phone] is all over the food chain”.

What finally triggered worldwide attention can be traced back to this Commercial Times report that Taiwan’s Hon Hai has received a 12 million unit contract for the rumored Apple phone to be released in the first half of 2007. While

Continued on page 8.



Coordinator’s Corner

by John Buckley

While it is the beginning of 2007, we will take a look at a program that has been around for a long time. While many just use it for viewing video or listening to sound files, there are many other things *QuickTime* can do. As part of our “Green Apple” sessions, we will look at this versatile program that has been around for a long time.



As with all meetings, we will have a good Open Question period during the first hour. In addition, Macworld San Francisco will be on the week of the meeting, so we will have the latest news from Apple.

This meeting is for all those new Mac owners out there who are not exactly sure how things are supposed to work. Those of us who have had a Mac for a while will also most likely learn something new.

So bring your questions and get ready to get your hands clicking a mouse and hitting the keys.

Also be aware that our website is available at:
<http://www.applebyters.com> as well as at:
<http://homepage.mac.com/applebyters>.

Next GAAB Meeting
January 10, 2007

Quicktime

7:00 p.m.
Troy High School
Room 212

Featured in this Issue

Automator	1
Program Coordinator	1
Apple Ambassador	2
Internet SIG	3
Education SIG	4
Mac Tips	7
GAAB Internet Addresses	8

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.

Contents of The GAB'er are copywritten, all rights reserved. Original articles may be reprinted by not-for-profit organizations, provided that proper credit is given to the author, The GAB'er, and a copy of the publication sent to The GAB'er editor.

The views expressed herein are the sole responsibility of each author, and do not necessarily represent the views of the Greater Albany Apple Byters.

Note: Trademarks used in this newsletter are recognized as trademarks of the representative companies.

Officers & Special Interest Group Leaders

Program Coordinator
John Buckley
272-7128

Membership Director
Cecilia MacDonald
872-0823

Treasurer
Cecilia MacDonald
872-0823

Public Domain Librarian
Bill Shuff
393-9753

Newsletter Editor
Roger Mazula
466-7492

Education SIG
John Buckley
272-7128

Internet SIG
Lou Wozniak
465-2873



Apple Ambassador

The following rumors and information is from MacRumors, AppleInsider, and the MUG Center.

Amazon.com's best selling laptops, desktops, and MP3 players this holiday season were all made by Apple Computer.

According to the online retailer's rankings for popular items by category, 6 iPod models were in the top 10 in the MP3 Player category and 3 MacBook models placed in the top 10 in the Laptops category. However, perhaps most impressive was Apple's domination of the Desktop category, with Apple placing 3 iMac models and 1 Mac Mini model with no other PC manufacturer placing in the top 10. In addition, Apple earned the top spot in all the above categories with its 30 GB iPod (Black), MacBook, and iMac.

Amazon.com had its best year ever this year, recording a peak of over 4 million sales in one day (December 11th).

acScoop/MacOSXRumors believes that an 8-core Mac Pro is currently on track for a January release. In addition, the sites' sources indicate that a 4-core configuration may be left in Apple's lineup at a lower price point.

AppleInsider has previously indicated that development on the systems has been complete for some time and that a release was expected this year. While details on the upgraded machines remain scarce, some were reportedly able to upgrade their Mac Pros to Clovertown CPUs without incident, indicating that research and development on Clovertown-based Mac Pros may not need to be extensive if the CPU is only being upgraded.

Also mentioned was the possibility of a simultaneous release of refreshed displays. We had previously reported that new displays perhaps would be released in or around MacWorld with built-in iSights, and MacScoop continues to believe that the new displays will also support HDMI. MacScoop also hints that the 23" model may be refreshed with a 24" model, and a larger display may also debut. Of interest, Macsimum news had recently reported that a 50" monitor may be planned for "early 2007."

Continued on page 7.





Internet SIG



Three Internet Scams to Avoid

by Kim Komando



By now we're all familiar with phishing and Nigerian money scams. But if you think those are the only Internet scams, think again. There are new scams, and they're coming from surprising places.

Astrourfing

Viral marketing has become popular - and successful - on the Internet. For example, studios create MySpace profiles for movies. Then they wait for netizens to create a buzz.

Some companies are employing increasingly underhanded techniques. For example, Ruckus, a legal file-sharing network, allegedly created a fake profile on Facebook.

As the story goes, "Brody Ruckus" said his girlfriend would consent to group sex. But 100,000 people had to join his page. More than 300,000 joined. Ruckus the company got the e-mail addresses of those who joined. They, in turn, received unsolicited e-mail about its products.

That's just one example. Some company shills tout products in forums and on message boards. This is astroturfing—creating a false grassroots buzz around a product.

Or some trolls, as they're called, post negative comments about competitors' products. You can't believe everything you read. Be skeptical. If something sounds too outrageous to be true, it probably is.

Pump-and-dump

You've received e-mail promoting stocks. And you've seen messages posted on Internet forums touting a company.

The promoter claims to have inside information about an upcoming announcement. The message cites rising stock prices. It sets a high target value for the next few days. The sender could be a company insider or a paid promoter.

Pump-and-dump generally affects microcap stocks. The prices are low and they trade in limited quantities. The companies' assets are small. With limited assets, the company isn't required to file SEC reports. It is difficult to find public information about these stocks. They're prime targets for scams.

The hype pumps up the stock price. Then, the promoter dumps his shares, and the price plummets. Victims lose their investments. The messages may even say that the sender will sell his stock shares. This helps the spammer comply with SEC requirements.

Also, be wary of newsletters. Some are paid to promote stocks. Newsletters must disclose explicit details of money they receive to promote stocks. Fraudsters may only include vague disclosures, or nothing at all.

The lesson: Do your homework before purchasing stocks.

Old tricks in new places

Of course, crooks and scammers keep old tricks alive. These tricks are getting new twists.

Classified advertising sites are becoming popular targets for fraudsters. Last week, I posted an ad for manager for my national radio show's online store. Shortly after my ad went up, résumés started coming in.

I received one written in broken English. This person had researched me and my radio show. It almost - almost - seemed legitimate. But I wasn't gullible. There was file named Résumé.doc attached to the e-mail. It looked like a Word file. But my antivirus program alerted me that it was a Trojan.

Visitors to classified advertising sites have fallen prey to other scams, too. The overpayment scam is becoming increasingly prevalent.

Here's how it works: You post an ad to sell a car or another pricey item. You receive a great offer.

You get a cashier's check for more than your price. There's an excuse for the overpayment. You keep the amount you negotiated, and return the balance. The buyer leaves with your goods.

A few days later, your bank informs you that the cashier's check was a fake. Your money is gone. And so are your goods.

Watch whom you're dealing with online. The crooks are becoming more cunning. The best protection is knowledge, and a big dose of wariness.





Education SIG

The Children's Machine

by John Buckley

The New Year

I keep hearing in my head a quote about nothing being more powerful than a good idea whose time has come.

A project that I have been very interested in over the past few years is the One Laptop per Child project which will provide \$100 laptops, a potent learning tool created expressly for the world's poorest children living in its most remote environments. If you have been involved with technology as long as I have, you may remember that Apple Computer had a similar idea for education about ten years ago.

The eMate 300 was Apple's first entry into the education market with a Newton-based product. It was designed to take the rugged lifestyle of a student's computer in K-12 secondary education. For example the keyboard had no circuitry hidden under it and thus avoided potential 'Pepsi syndromes' that might result from drinks spilling on it. In addition, the shell incasing it was designed to survive spills of the drop and bounce type. If the screen or keyboard is damaged, both are designed for easy removal and replacement. The software inside it is also designed to adapt to the classroom environment and use wireless IR and client-server approaches to fit in and adapt to the high school environment.



The eMate 300 was also the first Newton device to look like a notebook computer — its clamshell design with a built-in keyboard made it unlike any previous Newton. Its creative multicolor translucent design also causes folks to do a double take before they realize it was a serious computer. The industrial design of the unit was stunning — its translucent green case and glowing curvilinear form earned it the nickname "BatNewt." And with good reason

since it was BatGirl's (Alicia Silverstone) computer in the George Clooney Batman film.

The screen on the eMate 300 had the same number of pixels but is slightly larger than the Newton. Its built-in keyboard adds a row of function keys provided one-touch access to built-in applications and common commands such as Close and Backlight On/Off. \ eMate 300 also included a Type III PC Card slot, capable of holding Flash RAM cards, a modem, or other larger PC Card devices. eMate 300 was initially to be available only through K-12 educational channels, the eMate 300 was easily portable for even the youngest students-it weighed only 4 pounds and was small enough to fit in a backpack. It let users enter data by keyboard, or with a stylus, so students could work the way that was best for them. The eMate 300 featured the powerful for its time and easy-to-use Newton® 2.1 operating system. It came with built-in software applications that are important for learning-including word processing, drawing, spreadsheet, a graphing calculator, address book, calendar functions, and more.

In addition, the eMate 300 could take advantage of the hundreds of applications that had been developed for Newton 2.0, as well as applications designed specifically for education.

Gives more students access to the technology they need.

The versatile functionality of the eMate 300 let students do the majority of their critical learning wherever it's most appropriate-in the classroom, in libraries, in a lab, outdoors, or at home. With its incredibly long battery life and backlit screen that displays the width of a full written page, the eMate 300 made it possible for students to work wherever they want, for as long as they want.

However, the eMate 300, while loved by many educators, was way ahead of its time. Now with cheaper and better technology we now will have a very similar laptop that will become available to poor countries throughout the world.



The Children's Machine (the following is from <http://laptop.org/>, the official website of One Laptop per Child)



Introducing the children's laptop from One Laptop per Child, a potent learning tool created expressly for the world's poorest children living in its most remote environments. The laptop was designed

collaboratively by experts from both academia and industry, bringing to bear both extraordinary talent and many decades of collective field experience in every aspect of this non-profit humanitarian project. The result is a unique harmony of form and function; a flexible, ultra low-cost, power-efficient, responsive, and durable machine with which nations of the emerging world can leapfrog decades of development—immediately transforming the content and quality of their children's learning.

Unlike any laptop ever built

The laptop is not a cost-reduced version of today's laptop; we have fundamentally reconsidered personal computer architecture—hardware, software, and display. Unlike any laptop ever built, the laptop:

- * Creates its own mesh network out of the box. Each machine is a full-time wireless router. Children—as well as their teachers and families—in the remotest regions of the globe will be connected both to one another and to the Internet.

- * Features a 7.5-inch, 1200Å~900-pixel, TFT screen and self-refreshing display with higher resolution (200 DPI) than 95% of the laptops on the market today. Two display modes are available: a transmissive, full-color mode; and a reflective, high-resolution mode that is sunlight readable. Both of these modes consume very little power: the transmissive mode consumes one watt—about one seventh of the average LCD power consumption in a laptop; and the reflective mode consumes a miserly 0.2 watts.

- * Can selectively suspend operation of its CPU, which makes possible further remarkable power savings. The laptop nominally consumes less than two watts—less than one tenth of what a standard laptop consumes—so little that laptop can be recharged by human power. This is a critical advance for the half-billion children who have no access to electricity.

Free software

To enhance performance and reliability while containing costs, the laptop is not burdened by the bloat of excess code, the “feature-itis” that is responsible for much of the clumsiness, unreliability, and expense of many modern laptops. We intend for laptop to start up in an instant—faster than any commercial laptop now available—and move briskly through its operations.

The laptop is an open-source machine: free software gives children the opportunity to fully own the machine in every sense. While we don't expect every child to become a programmer, we don't want any ceiling imposed on those children who choose to modify their machines. We are using open document formats for much the same reason: transparency is empowering. The children—and their teachers—will have the freedom to reshape, reinvent, and reapply their software, hardware, and content.

The generation-one machine's core electronics begin with the 400Mhz AMD Geode processor. There are 128MB of dynamic RAM and 512MB of SLC NAND flash memory on board. The basic integrated operating system is a “skinny” Fedora distribution of Linux. The user interface is specially designed to support collaborative learning and teaching: every activity comes with a support network of teachers and children, so learning need not be an isolated, lonely endeavor.

Features

Each machine features a video/still camera, three external USB-2.0 ports, plus an SD slot.

The laptop is VOIP-enabled, creating another link among users (both locally and globally). It features Csound, an incredibly powerful and versatile music synthesis software that takes advantage of a full-featured audio codec (and the mesh network for collaborative musical performances).



There are internal stereo speakers, as well as a stereo line-out jack. The microphone is built in, with a mic-in jack, which offers another unique feature: “sensor input” mode. The children can plug in any of a number of home-made data sensors, enabling them, for example, to turn their machines into thermometers or oscilloscopes.



Form factor

Form factor was a priority from the start: the laptop could not be big, heavy, fragile, trivial, ugly, dangerous, or dull. Another imperative was visual distinction. In part, the goal is to strongly appeal to the laptop's intended users; but the machine's distinctive appearance is also meant to discourage gray-market traffic. There's no mistaking what it is and who it is for.

The laptop is about the size of a textbook and lighter than a lunchbox. Thanks to its flexible design and "transformer" hinge, the laptop easily assumes any of several configurations: standard laptop use, ebook reading, and gaming.

The laptop has soft, rounded edges. The integrated handle is kid-sized, as is the sealed, rubber-membrane keyboard. The novel, dual-mode, extra-wide touchpad supports pointing as well as drawing and writing.

Safety and reliability

The laptop is fully compliant with the European Union's RoHS Directive. It contains no hazardous materials. Its NiMH batteries contain no toxic heavy metals, plus it features enhanced battery management for an extended recharge-cycle lifetime. It will also tolerate alternate power-charging sources, such as car batteries.

To top off the battery—for use at home and where power is not available—the laptop can be hand powered. It will come with at least two of three options: a crank, a pedal, or a pull-cord. It is also possible that children could have a second battery for gang-charging at school while they are using their laptop in class.

Experience shows that the laptop components most likely to fail are its hard drive and internal connectors. The laptop has no hard drive to crash and only two internal cables. For added robustness, the machine's plastic walls are 2.0mm thick, as opposed to the standard 1.3mm. Its mesh network antennas, which far out-perform those of the typical laptop, double as external covers for the USB ports, which are protected internally as well. The display is also cushioned by internal "bumpers."

The estimated product lifetime is at least five years. To help ensure such durability, the machines will be subject to factory testing to destruction as well as in situ-field testing by children.

OLPC is predicated upon three basic premises:

1. Learning and high-quality education for all are essential to provide a fair, equitable, economically and socially viable society;

2. Access to mobile laptops on a sufficient scale provides real benefits for learning and dramatic improvement of education on a national scale;

3. So long as computers remain unnecessarily expensive such potential gains remain a privilege for a select few.

By providing our most powerful tool for knowledge creation, development, and discovery to children and their teachers with sufficient time and support to enable fluency, and development, and by providing high-bandwidth connectivity to enable the development of knowledge communities, we now have the means to address seemingly intractable and critically important educational issues.

Design

We are not merely handing down a business computer, but we designed the OLPC laptop for children, including the ability to function in difficult conditions. This means that the laptop:

Provides mesh-networking capabilities to provide high-bandwidth wireless connectivity to connect home, school and community—the whole community connects to itself and the world;

Is durable, robust, climate protected, and contains only safe, non-toxic materials;

Consumes minimal power, thereby reducing the costs to the school and home, and enables re-charging of the batteries in sites off the electric grid;

Uses free software, which not only reduces costs, but also, more importantly, provides a basis for high-quality, low-cost software and content creation by everyone from everywhere. It enables all learners to see exactly how the software was created and to enter into the development communities so that they too can create software and content. While not everyone will do this, even if only 1% does, that will add upwards of 10,000 software developers per year where one-million computers are deployed. Moreover, the culture of software development and creation will spread to populations previously without access. The potential impact is enormous.

While the technical aspects create a platform for change, the real benefits will come from improved educational practice enabled by immersive access to connected laptops. Existing school practice will be enhanced through electronic access to materials, content, software, expertise, and support. Content can be updated constantly at lower cost, with the ability for teachers to select appropriate materials for local needs, particular students, and even day to day developments since these materials are available



digitally on the network. The laptops also enable support for ongoing teacher professional development, peer-to-peer support, the development of communities of learners and teachers, and local content creation and sharing.

While we have witnessed significant educational gains from computer labs in schools, they have inherent limitations because of insufficient time and materials available to substantively change school theory, practice, culture, and organization. A school typically has one lab, with an average of 10 computers per lab, which a class of average size of 40 attends for one 50-minute period per week, amounting to an average of 12.5 minutes per student per computer per week. Even still educators can achieve significant results. An immersive laptop program removes such barriers to access. Rather than only having a small number of minutes per week per class, the students and teachers always have the laptops available to them and can modify their classroom practice to take advantage of their presence.

However, while computers facilitate and improve presentation of material to students, their real, unique power is as a malleable tool for construction, expression, collaboration, design, modeling, visualization, reflection, and debugging. These are the capabilities that enabled the exponential growth of knowledge in the world, and children, given opportunity, freedom, and guidance, are the most capable to take advantage of these capabilities for growth and development.

Conclusion

I hope as we move into the New Year, the time has come for an excellent idea. While Apple has always been at the forefront with great ideas, sometimes those ideas have been ahead of their time. The Newton could have been the Palm and the eMate could have been the OLPC.

Apple Ambassador

Continued from page 2.

The exact timing of the events is unknown, but readers should note that MacWorld is traditionally a consumer event. However, if rumors of Apple releasing larger displays with HDMI capability are true, the line between professional and consumer (iTV connectivity?) could be blurred.

Many vendors in the Apple industry and beyond go out of their way to support the user group community. Our list

of their available special offers is the most complete archive available anywhere, and is updated regularly. Feel free to publish the link to this page in your newsletter or on your web site so your members know about the benefits of being a MUG member.

Company -- Product & Discount (Availability)

Apago -- 25% discount on PDF Shrink and PDF Enhancer Standard Edition (through 1/31/07)

Apple MUG Store -- Discounts on new and refurbished hardware and 1% back to your group (Ongoing)

AppleWorks Users Group -- Discount on Macintosh batteries (Ongoing)

Actoris -- 25% off Xpress Schedule or Food Cost Manger (Ongoing)

Macworld magazine -- \$13 off annual subscription (Ongoing)

Micromat -- 20% discount on all products (through 1/31/07)

MYOB -- \$25 off First Edge & \$100 off Account Edge (Ongoing)

Other World Computing -- 5% off all miniStack systems and 10% off NuPower PowerBook and iBook Batteries (through 3/31/07)

O'Reilly -- 30% off one title; 35% off two or more titles; Free ground shipping on orders \$29.95 or more in the US. (Ongoing)

Peachpit Press -- 25% off all titles by joining the Peachpit Club (Ongoing)

Prosoft Engineering -- 25% off Drive Genius, Picture Rescue, Data Rescue, Data Backup & Data Recycler (Ongoing)

PumpOne -- 40% discount on various products (through 1/31/2007)

Rogue Amoeba -- 22% off Audio Hijack Pro (through 2/28/07)

ScreenCastsOnline -- 20% discount on Premium Membership (through 2/14/07)

Softpress -- Free demo software for user groups, 25% off any version of Freeway and discounted web hosting from Have I Host (Ongoing)

TidBITS -- 10% discount on *Take Control* eBooks (Ongoing)

TidBITS -- 50% discount on *Take Control* eBook bundle of Sharon Zardetto Aker's "Take Control of Fonts in Mac OS X" and "Take Control of Font Problems in Mac OS X." (through 1/31/07)

Globalsat Technology Corporation -- 25% discount on Mac products (through 2/28/07)

VersionTracker -- Discounts on VersionTracker Pro and MacFixit Pro (through 1/31/07)



iPhone

Continued from page 1.

regular MacRumors readers might realize that these Taiwanese supply reports have been wrong in the past, the proposed time-frame correlated with an earlier ThinkSecret report also pointing to “early 2007” for the release. As well, a reliable MacRumors source provided a description (and artist rendition) of what one of the existing prototype phones looked like at that time.

The first detailed specs came from Kevin Rose who had been previously known to have some inside information. Other (conflicting) claims/specs are also listed here:

- 2GB (\$249), 4GB (\$449), Slide out keyboard, “cool” OS, All Phone providers (Kevin Rose)

- 4GB (\$599), 8GB (\$649), Metal, Cingular Wireless, Full screen LCD, Virtual Click Wheel (Morgan Stanley analyst)
- GSM/EDGE device only (ThinkSecret)

While many news outlets are pointing towards Macworld San Francisco as the launch date of the Apple Phone, none of the more credible rumors have specifically pointed to Macworld as the launch day for the device:

- 1st half of 2007 (1, 2, 3, 4)
- Not at Macworld SF (1)
- January (1)
- Macworld San Francisco (0)

While nothing would preclude Apple from announcing a phone at Macworld for a later launch, the evidence for a Macworld launch remains mostly speculative.

The Year 1906

This will boggle your mind, The year is 1906. One hundred years ago. What a difference a century makes! Here are some of the U.S. statistics for the Year.

1906:

The average life expectancy in the U.S. was 47 years old.

Only 14 percent of the homes in the U.S. had a bathtub.

Only 8 percent of the homes had a telephone.

A three-minute call from Denver to New York City cost eleven dollars .

There were only 8,000 cars in the U.S., and only 144 miles of paved roads.

The maximum speed limit in most cities was 10 mph.

Alabama, Mississippi, Iowa, and Tennessee were each more heavily populated than California.

With a mere 1.4 million people, California was only the 21st most populous state in the Union .

The tallest structure in the world was the Eiffel Tower!

The average wage in the U.S. was 22 Cents per hour.

The average U.S. worker made between \$200 and \$400 per year this doesn't include sharecroppers.

A competent accountant could expect to earn \$2000 per year, a dentist made \$2,500 per year, a veterinarian between \$1,500 per year, and a mechanical engineer about \$5,000 per year.

More than 95 percent of all births in the U.S. took place at HOME .

Ninety percent of all U.S. doctors had NO COLLEGE EDUCATION! Instead, they attended so-called medical schools, many of which were condemned in the press AND the government as “substandard.”

Sugar cost four cents a pound.

Eggs were fourteen cents a dozen.

Coffee was fifteen cents a pound.

Most women only washed their hair once a month , and used borax or egg yolks for shampoo.

Five leading causes of death in the U.S. were:

1. Pneumonia and influenza
2. Tuberculosis
3. Diarrhea
4. Heart disease
5. Stroke

Canada passed a law that prohibited poor people from entering into their country for any reason.

The American flag had 45 stars. Arizona, Oklahoma, New Mexico, Hawaii, and Alaska hadn't been admitted to the Union yet.

The population of Las Vegas, Nevada, was only 30!!!!

Crossword puzzles, canned beer, and ice tea hadn't been invented yet.

There was no Mother's Day or Father's Day.

Two out of every 10 U.S. adults couldn't read or write.

Only 6 percent of all Americans had graduated from high school.

Marijuana, heroin, and morphine were all available over the counter at the local corner drugstores . Back then pharmacists said, “Heroin clears the complexion, gives buoyancy to the mind, regulates the stomach and bowels, and is, in fact, a perfect guardian of health.” (Shocking? DUH!)

There were about 230 reported Murders in the ENTIRE U.S.A. (this does not include lynching!)

Just Try to imagine..... what it may be like in another 100 years !!!!!!!

IT STAGGERS THE MIND !!!!!!!!



