

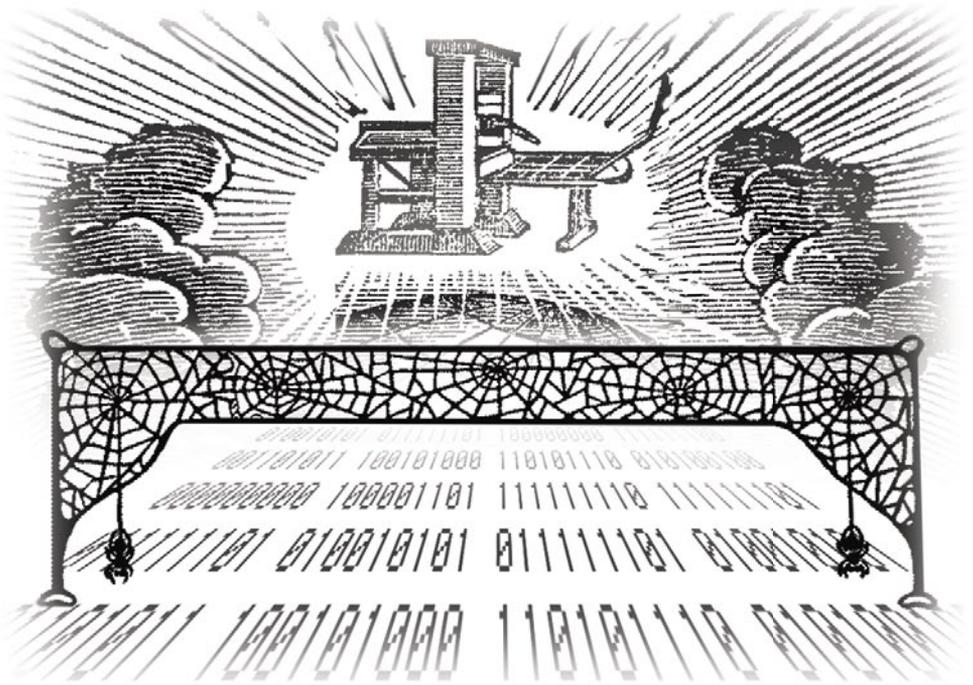
# double Click

Double Click, Inc.

July 2004

## The Last Dead Tree Edition - eBook version ;-)

Does anybody read a daily newspaper anymore?



Main Meeting Announcement - July 18, 2004 - 2:00 PM

### Vacation Photos Fit for the Family

Adobe Photoshop Elements programmed to rescue and resuscitate

Presented by Bob Wood, Double-Click Vice President

# double Click

The Macintosh Users Group of Milwaukee

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### Advertising Rates

- \$100 inside front or back cover
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- \$ 25 quarter page

Design service, composition, spot or full color requests are available. Please contact one of the Double Click officers, or the newsletter editor.

Double Click members may place one personal Classified Ad per issue at no charge.



Jim Macak

# The Prez Sez

July 2004

## Online PDF Newsletter in September

As I noted in this column last month, , our Double Click newsletter will soon be published "electronically" and will no longer be mailed to the general membership. Instead, members will be notified by e-mail when a monthly newsletter is available, and will then be able to download it via the Internet. Members who are not "wired" will still have the option of requesting a printed and mailed copy of the newsletter. However, we trust that all of you who do have Internet access will pursue the downloadable newsletter, as this will save a significant amount of money for Double Click.

Pursuant to this plan, Double Click members should have received an e-mail from Bob Wood, sent on June 23rd. If you did not receive this e-mail, or have not yet responded to it, please contact Bob <bob@thinkbob.com> and confirm your current e-mail address with him. This will greatly aid in the transition to the electronic newsletter, and will keep you "in the loop" relative to Double Click happenings.

I think this newsletter production and distribution change is an important improvement for our Double Click newsletter. Content can be more up-to-date, newsletter length can be easily varied, color can be used at no additional cost, etc.

The financial benefit of this change is also significant. Again, as I noted last month, the savings that accrue under this new plan for the newsletter will, in large part, be returned to the Double Click membership in the form of raffle and door prizes at the main monthly meeting. We had a trial run of this at our June meeting, and the attendees were enthusiastic about this new concept. Admittedly, an ulterior motive for the increased value of these prizes is to draw members to our monthly meetings, and I feel that this is a valid motive. Our monthly meetings are always more interesting and livelier when attendance is high, so anything that can be done to boost attendance will improve our meetings. So, if you haven't come around to a Double Click monthly meeting for a while, please mark your calendar for our July 18th meeting and participate in our Double Click community.

Finally, also be sure to mark our annual Double Click picnic on your calendar. It will be on Sunday, August 15th, and it will offer a great chance to socialize a bit more with your fellow Double Click members and "significant others." Again, "the more the merrier," so please come out for the picnic if you have the chance.

--Jim Macak



Gene Braun

# Main Meeting

July 2004

## Main Meeting June 13, 2004 TechTool Pro and Such...

### Maintaining Your Mac

You want to perform regular maintenance on your Mac, just like you should on your car, so that your Mac provides you with trouble free operation. What follows are some suggestions equivalent to checking the tire pressure and changing the oil on your car. Much of what follows is generic but some things are specific for the Panther OS. I'm sure that there will be omissions and where you place the emphasis will depend on how your Mac is set up and especially on how you use it. If, despite your best efforts, you wind up with problems, then many of these steps and the utilities mentioned here serve dual duty as troubleshooting steps.

**Preface.** This should go without saying – always back up your data files and maintain an up to date antiviral program on your computer. How often should you back up? As often as you think your information is worth. Also it may pay off handsomely if you store some of your back ups off site.

#### 1. Update your OS and software.

What you want is a “balance “ between your applications and the OS. You don't want an older version of an application running on a current OS or vice versa. Use the Software Update feature of the OS. Many appli-

cations also have the option for “calling home” to check for updates. You should pay particular attention to security updates. Yes, quite often there are bugs in new versions of software and updates, but that doesn't mean that you should wait forever. You can set Software Update to check on a regular interval. Once a week would be a good interval to use. Remember you can always check manually. Every time you install anything on your computer the next thing you should do is repair permissions.

#### 2. Repair disk permissions.

The permissions (who gets to read, write, or use) for specific files can become “broken” and cause problems. They can be repaired by using the Repair Disk Permissions feature inside Applications > Utilities > Disk Utility. Please note that you should only repair permissions on the disk that you started up from. You shouldn't repair permissions on a disk other than the one you started up from even though this is a possibility. Especially don't use the repair permissions found on your installer CD that came with your computer. It only has access to information for the software that came with your computer and no information for any updates you've made since. This has something to do with things called receipts found in receipt files on the disk you've started up on. You don't really need to understand the details behind the process

other than broken permissions can slow operation and result in peculiar behaviors. By the way all this permissions business only applies to Apple software. Repairing your disk permissions on a weekly basis at the same time you check for software updates would be a good idea.

### 3. Repair your preferences.

Preferences can become corrupted and should be checked on a regular basis. This also is beneficial to do on a regular basis and you might as well do it weekly along with the above procedures. There is a free utility called Preferential Treatment that is easy to use and it can be obtained at <http://homepage.mac.com/jonn8/>

as. I must admit that in all the time I've used this application I've never had a bad preference so I'm not quite sure what you do next. The author, Jon Nathan, seems to have written good notes so I'm not worried. I have just learned about another piece of software, this time shareware (\$5 after 10 uses), that specializes in backing up preference files and allows you to replace a corrupted preference file with the back up. It is called "Back up user prefs" and is available at <http://www.m-t-software.com/software-backup.html>.

There are three more steps that will be covered in the next edition of the newsletter --Gene Braun



In May, at the Apple Worldwide Developers Conference in San Francisco, OS-X 10.4, Tiger, was introduced to developers in advance of the 2005 general release, and of the 2007 release of Microsoft's "Longhorn OS."

--banner image courtesy of Apple Computer®2004



Steve Parker

# Beginners SIG

July 2004

## More About the Toolbar and Sidebar in Panther's Finder Windows

*At the March Beginners SIG, we began discussing Finder windows from the Mac OS X, version 10.3 (Panther) perspective, and we spent some time discussing the Toolbar. During the April meeting, we reviewed more Toolbar features and discussed the Sidebar.*

### Hide/Show Toolbar Button.

Found in the upper right-hand corner of the Toolbar, clicking this button removes both the toolbar and the sidebar. It also returns you to what's now known as the "Old Finder Mode." In OFM, double-clicking on a folder in the window opens a new folder window (just as it did in Mac OS 9) instead of changing the contents of the window to display the contents of the newly-opened folder.

### Aside: Hide/Show Keyboard Shortcut.

The old keyboard shortcut for hiding the Toolbar was Command+B. Now it's Option+Command+T. Why the change? Answer: Because Panther is more consistent in its use of keyboard shortcuts. The Option+Command combination is the universal command key pair for system-wide on/off switches. That is, those that toggle on and off some particular setting. Thus, Option+Command+T ("T" for Toolbar) toggles the hide and show for the Toolbar/Sidebar.

## Shrink the Toolbar.

In Mac OS X, the icons for things like buttons are large. However, you can have smaller ones if you wish. Just Command-Click on the Hide/Show button. Each time that you do, the size of the Toolbar will shrink. Six settings are available. There's a longer way to accomplish this by using the Customize Toolbar... option under the View menu. At the bottom of the Customize Toolbar... drop down window, are found the Show pop-up menu (Icon and Text, Icon Only and Text Only settings) along with the Use Small Size check box. Use these together to choose among the same 6 settings. See the effects immediately.

## Customize the Toolbar.

### Panther offers several ways to customize the Toolbar.

**Rearrange Toolbar Icons.** You can rearrange the icons in both the Toolbar and the Sidebar by using a Command-Drag drag action. Simply hold down the Command key while selecting an icon and then drag it to a new location. The other icons will move aside to let the one being dragged to be placed in a new location. Release the mouse button to place the icon in its new location.

**Add Tools to the Toolbar.** Many tools can be added to the Toolbar. Go the View menu and select Customize Toolbar... . The drop down window displays the various tools that you may add to the Toolbar. Just select

the button for a tool, and drag it to the Toolbar. Notice how the buttons already present on the Toolbar will move aside to let you place the new one that you're adding.

### **Remove Buttons.**

Want to remove a button from the Toolbar? Hold down the Command key while dragging the button off the Toolbar. See the "poof" animation as the icon disappears.

### **Add Icons.**

In Panther, you can add any icon to the Toolbar. Just Command-Drag it there. For example, want to keep an often-used folder in the Toolbar? Like moving a button, just hold down the Command key and drag the folder to the Toolbar. Remove an icon by Command-Dragging it off the Toolbar.

### **Sidebar Features.**

The Sidebar acts much like the Toolbar, only its focus is on providing quick access to frequently-used folders. Specifically, buttons are provided for the Desktop, Home Folder, Applications, Documents, Movies, Pictures, and Favorites. You can add more. See below.

### **Collapse the Sidebar.**

Double-click on its side divider at the right side of the Sidebar. As the cursor passes anywhere over the side divider, the cursor will change from an upward left, upward-pointing arrow to a left/right double-arrow. When this happens, you can go ahead and do the double-click to collapse the Sidebar.

When you double-clicked on the divider, it moved to the left edge of the window. (Think of the divider as pushing the Sidebar left into hiding.) One way to tell that the divider has moved to the left edge of the window is to notice two features of the divider. First, it has a small "dot" marker

on it. Second, the divider is a little wider than the border of a window. When the divider has been double-clicked and moved to the left edge of the window, you will see the wider border there represented by the divider, and you will also see the dot.

Now, how do you get the Sidebar back? Just move the cursor over the divider and double-click on it again. The Sidebar will then spring back open.

### **Add any icon to the Sidebar.**

As with the Toolbar, you can add any icon to the Sidebar. However, you don't use the Command-Drag action. To add any icon to the Sidebar, just select it and then drag it to the Sidebar. Rather than the existing Sidebar icons moving aside, a horizontal blue line will show up in the Sidebar between the icons. As you drag the new icon up and down through the Sidebar, the blue line will also move. When you release the mouse button, the icon will be added between the icons separated by the blue line. Want to remove an icon? Just drag it off the Sidebar (and see another "poof" animation).

### **Rearrange Icons.**

Just drag them up or down. The other icons will move aside to make room. Note, however, that the Sidebar is divided into two sections: the top with icons for storage volumes (disks) and the bottom with icons for folders, although icons for files and folders can be placed there as well. Icons in the top section can't be dragged to the bottom one, nor can icons from the bottom section be dragged to the top one. When you try to do so, the icon won't "stick" in the new location, and a "not allowed" symbol (circle with a slash through it) will be displayed next to the cursor.

--Steve Parker



Jim Macak

# Featured Files

July 2004

## Featured Files from June 2004

Compilation by Jim Macak  
Comments by Ron Reitz



### The Unread 1.1

<<http://www.schartworks.com>>

The Unread springs to life as a Menu Bar icon displaying the number of unread e-mails you have in Apple Mail. The Unread saves you the (albeit minor) trouble of unhiding your dock to check the number of new mail messages or the annoyance of a bouncing Mail icon signifying a newly received message when Apple Mail is hidden. And if your screen space is at a premium, using The Unread means not having to keep Apple Mail open on your desktop. The Unread's display of new messages is right up on the menubar, in plain view, the whole time. The Unread not only shows the unread messages in your "In" mailbox, which is all that Apple Mail shows, but all mailboxes you may be automatically directing new messages to. The drop down menu shows new message counts arranged by folder name for each mail account. Preferences allow extensive tailoring of The Unread's characteristics and behavior including colors, alert text, which folders to include,

which to exclude, and the frequency at which to check for new mail.

*Requirements: Mac OS X 10.2 or better.  
Requires 388 KB of disk space.*

*Freeware!*



### Folding@Home 4.0

<<http://www.stanford.edu/group/pandegroup/folding/>>

If you have a humble biophysics lab and you need more than a supercomputer, distributed computing seems to be the answer. The Pande group at Stanford University is studying how proteins self-assemble and fold into their unique 3-dimensional forms. Proteins don't work correctly unless they have a precise 3-dimensional shape. The group at Stanford University requires 1000's to 10,000's of computers to simulate protein folding at the atomic level on the microsecond timescale. They are also trying to understand proteins that misfold and cause diseases. Since the start of the project on October 1, 2000, nearly 1,000,000 computers have participated. That is a lot of CPU cycles.

You too can donate your excess CPU cycles to this scientific research with Folding@Home. While your computer is assisting in determining the conformational diffusion of polymeric polypeptides, you get to watch.

Although not up to Quartz Extreme standards, the molecular 3-dimensional structures are interesting and are represented as space filled, ball and stick, or wireframe models.

Folding@home will use up to 90% of your CPU, but at a lower priority (increased niceness in UNIX speak) so that you can get your own work done without interference.

Folding@Home comes as three different programs: as a regular application with a Mac OS X interface, a screen saver that only starts up when your system is idle, or as a Command Language Interface (CLI) application that runs in the UNIX background.

Your statistics for work units and credits, based on the amount of CPU time used and the complexity of the protein, are tracked on the Stanford servers. If you want to be a real team player, you can join the Mac OS X team and add your statistics to the team's total. The Mac OS X team is currently in 17th place behind the Overclockers Australia group.

*Requirements: Mac OS X 10.1 or better. 472 KB of disk space is required.*

*Freeware!*

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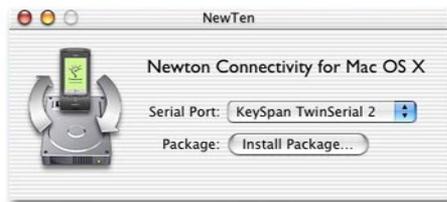
Each month we highlight shareware and freeware which you can download to your Mac from the URLs listed with the descriptions of the software and a graphic of its icon.

- The software applications are available from **HyperArchive**.

**<<http://hyperarchive.lcs.mit.edu>>**

- Additional mirror sites can be found at **Info-Mac Archive**.

**<<http://www.info-mac.org>>**



**“...come to those who wait.”**

“Let us travel back in time, 10 years ago, when the Apple logo was still a rainbow and the only PDA worth talking about was the Newton. Sure, by today's standards it's not the smallest PDA, but many people agree, it's still one of the best. Now, welcome back to 2004, still got that Newton and want to install stuff on it from your Mac? Now you can with NewTen (and without Classic, too!).”

**<[http://wiredblogs.tripod.com/cultofmac/index.blog?entry\\_id=365328](http://wiredblogs.tripod.com/cultofmac/index.blog?entry_id=365328)>**

**<<http://stevenf.com/index.php?node=SoftwareProjects>>**

**NewTen 1.2  
(94k, incl. source code)**

**<[http://stevenf.com/downloads/newten1\\_2.dmg.gz](http://stevenf.com/downloads/newten1_2.dmg.gz)>**

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**<http://www.double-click.org>**

For the latest meeting schedules, presenter information, planned MUG activities, and a host of links to Apple related web sites, visit home today.

Starting in September this site will also be home to the Double-Click Newsletter and a PDF archive of news and tips. Please set a link in your browser.

This web site was developed and is maintained... by Eric Uecker.

# Previews REVIEWS

## Max Payne and Rayman 3

by KM Scott Moore

The shooter is perhaps the most overdone genre of video game; so much ground has been covered that it is difficult to create an original title. Creating new and exciting games is not an easy task. When you can't be original, resort to gimmicks. That is my impression of *Max Payne*

Max's claim to fame is that it was the first game to feature the 'Bullet Time' effect that was first seen in the film *The Matrix*. The second supposedly innovate feature is the use of graphic novel style interstitials instead of the usual animated cut scenes.

The back story of *Max Payne* is the familiar Hollywood formula:

1. Good cop,
2. Family killed,
3. Framed for best friends murder
4. Out for revenge.

You've seen it a million times before, in films like *Death Wish*, *Die Hard*, and *Dirty Harry*. Telling an overdone story in an overdone game genre is supposed to be clever in a self-deprecating way, but it just doesn't work here. The writing is horrible and the graphic novel gimmick grows tiresome in a very short period of time. The purpose of a cut scene is to move the action along and develop the story. In *Max Payne*, you'll be looking for the fast-forward button.

Some examples of the fine writing in this epic:

*"It was colder than the devil's heart, raining ice pitchforks as if the heavens were ready to fall."*

*"The train lit up like a Christmas tree, the power was back on."*

*"Being placed at the scene of a bank robbery wouldn't have tipped the odds in my favor."*

*"There was nothing I could do, he was dead. I could tell by the empty, accusing stare of his eyes."*

The character names are equally bad. In addition to Max Payne, there are other names like Rico Muerte and the Finito Brothers.

The game-play itself is pretty standard fare for a shooting game. The enemies are numerous, but not terribly smart. Bullet Time is supposed to add a cinematic touch to the action, but the novelty wears off after the first four or five times.

Also, the game requires you to play through the entire story on the basic difficulty setting before it unlocks the more difficult modes. Experienced gamers will find the basic setting too easy, and the game is just not enough fun to sit through a second time.

Max Payne contains graphic violence, sexual content, and harsh language. Therefore, it is not appropriate for children. The cover rates it as appropriate for ages 15 and older, which by the standards of an "R" rated movie, is a bit too low. However, the main audience that this game will appeal to is 15-17 year old boys.

The game has a parental lock feature that reduces the amount of blood and sexual references, but it requires the parent to install the game and enable password protection.

-KM Scott Moore

**System Requirements:**

400Mhz G3 or higher

128 MB Ram

16MB Graphics Card

Mac version by *Feral Interactive*.

<<http://www.feral.co.uk>>

### Rayman 3: Hoodlum Havoc

Feral Interactive has brought the popular console title to the Mac. If realism is what you're looking for, this isn't it. But, if you want a colorful fantasy world, then this is your ticket. Visually, this game is beautiful, with great colors and textures. It also has an excellent voice acting cast.

Rayman is a strange little guy who has hands and feet, but no arms or legs. He can fly by twirling his hair. He lives in a place populated by fairies, butterflies, talking frogs, and magic mushrooms. That last statement wasn't an accident. There is definitely a psychedelic undercurrent to this world, but I think that is more an in-joke for the adults, and kids will just see it as a fun colorful place. There are other subtle jokes that younger players will probably miss, i.e. garden gnomes that look like *ZZ Top*.

Rayman's mission in this adventure is to save the Red Lums (little firefly type creatures) from the nasty Black Lum, Andr\`8e. He has Murfy, a smart-alec green dragonfly (voiced by Billy West, who plays Fry on *Futurama*) as a guide, and his friend Globox (voiced by John Leguizamo) to help him out.

Although I really wanted to like this game, I found it completely unplayable with a keyboard and mouse setup. What would be hours of button mashing fun with a Playstation type controller, results in frustration and sore fingers. The constantly shifting camera angle can make you dizzy, and makes accomplishing the tasks of the game nearly impossible. I highly recommend either purchasing a console type controller, or skipping the desktop version and playing the game on an actual console.

Rayman contains cartoon violence. It is rated for ages 3 and up.

The game comes on three CDs and uses a whopping 1.2 GB of hard drive space.

Make sure you have plenty of free space before you attempt to load it.

--KM Scott Moore

**\*System Requirements:**

500Mhz G3 or higher

128 MB Ram

16MB Graphics Card

The Mac version is published by *Feral Interactive*.

<<http://www.feral.co.uk>>

#### Seen on the web:

*"Why don't we take a vote?"  
I suggested.*

*"No!" said David. "That's not fair  
because the majority will win!"*

<[www.loyalty.org/~schoen/david.html](http://www.loyalty.org/~schoen/david.html)>

# Double Click Calendar

## Past - August 15, 2004

Members + Corn = Picnic

1:00 p.m.

Gene Braun's House

## Present - September 19, 2004

Beginners SIG - TBA

1:00 p.m.

Room E190, Engineering & Math Sciences Building, UW-M

Main Meeting - **Mac Genius - Troubleshooting OS-X** 2:00 p.m.

Room E190, Engineering & Math Sciences Building, UW-M

## Future - October 17, 2004

Beginners SIG - TBA

1:00 p.m.

Room E190, Engineering & Math Sciences Building, UW-M

Main Meeting - **Mac Maintenance** 2:00 p.m.

Room E190, Engineering & Math Sciences Building, UW-M

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## Main Meetings

UW-M Engineering & Math Sciences Building - EMS - Room E190.

Free surface parking is available in the lot south of the building, and north of Kenwood Boulevard

Milwaukee County Transit bus routes 30 and 62 stop at the Student Union one block to the east, and route 15 stops on Oakland Avenue, two blocks west of the EMS building.



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July 2004



# Classified Ads



## The 2004 Tao of Apple Swapping

<<http://www.ebay.com>>

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### 2004 Meeting Schedule

**September 19, 2004**

Troy Virojana, Apple Mac Genius  
Troubleshooting OS-X

**October 17, 2004**

Dave Stamm  
Mac Maintenance

**November 21, 2004**

Games and Educational software (?)

**December 19, 2004**

Games and Educational software (?)

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So for insights, hindsights, plain sights, and information, follow a few links and visit other member's web homes Be sure to void where prohibited by law.

This web site was developed and is maintained... by Eric Uecker.

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