

# SMUG NEWS

STANFORD/PALO ALTO MACINTOSH USERS GROUP NEWSLETTER

Vol.17 No.1 January 2007



## Happy New Year

### Don't Forget Mac World January 8 to January 12

SMUG will have a booth in the User's Group Section in the north hall. If you are attending on **Tuesday January 9** please stop by and say hello.

### Message from our President Steve Bellamy

If you should meet up with a vendor of a product that you think would interest other people in the club, why not broach the subject of a possible club presentation? If they seem willing, get hold of a business card & give it to Steve or someone else on the Board, and we will follow up and try to arrange a presentation by them later in the year.

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### January 16 Meeting Part Two of i Web

January Presenter will be **Ariem** from the Apple store doing part two on the iWeb application

With a collection of Apple-designed web templates at your fingertips, creat-

ing a masterfully designed website is a mere matter of mouse clicks.

Browse iWeb, stunning themes, then choose the one that fits your style. Each theme contains a range of page templates--perfect for "About Me," photo album, blog, podcast, and movie pages --so you can put your content on a page

designed specifically for it.

Then simply edit the placeholder text and use the iLife Media Browser to drag in your photos, movies, podcasts, and songs. No design degree necessary. No HTML skills required.

### SPECIAL NOTICE

#### SMUG Board Votes To Turn Off Voicemail

Effective January 1, 2007, the board has voted to disconnect the club voicemail. The SMUG telephone number dates back to a pre-internet and email era when SMUG had its own office on California Avenue. When the office closed in the late 90s, it was decided to keep some telephone presence, and for nearly 10 years **Phil Geller** (*thank you Phil*) has been updating the voicemail message with news of upcoming meetings, answering occasional queries and responding to the odd computer problem. However, with the growth of email, this resource has been used less and less, and it has been decided to discontinue it. All the board members can still be contacted by telephone, mail or email (see the Contact Us page for details).

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## SMUG TUESDAY JANUARY 16

**Meeting Schedule Monday 6:30 - 9:00**

**JANUARY MEETING IN PANOFSKY AUDITORIUM\***

**6:30 - 7:00 Q & A**

**7:00 - 7:45 Shareware:** *to be announced*

**7:45 - 8:00 Break**

**8:00 - 9:00 iWeb part 2 Presenter:**  
*Ariem from the Apple Store*

**9:00 - 9:15 Raffle**

\* Yes we are meeting back at Panofsky Auditorium until further notice.



### December Meeting Report

#### PRESENTATION

**Ariem** at the Apple Palo Alto store presented iWeb (part 1: the basics).

Many of us use Homepage. With iWeb (available as part of iLife 06), we can create web pages and integrate with our other applications. iWeb makes it very easy way to create web pages. Ariem pointed out a web page that he could create in iWeb in minutes; in HTML, it would take him at least half an hour.

When you work on them, iWeb keeps all your iWeb files in a Domain file in your library. You can Publish your iWeb website to .mac (if you have a .mac account) or to a folder.

Note: Ariem will answer more coding type of question in January, where you can (code page exactly how you want). Example: domain pointing, so that your main website (such as [www.yourname.com](http://www.yourname.com)) redirects to your .mac page.

#### **iWeb lets you create your website.**

You put in your content and layout, and you publish it. On the welcome page, Ariem hit the default text so that he could replace it with his own. Ariem can do an entire website in about 5-10 minutes. Open iWeb. You will see web page templates, such as Movie, Photos, Podcast, and Welcome. iWeb creates websites, and creates the links. You are looking at a Site (see the left pane in iWeb). Ariem had Site 2 and Site 3 also, which were published.

#### **Add a Page.**

To add another page to the website, click the Plus sign in the lower left corner of iWeb. Ariem chose a photo page. You can hyperlink a photo (or text) to go to another webpage.

#### **Photos Page.**

The Photos page (and other pages with photos) will first have the photos with a blue rule about it; this shows that it is a placeholder. On the photo page, not matter how many photos you drag into that page, the photo page will just get longer and will keep the page 3 photos wide. Through the media browser, you can drag individual photos onto a page, or drag an album into the page to import all the photos in that album. Through the Finder, you can drop in individual photos or a folder of photos. And from iPhoto, you can send an album to iWeb.

Ariem dragged a photo onto a Blank page, clicked the Adjust icon, and raised the photo's exposure (the photo was a little dark). Then he added a white boarder and rotated it. You can do that in Dreamweaver, but it is much faster and easier in iWeb.

# SMUG FALL 2006 CD-ROM

## AUDIO & MUSIC

Audacity 1.3b  
Fetch Art for iTunes 1.2  
iEatBrainz 1.07  
Music Man 1.7.6 (Univ)  
Quicktunes 2.3 (Univ)4

## COMM

Beholder Lite 1.1.1  
BrowseBack 1.3 (Univ)  
Safari Extender 1.5.5 (Univ)  
Tuboy Juego 2.1.1 (Univ)

## FUN AND GAMES

Bloniacs 1.10  
Mac-O-Lantern 1.2  
PegIt 1.1.1 (Cbn)  
TaMiGoN 1.1.5 (Cbn)  
Wumpus! 2.0.2 (Cbn)

## INTERFACE

Filegazer 1.3.1 (Univ)  
Finder Window Manager 1.9.5 (Univ)  
Forget-Me-Not 1.0.2 (Univ)  
Jumpcut 0.60 (Univ)  
Menu Master 1.4.1 (Univ)  
Mousepose 2.0.1 (Univ)  
Path Finder 4.5 (Univ)  
RapidoWrite 2.1 (Univ)  
Remote Buddy 1.0pr8 (Univ)  
Shortcuts 1.0 (Univ)  
Telekinesis 1.0 (Univ)  
TextExpander 1.4.1 (Univ)  
Todos 1.5 (Univ)  
WindowShade X 4.0.2  
WinSwitch 3.2.1 (Univ)  
Witch 1.0.2 (Univ)

## KITCHEN SINK

D Data Visualizer 1.0.2 (Univ)  
Amigos Spanish 2.1  
Aquallegro 4.2 (Univ)  
KrossWordz 1.6.6 (Univ)  
PatentDownloader 3.0.5

## MULTIMEDIA

FLV Viewer 0.4  
ImageWell 2.1.1 (Univ)  
MediaCentral 2.3 (Univ)  
photoprinto 2.1 (Univ)  
Photoshop Automator Actions 3.0 (Univ)  
PicCube 1.5

## PRODUCTIVITY

BuddyPop 2.5.1  
Clockwork 1.2 (Univ)

Code Collector 1.0b3 (Univ)  
Dossier 2.3.1 (Univ)  
eNotes 1.3  
Four One One 1.0.1 (Univ)  
JABMenu 1.1 (Univ)  
MailTags 2.0pb2 (Univ)  
myNotes 1.3.1 (Univ)  
OMiC 1.02 (Univ)  
Productivity 1.0

## UTILITIES

CocoaMySQL 0.7b4 (Univ)  
Cross Platform X 1.1.5  
Diablotin 1.3 (Univ)  
Disk Order 2.3.5 (Univ)  
Email Backup 1.1.1 (Univ)  
FileXaminer 2.5.7 (Univ)  
Hazel 1.0.3 (Univ)  
HoudahSpot 1.2.5 (Univ)  
iDefrag 1.5.2 (Univ)  
JES Set Monitor Color 1.1.1  
Jiggler 1.3 (Univ)  
KeyViewer 1.5 (Univ)  
Mac Pilot 2.1.4 (Univ)  
NameCleaner 2.5.5 (Univ)  
Pacifist 2.0 (Univ)  
Peripheral Vision 1.6.3  
RCDefaultApp 2.0 (Univ)  
Service Scrubber 1.1.3 (Univ)  
ShowVolumeFragmentation 0.80 (Univ)  
Users & Groups 1.1.9 (Univ)

## Widgets

BBC Radio Widget 2.2 (Univ)  
DoBeDo 2.4 (Univ)  
Mt. St. Helens VolcanoCam Widget 2.2.2  
PEMDAS 0.93 (Univ)  
Twixt Puzzles 1.0 (Univ)  
VelaClock 1.9.1 (Univ)

## STOCK CONTENTS

### Graphics

GIFBuilder for OSX 1.0  
GifBuilder 1.0 (Cls)  
Goldberg X 2.5  
Goldberg 2.5 (Cls)  
GraphicConverter X 5.9.1 \*  
GraphicConverter 5.9.1 (Cls) \*  
JPEGDeux 1.8

### Internet

AOL Instant Messenger 4.7 (Cbn)  
Camino 1.0.3 (Univ) \*

Eudora X 6.2.4b6 \*  
Eudora 6.1.1 (Cls)  
Fetch 5.1 (Univ)  
Firefox 1.5.0.7 (Univ) \*  
iCab X 3.0.3 (Univ) \*  
iCab 3.0.3 (Cls) \*  
Interarchy 8.2 (Univ) \*  
Interarchy 6.3 (Cls)  
Internet Explorer X 5.2.3  
Internet Explorer 5.1.7 (Cls)  
Java Embedding Plugin 0.9.5+g \*  
Mozilla X 1.7.13  
Mozilla 1.2.1 (Cls)  
MT-NewsWatcher X 3.5.2 (Univ) \*  
MT-NewsWatcher 3.4 (Cls) \*  
Netscape X 7.2  
Netscape Communicator? 7.0.2 (Cls)  
Netscape MRJ Plugin X 1.0.1  
Netscape MRJ Plugin 1.0b5 (Cls)  
Nvu 1.0  
OmniWeb 5.5 (Univ) \*  
Opera 9.0.2 (Univ) \*  
RealPlayer X 10.1 (412) (Univ)  
RealPlayer 8 6.0 (Cls)  
SeaMonkey 1.0.5 (Univ) \*  
Thunderbird 1.5.0.7 (Univ) \*  
Windows Media Player X 9  
Windows Media Player 7.1.3 (Cls) (Cls)

## Others

BBEdit Lite 6.1.2 (Cls & Cbn)  
BBTidy 1.0b10  
MacTracker X 4.0.6 \*  
MacTracker 4.0.2 (Cls)  
MP3 Rage 5.8.4 (Cbn)  
Tex-Edit Plus X 4.9.8b1 \*  
Tex-Edit Plus 4.1.3 (Cls)  
TextSoap 5.0r2 (Univ) \*  
TextWrangler 2.1.3 \*

## UTILITIES

Acrobat Reader 5.1 (Cbn)  
Adobe Reader 7.0.5  
Aladdin DropStuff 6.0.1  
Aladdin Expander? 6.0.1  
AntiWordService 2.0.1  
Application Enhancer 2.0 \*  
Default Folder X 3.0 \*  
Default Folder 3.1.5 (Cls)  
PopChar Lite 2.7.2 (Cls)  
PopChar X 3.0 \*  
TinkerTool 3.6.1

\* New or updated since the previous CDOQ



## Shareware News January Demo Items

Demo by David Aston

### Shareware News

This month, the new Winter 2007 shareware CD will be available, and Dave will demonstrate some items from it. At press time neither the contents of the disk nor what will be demonstrated has been determined. We will send a list of the demo items to the SMUG mailing list before the meeting, and have copies of it available at the meeting.

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### Top Ten Digital Photography Tips

by *Derrick Story*

*Author of Digital Photography Pocket Guide, O'Reilly books*

*3rd Edition 10/22/2002 Revised 09/06/2005.*

*You've heard this before: Digital cameras do all the work. You just push the button and great pictures magically appear. The better the camera, the better the photos. Isn't that right? Heck no!*

#### Here are the last five Digital Photography Tips:

#### 6: MASSIVE MEDIA CARD

When you're figuring out the budget for your next digital camera, make sure you factor in the purchase of an additional memory card. Why? Because the cards included with your new high-tech wonder toy are about as satisfying as an airline bag of peanuts when you're dying of hunger.

If you have a 3 megapixel camera, get at least a 256MB card, 512MBs for 4 megapixel models, and 1GB for for 6 megapixels and up.

That way you'll never miss another shot because your memory card is full.

#### 7: High Rez All the Way

One of the most important reasons for packing a massive memory card is to enable you to shoot at your camera's highest resolution. If you paid a premium price for a 6 megapixel digicam, then get your money's worth and shoot at 6 megapixels. And while you're at it, shoot at your camera's highest quality compression setting too.

Why not squeeze more images on your memory card by shooting a lower resolution and low quality compression settings? Because you never know when you're going to capture the next great image of the 21st century. And if you take a beautiful picture at the low 640 x 480 resolution, that means you can only make a print about the size of a credit card, not exactly the right dimensions for hanging in the museum.

On the other hand, if you recorded the image at 2272 x

1704 (4 megapixels) or larger, then you can make a lovely 8- x 10-inch photo-quality print suitable for framing or even for gracing the cover of Time magazine. And just in case you were able to get as close to the action as you had liked, having those extra pixels enables you to crop your image and still have enough evolution to make a decent sized print.

The point is, if you have enough memory (and you know you should), then there's no reason to shoot at lower resolution and risk missing the opportunity to show off your work in a big way.

#### 8: Tolerable Tripod

I once overheard someone say, "He must be a real photographer because he's using a tripod." Well, whether or not you use a tripod has nothing to do with you being a true photographer. For certain types of shots though, these three-legged supports can be very useful.

The problem is tripods are a pain in the butt to carry around. They are bulky, unwieldily, and sometimes downright frustrating. Does the phrase "necessary evil" come to mind?

For digital shooters there's good news: the UltraPod II by Pedco. This compact, versatile, ingenious device fits in your back pocket and enables you to steady your camera in a variety of situations. You can open the legs and set it on any reasonable flat surface such as a tabletop or a boulder in the middle of nowhere. But you can also employ its Velcro strap and attach your camera to an available pole or tree limb.

You might not need a tripod that often, but when you do, nothing else will work. Save yourself the pain and money of a big heavy lug of a pod, and check out the svelte UltraPod. Yes, then you too can be a real photographer.

#### 9: Self Timer Fun

Now that you have your UltraPod in hand, you can explore another under-used feature found on almost every digital camera: the self timer. This function delays the firing of the shutter (after the button has been pushed) for up to 10 seconds, fixing one of the age old problems in photography: the missing photographer.

Hey, just because you've been donned as the creative historian in your clan, that doesn't mean that your shining face should be absent from every frame of the family's pictorial accounting. You could hand your trusty digicam over to strangers while you jump in the shot, but then you take the chance of them dropping, or even worse, running off with your camera.

Instead, attach your UltraPod, line up the shot, activate the self timer, and get in the picture. This is usually a good time to turn on the flash to ensure even exposure of everyone in the composition (but remember that 10 foot flash range limit!). Also, make sure the focusing sensor is aimed at a person in the group and not the distant background, or you'll get very sharp trees and fuzzy family members.

**Self timers** are good for other situations, too. Are you interested in making long exposures of cars driving over the Golden Gate Bridge at dusk? Once again, secure your camera on a tripod, then trip the shutter using the self timer. By doing so, you prevent accidental jarring of the camera as you initiate the exposure.

### 10. Slow Motion Water

I come from a family where it's darn hard to impress them with my artsy pictures. One of the few exceptions happened recently when my sister commented that a series of water shots I had shown her looked like paintings. That was close enough to a compliment for me.

What she was responding to was one of my favorite types of photographs: slow motion water. These images are created by finding a nice composition with running water, then forcing the camera's shutter to stay open for a second or two, creating a soft, flowing effect of the water while all the other elements in the scene stay nice and sharp.

You'll need a tripod to steady the camera during the long exposure, and you probably should use the self timer to trip the shutter. If your camera has an aperture priority setting, use it and set the aperture to f-8, f-11, or f-16 if possible. This will give you greater depth of field and cause the shutter to slow down.

Ideally, you'll want an exposure of one second or longer to create the flowing effect of the water. That means you probably will want to look for streams and waterfalls that are in the shade instead of the bright sunlight.

Another trick is to use your sunglasses over the lens to darken the scene and create even a longer exposure. Plus you get the added bonus of eliminating distracting reflections from your composition.

### Final Thoughts

Most digital cameras, even the consumer point-and-shoot models, have a tremendous amount of functionality built into them. By applying a little ingenuity and creativity, you can take shots that will make viewers ask, "So what kind of camera do you have?"

You can tell them the answer, but inside, you'll know it's not the camera responsible for those great pictures. It's the photographer.

*Derrick Story is the digital media evangelist for O'Reilly, as well as the author of Digital Photography Hacks and Digital Photography Pocket Guide. You can listen to his photo podcasts and read his tips at The Digital Story.*

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*December meeting report continued from page 2*

### Podcast and Blog pages.

Create a podcast in Garage band and share to iWeb. There is a subscribe button on the top of the Podcast webpage: it allows people to subscribe to your podcast with their iTunes and iPod. People can also come to your website and stream the podcast from there. Video on your podcast will compress some when you publish the podcast page. If you click the

Inspector button and then its RSS tab, you can set how many podcast or blog excerpts to show per page, and if your podcast or blog allows comments. This feedback can be good for small business and education.

### Music:

You can drag a track from iTunes into a web page. In iLife 06, share can send to iWeb.

### iDisk.

You can easily fill up your iDisk in your .mac account if you create large websites. Keep an eye on how much space your website takes up. (I know that video can take up lots of space.)

### Links.

If you are a small business, and you want people to download a PDF, create a button to download it. Hyperlink to a file by selecting a photo, shape, text, etc., and then clicking on the Inspector. Click the link tab (the rightmost tab), click the Enable as hyperlink checkbox, and then select the type of link you want: to your iWeb pages, an external web page, a file, or an email message (click the link to send an email).

### A Consumer Application.

iWeb will do a lot, but it is a consumer app. You are limited by what iWeb gives you. But iWeb can let you do very custom pages. iWeb users can make their own navigation instead of the default iWeb navigation.

### One Mac to One iWeb Site.

When you create an iWeb site, edit it only from ONE Mac. iWeb websites have a one-to-one relationship with one Macintosh. For example, if you try to add a page from another Mac, that page will completely overwrite the website created by the original Mac.

### Shapes.

You can mask (crop) photos with the Mask icon. You can mask (crop) the picture. You can choose a shape and fill it with a picture or text. For example, you can add a quote shape and fill it with text, and move that shape to point that at a picture (hey, the photo is talking like in a comic book!).

### Multiple Libraries.

You can have multiple libraries in iLife: separate for personal and business. This holds for iWeb. You can give someone your business website, personal is not there unless you gave them the link.

### Books.

There are a couple of books that specialize in iWeb (I checked Amazon), and there "The Macintosh iLife 06" that has a good iWeb chapter in it.

### Can we play?

Ariem said that SMUG could come into the Palo Alto store and have the whole store to ourselves for a while. Yes, we were interested.

*December meeting report- continued on page 6*

**Q&A:** How do you edit an iPhoto pic in Photoshop? In iPhoto preferences/General tab/edit photo: choose "in Application..." and then pick Photoshop. Or you can control-click on the photo and select external editor from the pop-up menu. Or you can navigate to the photo from Photoshop, although you then lose iPhoto's "revert to original."

A lady wanted to have a default of no music for iPhoto slideshows. She did not like having to select no music whenever she made a slideshow; the music would default to something like Acoustic Sunrise. She can create an MP3 with no sound in it into the sample music folder, maybe using with Quicktime Pro. Or you could uncheck the music checkbox each time you make an iPhoto slideshow.

**SHAREWARE** (*shown but not covered in the newsletter*)  
Witch: windows switch. Freeware. You know of command-tab to show your applications in Tiger. Witch goes a step more, and shows a lot of triggers and behaviors you can set from system preferences. You can switch thru your windows in the same manner as the applications with Command-tab. You can hit N when a window is selected to minimize it.

**QuickTunes:** Controls iTunes. Freeware. It opens iTunes and its own window. Its window shows the album cover with a simple back/pause-play/forward button set. You can also assign hotkey combinations (play/pause, next track, another song by artist, etc.)

*by Dave Strom/ vice president/director*



**Adobe Releases Universal Binary Beta of Photoshop CS3** *by Glenn Fleishman*

*<glenn@tidbits.com> Published in TidBITS 860 (2006-12-18)*

Adobe Systems rarely releases public betas, which made the announcement last week that it would let anyone test Photoshop CS3, even more remarkable. The download is a universal binary, the first public appearance of any core graphics application from Adobe that natively supports Intel-based Macs. A Windows beta is also available. The full Creative Suite 3 (CS3) is expected to ship in the second quarter of 2007 for Mac and Windows, with all applications available as universal binaries under Mac OS X.

Downloading the beta requires a free Adobe ID, and you may already have one (and have forgotten about it). The beta can be used for only two days after download unless you obtain a serial number for further testing by visiting a special URL and provide an existing serial number for Photoshop CS2, Creative Suite 2, Production Studio, Adobe Web Bundle, or Adobe Video Bundle. Adobe notes that any copy of those programs in any language will qualify, even though the public beta provides just the English language version.

The Mac download is 685 MB; the Windows download is 337 MB. System requirements are Mac OS X 10.4.8 run-

ning on a computer with a PowerPC G4 or G5 processor or an Intel processor. PC users need Windows XP SP2 or Vista. Photoshop is a computationally intensive program, and while Photoshop CS2 runs at a reasonable pace using the Rosetta translation mode with Intel Macs, professional users have been eagerly awaiting a native version that should boost speed on any Mac Pro far above any Power Mac G5. This requires optimization for the new platform, and that's part of what a beta (public or private) is all about. Often, code is still being optimized for speed during beta testing cycles, which frustrate users who do not expect crashes and slowness in some parts of a program, while seeing huge increases in speed with other features. The release of this public beta has a few different meanings for those of us who read the tea leaves.

**FIRST**, the Photoshop team is probably ahead of other product teams in the Creative Suite development cycle. Three years ago, Adobe tied together its core programs (InDesign, Illustrator, Acrobat, and GoLive), increasing the average time between major updates, but also providing better bundled prices and a predictable budget item.

But the Creative Suite means that all development teams are yoked to the same harness. This was disastrous for GoLive, a program that I have written books about and been intimate with for years. In Macworld, I gave the CS2 release two mice for crashes, flaws, and missing features, while other reviewers gave 4 or 4.5 mice to other major programs in the CS2 suite. Six months passed before a maintenance update fixed many of GoLive CS2's problems. (GoLive is being dropped to get its own separate identity - perhaps as a revised entry-level Web design program; Dreamweaver will take its place. See "GoLive Booted from Adobe Creative Suite, Acrobat 8 Released," 2006-09-18.) In this case, the public beta program is a signal that Photoshop is on schedule.

**SECOND**, this public beta is a market signal so that serious users and corporate buyers can expect not just an on-time release of CS3, but one that's worth buying. It means that Intel-based Mac purchases that may have been on hold for designers and production artists, or by individuals including myself, may be given the go-ahead. Opening the doors to people who were primarily Adobe graphics tool users could significantly boost Apple's sales in the first half of 2007.

**THIRD**, the beta release reduces the impression that Photoshop CS3 is vaporware. Adobe has done a good job with its initial CS and subsequent CS2 release in anticipating the date they would ship. By producing a public beta of Photoshop CS3, they indicate that good things are coming without having to commit to specific dates. As a dilettante Photoshop user and one who hasn't yet purchased an Intel-based Mac for myself, I'm also fascinated to see what new features will emerge; early reports show that this version could offer much more flexibility in non-destructive editing - a key feature in Apple's more focused Aperture editor - as well as a new interface approach.

## SMUG Member Registration

WEB Site <http://www.pa-smug.org>

NAME : \_\_\_\_\_

ADDRESS : \_\_\_\_\_

PHONE NUMBER : (    ) \_\_\_\_\_

E-MAIL : \_\_\_\_\_

**Yearly Dues is now \$30 which includes a family member.**

Mail check with this form to

SMUG

P.O. Box 20132

Stanford CA.94309

## Calendar of Events

### Tuesday January 16 General Meeting:

Panofsky Auditorium  
Stanford Linear Accelerator Center (SLAC),  
2575 Sand Hill Road, Menlo Park

**Shareware Team meeting** at Owen Saxton's house,  
1442 San Marcos Circle, Mt. View.

Meeting starts at 7:15 pm.

*(See page 2 for Owen's phone number and E-mail address)*

**January 25** Board of Directors meets at 7:00 pm at the Printers Cafe on California St.

### January 26

DEADLINE for Newsletter articles and Calendar items to be submitted by email to

[bleiler@pa-smug.com](mailto:bleiler@pa-smug.com)

## JANUARY 2007

Su	Mo	Tu	We	Th	Fr	Sa
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

## FEBRUARY 2007

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28			

Please note the dates for January have changed the meeting date will be **January 16 on a Tuesday** due to the holiday and Mac World

# SMUG

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Stanford, CA 94309-0132

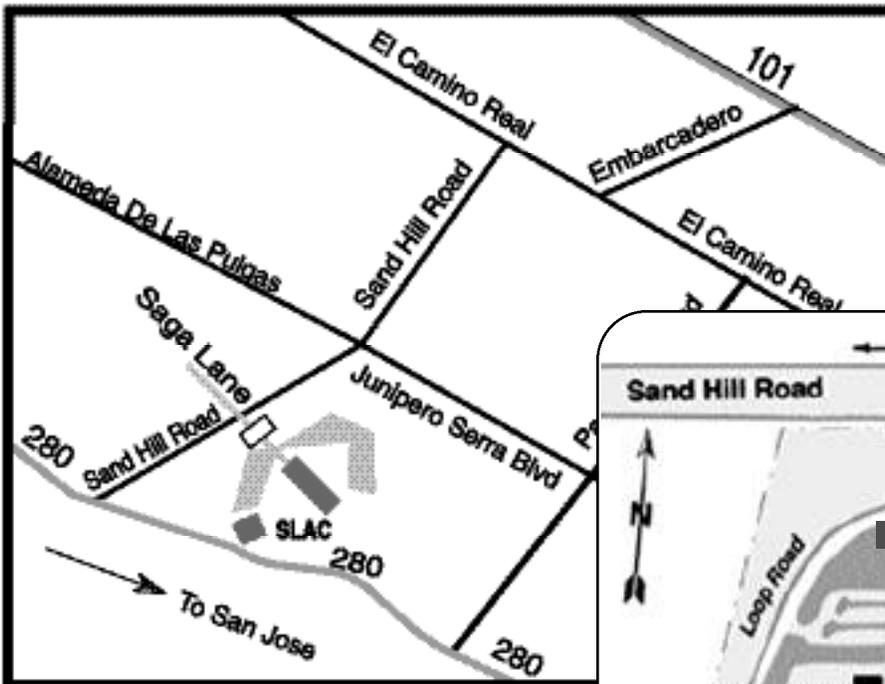
<http://www.pa-smug.org>

**TUESDAY JANUARY 16 MEETING**

**i Web part 2**

**Presenter Ariem from Apple Store**

Meeting will be at held in the  
Panofsky Auditorium



Take a left at the guard shack for parking, then follow the dotted line to Panofsky Auditorium. Any questions ask the guard.

The Meetings are generally held on the  
First Monday \* of the Month

**Panofsky Auditorium**  
Stanford Linear Accelerator (SLAC)  
2575 Sand Hill Road, Menlo Park

\* Some exceptions on holidays  
\*\* Check for conflict bookings

