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September Program:

Tuesday, September 14th, 7 PM.

*"A Human Factors View of
Personal Computing—
Yesterday, Today and
Tomorrow".
(See description on page 8.)*

*Presented by Burt Stephens,
OMUG Program Director*



President's Corner by N.C. Sizemore

Shelley and I are back from a wonderful trip and we are looking forward to seeing you at the September meeting. Our Apple interest introduced us to a wonderful new friend in Germany. At breakfast one morning, Shelley noticed the gentleman behind me using an iPad, a MacBook Pro, and an iPhone all at the same time. She suggested I speak to him. I did and it turned into a nice friendship. He is Franz W Winterberg. He was born in Germany but is now a Danish citizen. What makes him interesting, in addition to his Apple usage, is: He has a doctorate in Engineering. He is an inventor, He was General Manager of Ogron BV a leading international research and manufacturing firm for lithium ion batteries for electric automobiles, and served on the Danish diplomatic delegations for Germany reunification about 20 years ago, and more recently on the one for global warming. He was a genuinely nice guy who helped me with our luggage as we were leaving the small hotel where we met him. I told Shelley we had a high level bellhop!

I showed him our web site and newsletters and he was very interested. I suspect he has shared them with some of his European colleagues. We are hopeful that he and his wife will be able to visit us here in Ocala in January or February. If it is on the second Tuesday, we will bring him to the meeting! I sent him a list of places I would like to show him and he found them all interesting, but said his wife would prefer to shop!

Shelley and I took brand new iPhones with us and had too little experience with them to use them efficiently. They worked very well though with the things we were able to do. The camera in the iPhone 4 is much better than any I have had in prior cell phones. A German to English (and vice versa) app that I had worked well except for many menu items. It seems that restaurants there are as bad as the ones here about making up their own names for dishes instead of using the generic name.

A lot of Apple news lately:

• [Next iMac could get touch screen](#)

Apple recently filed a patent for a touch screen desktop computer. It looks similar to the current iMac. However, it has a hinged base that allows it to fold flat. It could also switch between OS X and the iPad's iOS, depending on position. More and more computer buyers are considering and buying Macs.

• [Scammers go after iTunes & PayPal accounts](#)

A number of users are reporting fraudulent transactions on iTunes and PayPal. In many cases, thousands of dollars are spent on content. Experts say the accounts were likely compromised due to phishing scams. Apple says it is working on the problem. New digital scams appear all the time. Think you're protected? Think again.

• [Apple TV, TV program rentals, and Skype.....](#)

Apple, which is widely expected to announce a revamped product for television sets next month, is pressing the television networks to rent their TV series through its iTunes service for as little as 99 cents an episode.

The News Corporation, parent of the Fox network, and the Walt Disney Company, parent of ABC, are close to deals for iTunes rentals at 99 cents each, according to network executives with knowledge of the discussions who spoke on the condition of anonymity. But the executives emphasized that there were still sticking points in the negotiations.

The revamped Apple TV is expected to have a new user interface and employ the same iOS software used on the iPhone and iPad.

Skype, which was the subject of our August meeting, worked very well from everywhere we could get a WiFi connection except two places where it was blocked. It seems that some places want you to use their overpriced network instead of Skype. Skype is free or cheap depending on how you use it. I highly recommend it.

See you soon. I'm interested in finding out what Burt has in store for us. ■



Things To Do Before Disposing of Old Computers— *Inspired by and adapted from: [5 Things You Must Check Before Disposing of Old Computers](#)*

Although Mac owners tend to keep their computers a long time, sooner or later you are going to want to upgrade your system. Perhaps you want more processing power, or perhaps you just want to take advantage of the latest advances in software.

So, what do you do with your old computer. Here are a few choices:

- Give your old computer to a relative or friend.
- Donate your computer to a charity (a good local charity is [Devereaux Kids](#)).
- Recycle your computer (dispose of it properly during one of the periodic [“electronic recycling days”](#) sponsored by the county).
- Re-use the computer. Some ideas for re-use are in the article [Top 10 Cool Uses For Old Computers And Laptops](#).

Whatever you do, there are a few things you must do first.

1. Backup Data

Obviously, you will want to keep a copy of your data. Here is a quick list of information you should not forget to backup:

- Personal Files – documents, pictures, music, movies.
- Browser Data - bookmarks, saved logins & passwords, extensions, and other personal settings. Safari's information is in the ~/Library/Safari/ folder.
- Email - If you're using a desktop email program like Apple Mail you should backup your profile and your saved emails. These are found in the ~/Library/Mail/ folder.
- Address Book - Don't forget to backup your addresses.
- Program Data - Did you create databases, make specific settings, or save other data with any of the programs you're using? Think of calendars, bibliography tools, image editing software, games, or music playlists. Any of that information can be backed up and transferred to your new computer. Often, these data are saved in the application support folder: ~/Library/Application Support/[application name].

2. Backup Serial Numbers & Registration Keys

This point deserves special attention because losing a serial number or registration keys can actually cost you money. If you're not sure where you stored that information, retrieve it before it's too late. If you purchased software online and downloaded the installation file, rather than having it on a CD, be safe and back that up, too.

3. Wipe Private Data

If you seriously don't want to keep your hard drive or can't be bothered to remove it from your old computer, make sure all your private information is gone. Your data in the wrong hands could result in humiliation, financial loss, or worst of all: identity theft. Deleting files, emptying the trash, or formatting your hard drive is enough!

It's a good idea to use the "Secure Erase" option when you're giving away, selling or otherwise passing on an older Macintosh computer. This is also useful for flash drives and other removable storage.

To be on the safe side, you must shred and overwrite your data. Follow the steps described in this article: <http://ocalamug.org/wp2/?p=143>.

Or for even more information: [How to Securely Erase Data From a Mac Hard Drive](#)

4. Strip Out Useful Parts

Basically, all parts of your computer, if still functional, may be useful for you or someone else. So think twice before you trash anything.

- Monitor - If you have an external monitor keep it as a backup, set up a dual screen if your graphics card supports it, or hook it up to your laptop for a better screen.
- Cables and External Devices
- Keyboard and Mouse
- Hard Drive - Put it into a USB case and use as an external hard drive, hook up internally to your new computer, or wipe it clean before you give it away.
- RAM - If your old RAM is compatible with your new computer's motherboard, you may as well use it. However, never mix different RAM modules.
- CD / DVD drive

You might be able to sell the parts you can't use yourself on eBay, and give away leftovers via the local [FreeCycle](#).

Newspaper Website—

<http://www.newseum.org/todaysfrontpages/flash/>

Just put your mouse on a city anywhere in the world and the newspaper headlines pop up... Double click and the page gets larger....

You can read the entire paper on some of the newspaper sites that are displayed if you click on the right place. You can spend forever here.

Also, if you look at the European papers, the far left side of Germany will pop up as The Stars & Stripes (European edition, of course). AND, this site changes everyday with the publication of new editions of the paper. Hope you enjoy this.

New software coming—

Too late for detailed software features lists but the Mac is being recognized once again as a solid platform for computing by virtue of new AutoDesk and Microsoft releases.

Autodesk is bringing AutoCAD, its industry standard design software, back to the Mac in October. A free AutoCAD viewer app for iOS is on its way as well.

Microsoft has announced that Office 2011 will be shipping in October with a new pricing structure. ■



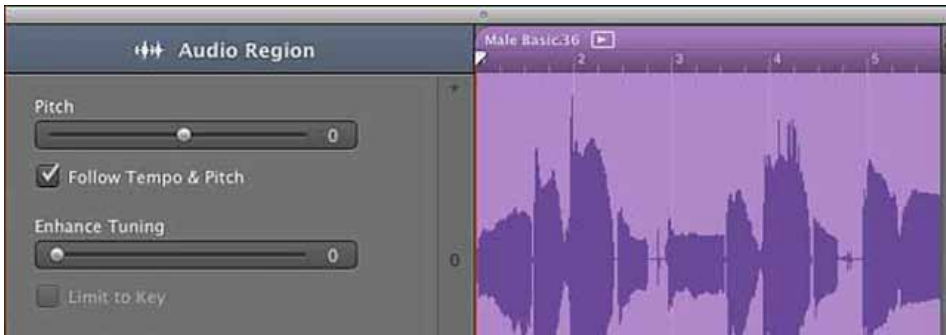
Perfect Your Pitch In GarageBand

by David Weiss is a San Francisco Bay Area based freelance writer

Often, when you've recorded something that's out of tune, you've just got to record it again. But before you do, try fixing it in GarageBand '09, which comes with a few tools for tweaking pitch. Here, I'll walk you through the process of using these tools—

1. Double-click on the region you want to work with. This will select the region as well as open up the Track Editor. (If the Track Editor was already open, this will hide it; if that's the case, double-click it again.)

2. To the left of the region, you'll see three sliders: Pitch, Enhance Tuning, and Enhance Timing.



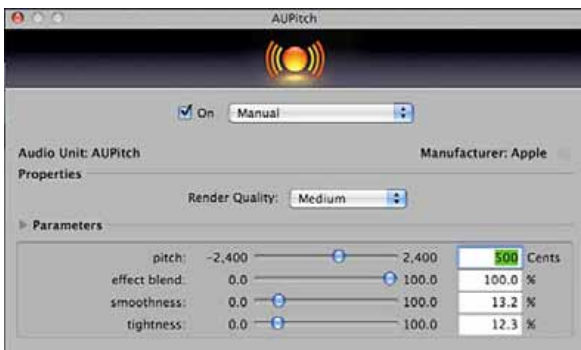
On the left side of the Track Editor, you'll see two sliders for altering pitch (and one for altering timing).

Enhance Tuning is a very powerful control when used in moderation, say, with values of less than 10. It's great for evening out the performance of amateur singers, who (if they're like me) often have trouble holding long notes in one place. Try increasing the amount (moving the slider to the right) gradually until you begin to hear artifacts—strange crackly sounds—and then dial it back down until the artifacts disappear.

I recommend not checking the Limit to Key box; in my experience, it mangles the original. But by all means try it, and see how it works on your music.

3. But what if you wanted to take a whole region and bring it up or down a bit in pitch? This is where the Pitch slider comes in (before trying this, bring the Enhance Tuning slider back to zero). However, be warned: On a range of voices and guitars, I've found that it creates highly garbled, artifact-ridden output. It might work better with instruments that have distinct, uniform pitches, such as pianos or harpsichords. By all means experiment, and see if it does the trick for you. If it doesn't, the next step is AUPitch. But before we go there, zero out the Pitch parameter in the Track Editor, and close the Track Editor.

4. AUPitch is Apple's own Audio Unit (AU) plug-in for handling pitch. Select the track you want to work with, and click the View Track Info button at the lower right to show the Track Info window (if it's not open already). Click on the Edit tab, then click on the first available empty gray Effects slot to call up a menu of available effects. Scroll down to the Audio Unit Effects section, and select AUPitch. Click on the AUPitch icon (it's a generic Audio Unit "sun" icon) to open AUPitch for editing.



When it comes to Render Quality, Maximum doesn't always mean best.

5. Like the Track Editor's Pitch slider, AUPitch lets you raise the overall pitch of a track up or down. But unlike Pitch, AUPitch has a few different parameters to help reduce artifacts and produce natural sounding tone. Your success using any of these controls will depend

on your source material, but here are a few guidelines:

- Maximum Render Quality is not necessarily best. In some cases I've had best results with Medium.
- 100 Cents is a half step, and 1200 Cents is one octave.
- Effects Blend, if not at 100, will mix the original sound with the pitch-shifted sound.
- Turn Smoothness up to remove certain kinds of artifacts.

Turn Tightness down to remove other kinds of artifacts, but at the expense of losing some depth; if it sounds too "thin," bring it back up.

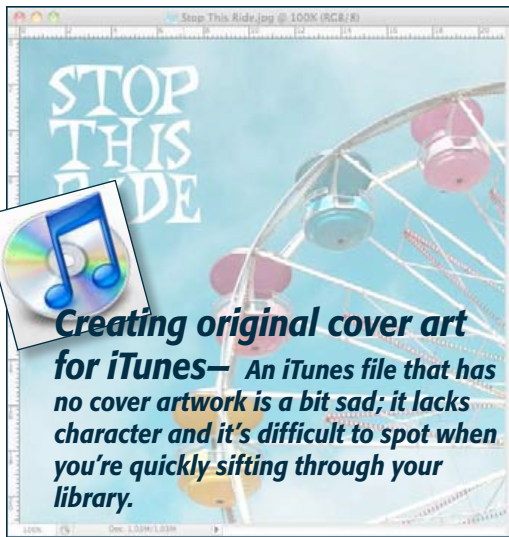
So before you bring that oboe player back to re-record an out-of-tune part, try tweaking it with a few of the tools that are right there in GarageBand '09. ■

iPad Inspired by Star Trek???



One interesting characteristic of *Star Trek: The Next Generation*—one that separated it from the original series and most of the early films—was its widespread use of smooth, flat, touch-based control panels throughout the Enterprise-D. This touch interface was also used for numerous portable devices known as PADDs, or Personal Access Display Devices. These mobile computing terminals bear a striking resemblance to Apple's iPad—a mobile computing device largely defined by its smooth, flat touchscreen interface.

To understand the thinking that led to the design of the Star Trek PADD, we spoke to some of the people involved in production of *ST:TNG* (as well as other Star Trek TV series and films), including Michael Okuda, Denise Okuda, and Doug Drexler. All three were involved in various aspects of production art for Star Trek properties, including graphic design, set design, prop design, visual effects, art direction, and more. We also discussed their impressions of the iPad and how eerily similar it is to their vision of 24th century technology, how science fiction often influences technology, and what they believe is the future of human-machine interaction. [source: arstechnica.com](http://arstechnica.com)
[For the complete story go to the web here—](#)



Creating original cover art for iTunes— An iTunes file that has no cover artwork is a bit sad; it lacks character and it's difficult to spot when you're quickly sifting through your library.

Although it's easy enough to grab cover artwork for commercially available music and movies (iTunes actually allows you to do this by command or right-clicking the file and choosing Get Album Artwork), you probably won't find any artwork for your old band's demo tape. The solution, of course, is to make your own cover artwork and add it to your songs, shows, or movies.

Create an album cover—

Open Photoshop CS3, CS4, or CS5 and choose File->New, or in the case of Photoshop Elements 8, choose File->New->Blank File. Now you'll need to set the pixel resolution of the canvas. Artwork included with items purchased through the iTunes Store is typically 600-by-600 pixels (at 72 dpi), and for consistency, you should stick to this resolution. (You can add larger artwork if you like, but keep in mind that the bigger the image, the bigger the file size. A 5MB song file can double to 10MB with the addition of high-resolution artwork.) Once you've set the resolution, click OK.

Great album cover artwork begins with a strong concept. So, you'll want to fill your canvas with a fun background and perhaps some funky text. But first, you'll need to find these components. Here's a roundup of sources for art, photos, and fonts.

Art—It's always fun to use your own artwork on the cover, whether it's hand-drawn or hand-painted (fire up your scanner!) or something you've created in Photoshop. Those who aren't as artistically inclined can find awesome artwork and interesting textures at sites like DeviantArt. Just be sure to check that the artwork is available via Creative Commons license, meaning that you have permission to use it with certain conditions. (If you're not sure whether your use or purpose qualifies, e-mail the artist for clarification.)

Photos—Your own photos are a natural choice for your cover, so be sure to launch iPhoto, Aperture, or Lightroom and see if you can find anything that fits your album concept. If you're

not much of a photographer, you might try searching Flickr's Creative Commons. Thousands of pictures are available with a Creative Commons license, and you can zero in on those quite easily.

Fonts—You can find thousands of cool and quirky fonts online, many of them for free. Check out sites such as Dafont.com, 1001 Free Fonts, and Font Freak. I'm especially fond of John Martz's toyware cartoon and comic book fonts.

It's difficult to set rigid rules for creating album cover artwork; but here are a few guidelines to help you get started. Choosing a background image can be a challenge, and you must keep in mind where you want to position your text. This area should be relatively low-contrast (sky, a sandy beach, or with a painting or drawing, a visually simple area).

Once you've chosen the background, open it in Photoshop or Photoshop Elements. The first thing you'll want to do is crop the image to a square. Choose the Rectangular Marquee Tool, hold down the shift key (to lock the aspect ratio to a square), and drag the cursor across the area of the image that you would like to use. Now choose Image->Crop. You should also scale down large images before pasting them into your cover artwork canvas. In Photoshop, choose Image->Image Size, enter a pixel resolution of 600-by-600 pixels, and click OK; in Photoshop Elements, choose Image->Resize->Image Size, type in a pixel resolution of 600-by-600, and click OK (make sure the Constrain Proportions and Resample Image boxes are checked, and change the Resolution to 72 dpi before adjusting the width and height). Choose Select->All and then Edit->Copy, and then flip back to your cover artwork canvas and choose Edit->Paste.

Now you can add a title. Click the Text tool, select your font, and then click the part of the canvas where you want to write. Avoid using overly small or thin text, as it may not be legible on the iPhone or iPod Touch. You should also steer clear of super-saturated colors as they can be difficult to read. If you're feeling a little wild, you can add nuance to the text using Layer Styles. (In Photoshop, choose Layer->Layer Style->Blending Options; in Photoshop Elements, choose Layer->Layer Style->Style Settings.)

Getting your cover artwork just right can take some time; keep tweaking until you're happy. And be sure to save your file regularly in the standard Photoshop/Photoshop Elements file format.

Adding your artwork to iTunes—

Once you've completed your new album cover, it's a cinch to add it to iTunes. You'll need to flatten the file first; to do so, choose Layer-

>Flatten Image. Now copy it to the clipboard by choosing Select->All and then choose Edit->Copy.



You can add more than one image to a track; the top-left image appears in Cover Flow.

Open iTunes and locate the song, show, or movie to which you'd like to add artwork. Click it once to highlight it and then choose File->Get Info. A general info window will appear, and you'll see a row of tabs along the top; to continue, click Artwork. You can now add your artwork by choosing Edit->Paste. Notice that there's a slider at the bottom right of the window; dragging it left will show you all artwork in the file. If there's any existing artwork that you want to remove, click it once to highlight it and then choose Edit->Delete or click your keyboard's Delete button.

It's important to note that you don't need to remove the original artwork; in fact, you can add multiple images to the file if you like. Add each cover by choosing Edit->Paste. To determine the album artwork that is displayed in Cover Flow, use the slider to show all artwork in the file, and then simply drag the preferred image to the top left position. To lock in your changes, click OK. If you do not immediately see your image loaded in the Cover Flow, try closing and relaunching iTunes. No doubt, you'll also want your album cover to show up in the Selected Item/Now Playing box at the bottom left corner of the iTunes window. Just drag and drop the image into that box, and from then on, the image will show up both in the Cover Flow and in the Selected Item box. If you have more than one image stored in the iTunes file, you can use the navigational arrows to choose which one shows up.

Sharing the art—

Once you've added cover artwork to a file, you can send the souped-up file to friends and colleagues. Just drag it out of the iTunes and pop it into an email message! ■

[By Chris McVeigh, an author, illustrator and toy photographer who lives in Halifax, Nova Scotia and is a frequent contributor to Macworld magazine.]

Editor's Note— *The following article expresses a heartwarming story that has the potential of being a REAL breakthrough for parents of Autistic children everywhere. I have edited it to meet space limitations. The full article can be read online— see link at end.*

iPad



iHelp for Autism???— *For autistic children, the new iPad is an effective, portable device for teaching communication and social skills. It's also way cool.*

Three weeks had passed since Shannon Rosa had glanced over the numbers on her tiny blue raffle ticket. Like many other parents, she had agreed to cough up \$5 not because she thought she had any real chance of winning, but to support the school. Now, as she sat in her Honda Odyssey in a Redwood City parking lot, about to pick up some tacos for the family, her cellphone rang. It was the school secretary. Rosa had won the raffle. Alone in her van, she screamed. Then she drove straight to Clifford School to claim her prize: a glistening new iPad.

Although Rosa already owned an iPod Touch, she had purposely held off on the iPad. She isn't an early adopter; she likes to wait until the kinks are worked out. But for \$5, she didn't mind taking the iPad home one bit. Maybe Leo would like it.

Leo is Rosa's 9-year-old son, and when people ask her about him, she is mindful to explain him in a way that will set appropriate expectations. He is a boy with intense autism, she says. He is not conversational, he learns very slowly, and he has been prone to violent outbursts. He is essentially a triple-sized toddler. Leo had shown interest in the iPod Touch, but its 3.5-inch screen was difficult for his fingers to navigate. For all those reasons, Rosa had no expectations when she handed her son the iPad — a half-inch-thick, touch-screen tablet computer three times the size of its smaller cousin, the iPod. Though scrolling through the icons is easy for most users, the device was not created with special-needs consumers in mind. So when Leo took it in his small hands as if it were an old friend, and, with almost no training, whizzed through its apps like a technology virtuoso, his mother gasped in amazement. After he began spending 30 minutes at a time on apps designed to teach spelling, counting, drawing, making puzzles, remembering pictures, and more, she sat down at her own computer.

"With the iPad, Leo electrifies the air around him with independence and daily new skills," Rosa typed into an entry for BlogHer, a blogging network of women for which she edits

and writes. Her blog was one of the first to bring widespread public attention to what one expert has called "a quiet revolution" for the autism community.

Since the iPad's unveiling in April, autism experts and parents have brought it into countless homes and classrooms around the world. Developers have begun pumping out applications specifically designed for users with special needs, and initial studies are already measuring the effectiveness of the iPod Touch and the iPad as learning tools for children with autism. Through the devices, some of these children have been able to communicate their thoughts to adults for the first time. Others have learned life skills that had eluded them for years.

Though there are other computers designed for children with autism, a growing number of experts say that the iPad is better. It's cheaper, faster, more versatile, more user-friendly, more portable, more engaging, and infinitely cooler for young people. "I just couldn't imagine not introducing this to a parent of a child who has autism," says Tammy Mastropietro, a speech pathologist based outside Boston who uses the technology with numerous clients. She sees it as a game changer for those with autism, particularly those most severely affected.

Rosa agrees. "I don't usually dabble in miracle-speak," she says, "but I may erect a tiny altar to Steve Jobs in the corner of our living room."

Hand in hand, Shannon Rosa, Craig Rosa, and their children, Leo, India, and Gisela meandered through the Ferry Building in San Francisco one recent afternoon. Amid the wafting aromas of strong coffee and freshly baked Acme breads, Leo broke free from the grasp of his sisters. He skipped sideways, beat himself on the stomach, and squealed. After finding a table, Rosa began to unpack some Acme Bread items. Leo went wild. He snatched his croissant, tore at it, and stuffed the pieces in his mouth faster than he could chew. He grabbed at the food in front of his family. He ducked under the table and attempted to eat off the floor. "More, please," he said frantically. "Thank you, please."

For the Rosas, outings like this can be a challenge. Without the iPad and its ability to occupy Leo, the excursion would be near impossible. In particular, he has a hard time behaving himself around food, which is typical for a child "on the spectrum," a commonly used phrase for what is formally referred to as autism spectrum disorder. Mostly, though, people just call it autism.

Scientists know little about autism, but in general they agree that the developmental brain disorder manifests in three ways: communication deficits, social incompetence, and obsessive behaviors. Last year, the Centers for Disease Control found that one out of nearly every 100 children born in the United States was on the spectrum. Some on that wide-ranging spectrum become productive, happy, and even brilliant adults.

The Rosas moved to a larger home in Redwood City, and Leo switched to a special school. Victor Cabrera, a therapist of whom Leo is fond, started coming to the house four times a week for respite hours. All of this made the family's life easier, and, in Shannon's mind, prepared Leo for what she considers his biggest breakthrough, his near-miracle: the iPad.

After finishing his own bread at the Ferry Building and everybody else's at the table, Leo requested his prize possession. His mother handed it over, and he brought his head very close to it, as if to snuggle. Then he began scrolling through the apps, gazing intently at the screen while deciding what he wanted to pull up. "Want to watch a video?" Rosa asked. Although Leo didn't answer, he had clearly understood her, because he scrolled easily to a new cluster of icons, one of which represented his favorite Teletubbies video. He selected it, then watched in awe for several minutes as the vibrant, bizarre creatures rolled around. After Leo exited the video and continued browsing, his mother suggested he make a rainbow. Leo can't use a pen or pencil very well, because, like many autistic children, he has problems grasping small items. Before the iPad, his most advanced drawing was a smiley face with leg.

But that day, Leo located and clicked on the icon for the **Draw Free** app and selected a blank canvas. He touched his index finger to the screen, swung it in a half circle, and repeated the motion several times, thickening the arc. Finally, he scribbled small circles on either side to represent clouds. Then he drew an umbrella. Then he drew a happy face. "This is only after a month," Leo's father Craig said. He believes his son's interest in the iPad has lengthened his attention span. "It gives you hope, and you begin to expect more instead of less."



Leo has plenty of toys, including this circular balance beam, but nothing tops the iPad.

But there's a reason the Rosas aren't quite

calling this a miracle. There have been times when Leo loved a new toy for a few days or weeks, then never looked at it again. It's hard to say what he's really capable of learning. They don't want to overhype the effects of the iPad, especially before finding out whether science will back them up.

Rosa has been running a little study of her own on Leo. Using an app called **Stories2Learn**, she is trying to teach him to eat like a little gentleman. In winning that raffle contest, Shannon Rosa inadvertently stumbled on a cutting-edge treatment that scientists, therapists, application developers, and parents around the world are only beginning to use.

- In Pennsylvania, developer Seema Patel is working at the Autism Center of Pittsburgh on an iPad app that will challenge children with autism to identify the emotions of a robot named Popchilla. In Toronto, a profoundly autistic and nonverbal girl is using iConverse on the iPod Touch to tell her mother where she wants to go shopping.
- Netherlands-based company AssistiveWare has developed **Proloquo2Go**, one of the iPad's most popular education apps. It allows users to select and align photographs representing words, which the iPad (or iPod Touch) will speak for them.
- Other small-scale scientific studies are already under way such as monitoring the progress of 10 autistic children on iPod Touch at school in Victoria, Australia. One boy who had been struggling for years to learn how to wash his hands was shown photographs of himself doing it correctly on the iPod, while voiceovers and pictorials reinforced his behavior. "It was not long before he was washing his hands successfully," the study reported. Another student with behavioral problems showed an attitude improvement when given an iPod. Feeling cool, the boy began "grooving round the playground."

So far, only one study is looking at the newer iPad. "Touch Technologies in the Classroom" is under way at Beverly Junior Public School in Toronto. Rhonda McEwen, an assistant professor at the iSchool at the University of Toronto who is running the study, introduced iPods and iPads into six classrooms of autistic students at the school in February. McEwen is still gathering data, but she says the feedback from a initial round of teacher interviews has been largely positive. One teacher said students' attention spans seemed to be lengthening. Another had tears in her eyes when she explained that she had been working with a boy for two years, unsure of whether he understood language. "With the iPod, for the first time, he was able to demonstrate that he did understand," McEwen says. Although students with autism typically don't socialize with each other, a third teacher told McEwen that one student sat beside another to work on a language program. "They looked

at it together," she said. The teachers agreed that although the students had few interests, they were interested in the iPad.

Leo will be intensely interested in something, and suddenly he just won't be. "Last year he was all going for dive toys," she says. "This year he couldn't care less." The Rosas fear this could someday happen with the iPad. But for now, Leo is absorbed in it. Quietly perched on the couch after his swim, Leo practices animals' words, which have recently become his favorite. "SI! WI! AI! NI! Swan!" the device announces as he lines up the letters, then it quacks. Leo has progressed with advances in independence. Leo can now make a sandwich, brush his teeth, tolerate visitors, and use the bathroom on his own. Before getting the iPad, he wasn't very good at using his fingers, Cabrera says, "but look at him now." Leo flies through apps and settles on one that helps him learn to count. "You can put anything he likes on there, music, movies, educational apps. He can be on it."

At the Morgan Autism Center, a private school in San Jose, there is already one iPad. In the fall, the center will bring in several more. "We are seeing the same results we have seen with Leo," a spokesman says. "The kids are actually enjoying educational tasks." Because children with autism often become agitated when they feel out of control, or when they don't know what will come next, they require visual schedules, or pictorial representations of the events in their day. Prior to the iPad, those schedules were created manually. For teachers, that meant cutting and laminating pictures, then gluing them to Velcro strips. For students, it meant using the same images each day. On the iPad, visual schedules — including interactive dragging, animation, and cool sounds — can be quickly put together using the **First-Then** app.

Rosa has been using this app to show her son when to expect mealtimes. In addition, she's using **Stories2Learn** to demonstrate how she would like Leo to behave at the dinner table. She has created a "social story," pairing photos of food with audio explanations and text. Leo has to touch the screen to move through his story; with any luck, this multimedia learning approach will make an impression.

Apple has remained characteristically silent with the news media on the "quiet revolution" its products have started in the autism community. Although a woman with an Apple e-mail address who claimed to be a representative for the iPad responded to an inquiry from SF Weekly, she refused to speak on the record. But the company has been receiving plenty of feedback — alongside requests for discounts and donations — from parents with special-needs children. Meanwhile, health insurance companies have been hesitant to cover Apple's technology, which

they consider primarily recreational, partly due to a fear that those without true medical need might try to game the system.

Editor's note— Space limitations did not permit including the text covering the comments of nay sayers and those demanding extensive further study before adding iPad to their programs for Autism therapy. Please consult the full article online for further information.

Rosa and Leo, The sequel.....

Rosa and her son were flying back together from a family vacation. When it was time for them to board their plane, the flight was delayed, supposedly for just 10 minutes. Then an announcement said it would be another 10 minutes. This unexpected change was problematic for Leo, because Rosa had told him he could not eat **Nutter Butter** cookies until they were in the air. Because their flight might be ready at any time, she was unable to go and buy him another snack. Leo was getting cranky, which scared Rosa. She worried he might have another airport meltdown, like the one that had that once ended a previous family vacation. Her only hope was the iPad.

She took it out and opened **iEarnedThat**, which allows the user to divide a photograph into any number of animated puzzle pieces. As the puzzle is completed, players earn rewards. Leo usually does puzzles of about 15 pieces. Rosa bit her lip and created one with twice that many. "I wasn't sure he would have the patience," she said. For the next half-hour, he sat quietly and finished the puzzle. Then they boarded the plane, and Leo got his Nutter Butter. Not only did the iPad help them avert a crisis, but Rosa also found out that her son was capable of going one step further in completing a puzzle. He was up for the challenge. With every small advance Leo makes on the iPad, hope swells within his parents. They find themselves wondering what else he can do. Beyond the progress Leo will make, the iPad also gives them a window into the enigmatic mind of their son. **That's something more than a near-miracle.** ■

The complete article can be seen at: <http://www.sfweekly.com/2010-08-11/news/ihelp-for-autism/>

The greater danger for most of us is not that our aim is too high and we miss it, but that it is too low and we reach it.
—Michelangelo

WikiHow— *source: Basics4Mac*
We are all familiar with Wikipedia, but what if you want to do something? This site will probably tell you how.

WikiHow claims to have 83,825 how to articles. You can search for a particular topic or you can browse by the following categories:

Arts & Entertainment
Cars & Other Vehicles
Computers & Electronics
Education & Communications
Family Life
Finance & Entertaining
Health
Hobbies & Crafts
Home & Garden
Holidays & Traditions
Personal Care & Style
Pets & Animals
Philosophy and Religion
Relationships
Sports & Fitness
Travel
WikiHow
Work World
Youth
and of course, "Other."

If you search for an article and WikiHow doesn't have one of that particular title, you are offered the opportunity to write the article yourself.

Some of the titles featured on the home page are **How to...**

Plan a Beer Drinking Trip
Rip MP3s from an Audio CD with iTunes (Not sure why someone would need that one.)
Save on School Supplies

Other popular articles are listed as:

Loose Weight Fast (almost 6.5 million views)
Get Six Pack Abs (almost 6 million)
Permanently Delete a Facebook Account (over 2 million views.)

See the site here: <http://www.wikihow.com/Main-Page> ■



Safari 5.0.1 Update: Extensions!

Apple has released an update to its popular Safari browser. This update, which puts the browser at version 5.0.1, enables Safari Extensions for all users. Extensions add sophisticated new features to the browser including toolbars and web content filters. Unlike competing browsers, all Safari Extensions can be installed with a single click, and without restarting the browser. Currently well over 130 different extensions populate different categories in the Extensions Gallery. Ranging from news, shopping, social networking, entertainment, and more, there are plenty of different extensions to try out. All are free to download here: <http://extensions.apple.com/>. The free Safari 5.0.1 update must be installed first.

Adding and Removing Widgets— *Customizing your Dashboard*



The standard Dashboard contains only four widgets: Weather, Calculator, Clock and Calendar. There are many more widgets available on your Mac and even more can be downloaded.

If you aren't sure what the Dashboard is, get a primer here: [About the Dashboard](#).

To add widgets to your Dashboard:

1. Activate the Dashboard by clicking the Dashboard icon on the Dock or pressing F4 (look for the speedometer icon on the F4 key.) or F12 on older keyboards
2. Click the plus sign in the circle that is on the bottom left corner of the Dashboard. The Dashboard will raise up and a row of your available widgets will be shown.
3. Click the arrows at the left and right sides of the widget row to see more widgets.
4. When you find a widget you want to use, drag it up and onto the Dashboard. You can drag the widgets around the Dashboard to place them however you like.

To remove a widget from your Dashboard:

1. Hold down the Option key and drag your mouse over the widget. A white X in a circle will appear at the top left of the widget.
2. Click the X.

Removing a widget from the Dashboard will not delete it from your Mac. It will still be on the widgets row. ■ *source: Basics4Mac*

Finding More Dashboard Widgets— *Customizing your Dashboard*

Besides the dozen or so Widgets that come with Mac OS X for use on the Dashboard, There are thousands of Widgets available from Apple on their website. (In fact, there are around 3800 Widgets available.)

To download more Widgets:

1. Activate the Dashboard by clicking the Dashboard icon on the Dock or pressing F4 (look for the speedometer icon) or F12 on older keyboards.
2. Click the plus sign in the circle that is on the bottom left corner of the Dashboard. The Dashboard will raise up and a row of your available widgets will be shown.
3. Click Manage Widgets...
4. Click on the More Widgets... button at the bottom of the Widget Manager. Apple's Widget website will open in Safari.
5. Search for Widgets by category or by favorite lists. When you find a Widget you want to download to your Mac, click on the Download button.
6. Once the Widget is downloaded, you will get a dialog box asking if you want to install the Widget. Click Install.
7. The Widget appears on your Dashboard in a testing mode. You can try out the Widget and the choose Delete or Keep.
8. Most Widgets are free, but some are "shareware", meaning that you need to pay a small fee to be able to use them. ■



OMUG Meeting Information—

The Ocala Mac User Group meets on the 2nd Tuesday of the month at the following location to the SE of Ocala:

St. George Anglican Cathedral— Parish Hall

5646 SE 28th St., Ocala, FL 34471
(352) 624-0112

See www.ocalamug.org for a map

OMUG Board of Directors—

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Mac Users Helping Mac Users—

OMUG volunteers will try to help with your computer and software problems. Please add your name to this list if you are willing to share your expertise with other OMUG members.

General Mac Problems— Tim Rankin
rank.tim@gmail.com • 821-2201

Print Shop or Print Explosion—
Judy Rankin
judyrankin@mac.com • 821-2322

General Mac Problems— Web Design
Philip Davis
davistech@gmail.com • 369-8432

OMUG Assignments—

Assist. Secretaries— Sally Smyth and Shelley Sizemore

Fifty-Fifty Raffle— Earl Satterfield

Membership— Nancy Kirby

MUGSHOT Newsletter— Al Sypher

Program Coordinator— Burt Stephens

Refreshments— Della Marteny and Ed Jaworowski

Sunshine Lady— Virginia Baldwin
vbaldwin@atlantic.net • 629-6308

Webmaster and

Apple Ambassador— Philip Davis

OCALA MACINTOSH USER GROUP – MEETING MINUTES: August 10, 2010

The meeting was called to order by Phil Davis at 7pm.

Announcements and Introductions: Phil welcomed the members and guests. New member Jane Kenn, a first time visitor.

Secretary's Report: The July meeting minutes were accepted with no changes.

Treasurer's Report: Judy Rankin reported that as of August 10, the bank balance is \$1647.14.

Program Topic: Skype— **Speaker,** Brian Voge

Program Highlights: Although hampered by the lack of internet access, Brian presented a very interesting program about Skype. Included were the many benefits of using this VOIP (Voice Over Internet Protocol) to stay in contact with family, friends and associates in the US and overseas for little or no money. Phil has posted links and notes to the OMUG web site for those who wish to learn more or perhaps try it themselves. It is important to remember that you need a microphone and a web camera if you want both voice and video on your calls. Dial-up internet users will not be able to use Skype due to speed requirements.

Phil Davis gave a short session demonstrating some of the standard features of our Macs: Calculator, Keyboard Shortcuts and TextEdit. Did you know your calculator could talk to you? Did you realize how many things you could do with Text Edit? See the OMUG website for all this and more.

Next Meeting Presentation: No information available.

Members enjoyed refreshments, planned and served by Ed Jaworowski and Della Marteny.

50/50 Raffle Winners:

Judy Rankin, \$20; Alan Gold, \$20; Tom Lee, PDF Converter for Mac;
Luis Carrascosa, \$25 Olive Garden Gift Card.

Members only drawing: No drawing this month.

Attendance: Twenty-five members, five guests.

Meeting adjourned at 9:50 PM.

Many thanks to members who stayed to help straighten up the meeting facilities.

Respectfully submitted by:

Nancy Kirby, Secretary

September OMUG Program: "A Human Factors View of Personal Computing – Yesterday, Today and Tomorrow". Presented by Burt Stephens, OMUG Program Director

The history of personal computers began in the 1970s. A personal computer was one intended for individual use, as opposed to a mainframe computer. After the development of the microprocessor, personal computers were cheap enough that they became affordable by many individual users.

The earliest personal computers, referred to as microcomputers were sold mostly as electronic kits in limited numbers, and were of interest mostly to hobbyists and technicians. They were not "user-friendly". By 1984 Steve Jobs and his ingenious Mac team developed a computer to be used by the "normal person in the street" – not just by hobbyists and people with technical sophistication.

In Burt's talk he will focus on input-output techniques that have evolved over the last 40 years and will look ahead toward new techniques for interacting with personal computing devices that are likely to be available to us during the next decade. Burt will look at ways that we can keep track of information that is pertinent today and likely to be useful at some future times.

Finally, he will discuss ergonomics and computers -- the ways in which we can most effectively use and interact with personal computing devices including our Macs, iPads, and smart phones.

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