



NOVEMBER 2006

MacNews

NOVEMBER 2006 CALENDAR

- 1**
7:00 PM Seattle Final Cut Users Group, DVD Studio Pro, and Photoshop tutorials
- 2**
7:00 PM Genealogy SIG at RC
- 4**
9:05 AM dBug Cafe at the RC
1:30 PM Basic Mac Maintenance at the RC
1:30 to 3:30 PM at RC
- 6**
6:30 PM Beginning Mac User's SIG at RC
- Topic Suggestions Requested
- 8**
6:30 PM Main Meeting at RC: The Omni Group
- 9**
7:00 PM Xcoders SIG at RC
- 11**
9:05 AM dBug Cafe at the RC: 9:05 AM
10:00 AM Time-Lapse Video Class at RC
- 12**
10:00 AM Basic Animation Class at RC
- 13**
6:30 PM Intermediate Mac User's SIG at RC
- Q&A and Troubleshooting
- 14**
7:00 PM WebObjects SIG at RC
- 15**
7:00 PM Mac OS X SIG at RC
- 18**
9:05 AM dBug Cafe at the RC: 9:05 AM
- NOON
- 20**
7:00 PM FileMaker Pro SIG at RC
- 22**
6:30 PM Digital Imaging SIG at RC

dBug November Main Meeting

What: The Omni Group <<http://www.omnigroup.com/>>

When: Wed., November 8th, 2006

Doors open at 6:30 PM, presentation at 7 PM

Where: dBug Resource Center
9720 Stone Ave. N., Suite 202
Seattle, WA 98103
206-634-9329
<<http://www.dBug.org>>



Have you met the cool folks from The Omni Group or seen any of their excellent software programs for the Macintosh? Now is your chance. The Omni Group is visiting dBug for our November Main Meeting, and they'll be showcasing all of their products including OmniWeb, OmniGraffle, OmniOutliner, and we'll even get a sneak-peak at OmniPlan, one of their upcoming products.

What makes Omni's products so great is the care and attention to detail they have as developers. They love what they do and it has paid off. Their products regularly receive rave reviews and awards from the major publications, and Apple even pre-installs their software when shipping new Macs!

If you have an interest in surfing the web, creating diagrams, flow charts, org charts, family trees, or office layouts, organizing and outlining information, or managing projects with ease, you definitely won't want to miss this meeting. Not only will you get a chance to see Omni's programs in use, but you'll get to talk with Omni staff, and have a chance to win all of their products in our big raffle!

dBug Elections: Board for 2007

Here are their statements:

Tom Auciello I've been a member of dBug since the very beginning, when we met in the downtown library. I've been a Macintosh computer owner since the very first 128K Mac was introduced back in 1984 and have owned many, many Macs since then. I currently own and use a 2.3GHz G5, a 1GHz eMac, a 500MHz Pismo Powerbook and a slotloading iMac all networked in my home. I consider myself a Macintosh expert, supporting many family and friend's Macs now and over the past 20 years.

After a 30 year career in Manufacturing Engineering, I stopped working professionally in June of 2005 and decided to look for some volunteer opportunities in the community. I've served on the dBug board in this past year and would be willing to serve again this year.

Continued

23

7:00 PM Xcoders SIG at RC

25

9:05 AM dBug Cafe at the RC: 9:05 AM - NOON

27

6:30 PM Internet SIG at RC - Browsers, Email, News, the Web

30

10:05 AM dBug Cafe at the RC:
10:05 AM - 12 PM

**Have you caught the new
Apple commercials?**

Check them out at:

<http://www.apple.com/getamac/>



Mike Grueter I am a dBug member and have been on the dBug Board of Directors for five years. I am also Co-Leader of the Mac OS X and WebObjects SIGs as well as the dBug SIG Coordinator. I accept the nomination and will run for the position of dBug Board Member.

If elected, my focus again this year will be on growing our membership. I feel that dBug has a great deal to offer any Mac user and that our numbers could grow if we can let people know we are here and what we have to offer. I will continue to help build and maintain the dBug Web site this year, as well as help advertise dBug's value to the outside Mac community and find new ways to do that more effectively.

Dona McAdam I have been a member of dBug since 1986 or '87 and joined mainly because I didn't have a clue about computers in general or specifically, page layout programs. The Pagemaker SIG was invaluable to me and the technical help from other members made me a believer in user groups—and especially dBug!

John Livingston

John Livingston is a freelance and writer and technical editor. In addition to various technical editing contracts, John is the "computer geek" for the Pike Place Market News, handling a variety of pre-press and linking issues with Adobe InDesign. John began using Macs while editing newspapers in Central Washington. He has worked with various Mac office applications for 16 years, including Microsoft Office for Mac suite, iCal, Apple AddressBook, some NeoOffice, InDesign, and Adobe Acrobat. Before moving to Seattle, John was a board member of Mac User Groups in Yakima and the Tri Cities. He has served as dBug's Office Applications SIG leader since 2002, with another stint in the late 1990s.

Cathy Doser

I am honored to place my name in consideration for a dBug BoD position. My credentials are:

- Mac user and owner since 1984.
- dBug member since early 1990
- Own and have used: Plus, SE, II, IIfx, IIci, SI, IIvx, PB 160, PB 190cs, G3 DT, iMac G3-400 DV, G3 PB-Lombard, iMac G4 17in Flat Screen, G4 Tower, eMac 1.25Ghz, Intel iMac 17", and a number of Newtons and Emate 300's.
- Was a professional computing technologist for 20 years at Boeing
- I've been on the Board of three non-profits, one as President, one as Newsletter Editor, and one as Vice President.

What I would like to help achieve:

- Grow dBug and increase the youth quotient
- Increase the fun in our group
- Modernize our electronic bulletin board
- Increase the participation
- Take dBug to the next level

**Ballot is included
at the end of the
newsletter.**

**Be sure to
remember to VOTE!**

dBug Classes

dBug's classes are fundraisers for dBug. Instructors donate some of the fees for the classes to the organization's general fund. Thank you all for making them a success.

Multimedia Skills:

Technical Imaging Workshops by Gus Frederick

Price Change: Both seminars for \$100 or \$60 apiece

Digital Time-Warps:

Creating Time-Lapse Video with a Digital Still Camera & QuickTime Pro
Saturday, November 11th, 2006: 10 AM - 4 PM at dBug's Resource Center

\$60 fee; Minimum enrollment of 10 to hold the class. Register now!

<http://www.dbug.org/about/contact.shtml?to=class_coordinator>

<<http://order.kagi.com/cgi/bin/store.cgi?storeID=6CXXA&&>>

Moving Imagery that we see in TV and the movies started out as dozens of individual still pictures, repeated fast enough to give the illusion of motion. Most of the time, the pictures are recorded at the same speed that they play back. Changing this ratio one way or the other results in either sped-up, or slowed-down action. To speed up is actually quite simple, and can be effectively done with common consumer digital still cameras and a laptop computer. Indeed, using these devices allows for finer detail as well as increased control over traditional methods. This workshop demonstrates by example some of the different objects and scenes that take on an entirely new reality, simply by shifting time and sometimes space!

More information is available on dBug's web site at

<http://www.dbug.org/announcements/classes/time-lapse_video.shtml>

Basic Animation Techniques:

Using Digital Still Cameras & Computers to Create Traditional Animation

Sunday, November 12, 2006: 10 AM - 4 PM at dBug's Resource Center

\$60 fee; Minimum enrollment of 10 to hold the class. Register now!

<http://www.dbug.org/about/contact.shtml?to=class_coordinator>

<<http://order.kagi.com/cgi/bin/store.cgi?storeID=6CXXA&&>>

The Art of Animation was spawned from the birth of moving images, around the turn of the last century. Since then the tools to capture the individual pictures that comprise what we know as a "cartoon" have grown from balky film cameras to video and finally to computers. Making use of the computer's advantages to capture images electronically, coupled with modern digital still cameras, this workshop explores how to use these new tools to accomplish old tricks. Standard animation techniques like sheets of flip-paper and 3-D models will be supplemented with high-resolution image capture and QuickTime Pro for instant playback.

More information is available on dBug's web site at

<http://www.dbug.org/announcements/classes/basic_animation.shtml>





Mac Maintenance Basics Class

When: 1:30pm - 3:30pm on Saturday, November 4, 2006

Where: dBug Resource Center

Receive expert instruction and guidance in Macintosh maintenance from dBug guru

Wil Nelson. Wil has been helping fellow dBug members for years at the dBug Cafe, and he has turned that experience and knowledge into an incredibly informative course designed to help you keep your Mac purring for years and years to come.

More here

http://www.dbug.org/announcements/classes/mac_basics_class.shtml

Phone home with VOIP Technology

Making regular phone calls from your mac

by Tom Auciello, dBug board member 2006

Ever think about trying Voice Over IP (VOIP) on your Mac. It's the hot telephone technology that lets a computer, with a microphone (and the appropriate software), not only talk to other VOIP users directly over the Internet, but also lets you call any telephone number in the world for a very small fee (about penny a minute within the USA).

The largest VOIP service right now is Skype. You've probably heard of them. However, they use a proprietary VOIP system that isn't compatible with industry standards. Since I've never liked hanging out with the "biggest bully on the block" (that's probably why I use Mac), and I wanted to use a service that followed industry standards, I decided to give The Gizmo Project a try for my first taste of VOIP.

To my surprise, The Gizmo Project has provided FULL support for the the Macintosh right out of the gate. In fact, their web page images feature the Mac version of their software, a very familiar look. It's a simple matter to download the free software and create an account. Since I didn't yet know of any other Gizmo users, I started by buying \$10 worth of calling time. At a penny a minute that gave me 1000 minutes of calling to normal wired phones in the standard PBX system in the USA. In the past 6 months of use, I've only whittled away about a third of that \$10.

The software is easy and fun to use. You can store your phone numbers there and they are available at any computer from which you sign-in to the Gizmo Project. For instance, if you enter phone numbers (contacts) into Gizmo from your home desktop Mac, and then take your laptop on the road, all your contacts will be synced up on the laptop when you sign-in to Gizmo from the laptop. This should also be the case even if you sign in from a PC at some other location that is running the Gizmo software (although I haven't yet tested this). When I had a good network connection (not necessarily fast, but good quality), the voice quality on my Gizmo calls has been very good, and without annoying delays or echo. It doesn't require much bandwidth and should work fine even from a dial-up connection, though I've never tested this.

The Gizmo Project recently started offering FREE calling to land and cell phone lines in 60 countries, if those phone lines are also signed up with



Volunteer Opportunities

dBug needs for Volunteers for helping with Main Meetings and the MacNews.

Main Meetings

- (1) Call for volunteers to arrange the RC room and set up chairs.
- (2) Volunteers to put things away
- (3) Sell raffle tickets and memberships at the Main Meetings. (money to treasurer)

Mac News:

- A. Editor; organize material about next month's events, especially the Main Meetings and the Classes
- B. Reporters
 - (1) Main Meeting Reports
 - (2) Class reports
 - (3) New and newer software
 - (4) Classic Software
 - (5) Mac items of interest
 - (6) Board business
- C. Distribution
 - (1) Make copies of formatted pdf on dBug's RC printer
 - (2) Organize putting labels on the mailed newsletters
 - (3) Make copies available at the RC
 - (4) Organize distribution of copies to Mac vendors via delivery or mail

Gizmo. So, if you get your family and friends around the world to sign up with Gizmo, you can all talk for free, not only to their Gizmo computer connections, but to their land and cell phones as well (some restrictions apply, see the web site for details).

There is a lot more I could say about VOIP and The Gizmo Project, like it can be integrated Apple's iChat, etc., but space is limited here. If you have an inclination to try VOIP, just take the plunge. It's easy to do. You'll need an OSX Mac, equipped with a microphone. I haven't yet tried any other VOIP services, though many of them offer Mac support, but my experience with The Gizmo Project has been a good one. Find out all about it at: <http://www.gizmoproject.com/>



Fred in Budapest

The Triumph of Technology

by Fred Taub

On Sunday evening, on the last day of my family's vacation in Germany, we had a long drive from Würzburg, Germany to Zurich where we would catch our flight home the next morning. It wouldn't have been too bad if we hadn't gotten stuck in a massive traffic jam on the autobahn. After zipping along at upwards of 160 km/hr, we barely crawled along for three and a half hours. We expected to come upon the scene of a horrific accident, but, as it turned out, the bottleneck was due to a construction project that reduced the southbound traffic flow to a single lane.

Well, we had no hotel reservation in Zurich; we had thought that we would arrive early enough to look around until we found an attractive gasthof (guest house) or hotel near the airport. After this unexpected delay, it looked like we would not get to Zurich until midnight. This would be far too late to start searching for accommodations.

So, after we finally emerged from the traffic jam, we pulled off at the next truck stop on the autobahn and parked in front of its restaurant. I pulled out my trusty MacBook Pro and was pleased to find a T-Mobile hotspot. I logged in, fired up Safari and went to biddingfortravel.com to see what airport hotels in Zurich were going for on Priceline. I then went to priceline.com and, not wanting to fuss around with rebids, bid \$100 (about \$10 more than recent successful bids) for a 4-star hotel. Moments later, Priceline confirmed my reservation at the Zurich Renaissance hotel. I then fired up Skype, which I had downloaded only a couple of days earlier, and attempted to use it for the first time. I wanted to call my brother, in Seattle, to see if he would pick us up at SeaTac the next day. I was tremendously impressed when my call, from my MacBook Pro, inside my car, connected wirelessly to a hotspot at a truck stop on the autobahn in Germany, went through right away. If eBay had not already purchased Skype, I would have invested right then and there.

Total elapsed time to find and make a hotel reservation in Zurich and arrange to be picked up at SeaTac: less than 5 minutes.

We arrived at the Renaissance Hotel shortly after midnight. When I requested an additional bed for my 5-year-old daughter, they graciously agreed and moved us into a "junior suite" which normally fetches 450 Swiss Francs (\$365) per night.

dBug 2006 Board of Directors:

[<http://www.dbug.org/about/bod.shtml>](http://www.dbug.org/about/bod.shtml)

Allan Swensson, President • Tom Auciello
• Mike Grueter • Dona McAdam

dBug Resource Center directions:

[<http://www.dbug.org/about/directions.shtml>](http://www.dbug.org/about/directions.shtml)

Information on joining dBug:

[<http://www.dbug.org/about/join.shtml>](http://www.dbug.org/about/join.shtml)

While you are surfing, check out the current event calendar:

[<http://www.dbug.org/calendar/>](http://www.dbug.org/calendar/)

The dBug Brochure has been updated.

See it online at [<http://www.dbug.org/publications/brochure/>](http://www.dbug.org/publications/brochure/)

TURN PAGE FOR BALLOT!

Election Ballot

I vote aye ___ nay ___ for the following nominees for the 2007 Board of Directors: Tom Auciello, Cathy Doser, Mike Grueter, John Livingston, Dona McAdam

1. You may vote On-line by forwarding this ballot to <Elections_06_for_07@dBug.org> making sure your member number is on the subject line.

2. Or, cut the above ballot and mail to:

dBug Elections Committee
P. O. Box 3463
Seattle, WA 98114-3463

The envelope must have your name and dBug member number in the return address. This is to assure that the ballots can be associated with valid membership in the club. Ballots must be received by November 24, 2006. Please write "ballot" on the envelope.

VOTE TODAY!