

# TMUG NEWS

*It's Our 2nd  
Year!  
Happy  
Birthday  
to us!*

Story on page 2



Happy  
1st  
To Us!



And  
Many  
More!

Over a year ago, with much skepticism and trepidation, several of us in TMUG wanted to learn how to more effectively and efficiently use the publishing/word processing program *Pages*, part of Apple's *iWork* trilogy (Keynote and Numbers being the other facets.) David Day, Ron Rutherford, and I, were soon joined by Newton Levy as we dove headlong into learning the in' and out's of the program while focusing on producing the first TMUG newsletter.

With some background and prior experience in AppleWorks, it was (and at times still is!) a long winding, twisting road to the discover, learn, and fully implement the many features of incorporated into *Pages*. Apple's attention to detail and intuitive publishing has made it possible for us to produce a quality, colorful, print and web-friendly rag for all to enjoy as well as contribute to it's success and continuity.

It's been fun, exasperating, interesting, challenging, and we hope a worth-waiting-for monthly. In that spirit, we are now asking in this second year for those who have been a part of our readership to now consider writing a small piece, essay, story, column, op-ed or discussion, focusing on Mac, Apple, software, apps, the technical aspects of same, including digital or video photography, or your experiences being a part of our TMUG group.

Your contributions will help keep our Newsletter vibrant and interesting, as we continue to grow, learn, and become a larger, yet eminently friendly, Mac family. The first year's contributors, who have displayed much patience as we have struggled at times to get our newsletter out the door. include: Bill McCallister, Ron Rutherford, David Day, Frank Pearsall, the Etowah Kid, Tom Cabe, Ron Mayhew, Newton Levy, Virginia MacDonald, Ed Coye, Joe Shore, Paul Jaques, Ed Barrett, and Kevin Richard, who doubles as web-master in archiving the newsletter and ensuring its timely delivery every month as well.

Please take a moment and email me [gnuzyew@earthlink.net](mailto:gnuzyew@earthlink.net) with your suggestions to improve your newsletter, special requests, or better yet your story idea. As you may or may not know, every email address in the newsletter is a hot link, so fire away.

Be advised, as editor I reserve the right to edit, striving to keep TMUG NEWS positive, interesting, amusing, somewhat cohesive and coherent as we enjoy our Mac time together. We're only as good as the people we surround ourselves with, and you are a very good bunch. Now, on to the next issue!

*LiB Shore, editor-in-chief*

### Upcoming TMUG Meetings:

#### **Photography SIG**

March 01, 2008  
10:00 AM

#### **Topic:**

"Resolution and Resizing of Digital Images"

by **Warren Bedell & David Day**

#### **Everything TMUG:**

Visit <http://www.transylvaniamug.org>



### Missed an issue of TMUG NEWS?

Check out all the previous year's archive  
at

<http://www.transylvaniamug.org/newsletter/newsletter.html>

### Upcoming TMUG Meetings:

#### **Next General Meeting**

March 08, 2008  
10:00 AM

**Topics:** Apple Developer's Conference  
NEWS  
Q & A's; Rumors

#### **Mac Basic 101**

March 08, 2008  
8:40 AM

**Topic: iTunes**

# Honorary MacMembers...profiles

## Ginny Bedell

### *Just a few questions...*

#### *What brought you to Brevard and TMUG?*

In April 2000 my husband, Warren and I took an anniversary trip and decided to travel through the mountains of North Georgia and into North Carolina. We arrived in Brevard late one afternoon and stayed at the Red House Inn. The town was quaint and attractive, we placed it on our list of "possible" retirement locations. In 2002, we looked for property here, then decided to purchase a home for our "planned" retirement in 5-7 years. The allure of the mountains proved persuasive, we decided to accelerate my retirement and moved here within a year arriving March 2003!!!

Warren and I became interested in digital photography in late 2004. We learned that there had been a Brevard Camera Club, disbanded in the 90's. We tossed the idea around of re-establishing a camera club. In 2006 the Land of Waterfalls Camera Club (LoWCC) became a reality.

Around that time we met David Day who invited us to attend TMUG PSIG with the obvious digital connection. Not being Mac users, we were at first hesitant, however,



David assured us that was not an issue and that has proven to be true. In fact, many folks probably don't know that we do not own a Mac! (yet) [note: editorial color license]

#### *What paid the bills?*

My Georgia pension!

#### *Main interests, other than Mac?*

I have learned so much about Mac computers by attending the monthly PSIG meeting and gained an appreciation of the versatility Mac computers provide for digital post processing. I currently use Photoshop Elements 6 on a Windows platform, but will consider a Mac in the future.

#### *What do you wish everyone knew about you, or not?*

I was a regular and special education teacher, for the last ten years of my career I was a school psychologist. When we first moved here, I volunteered as a mediator at the Center for Dialogue. Currently I'm the Membership Chair for Friends of the Transylvania County Library. Recently, I was introduced to geocaching which is a great activity. (Check out "Google" to learn more about this phenomenon!)

#### *Upcoming changes or special events in your life?*

In February I will be reaching a "significant age" milestone. No complaints. Life is good. Looking forward to a week long photography workshop this spring in Charleston and planning an autumn cruise in the New England area.

#### *Parting thoughts?*

Glad that Warren and I, discovered Brevard and WNC in 2000. I am looking forward to more PSIG and LoWCC combined photo-shoot field trips this year. There's nothing better than like-minded people having some fun! 🍏

Thanks, Ginny

## Want to contribute to TMUG NEWS?

**We need short articles on Mac-centric subjects, your experiences using same, or being part of TMUG, PSIG, or Basic Mac 101.**

**Focus on your ideas, expertise, thoughts, opinions, funny incidents, wish lists, etc.**

**Deadline is the 18th of each month**

**Send your copy, (no formatting, layout, or special fonts necessary)**

**via email to LiB at:**

**[gnu2yew@earthlink.net](mailto:gnu2yew@earthlink.net)**

**Thanks!**

# Basic Mac 101

*Ready to go for a ride?*



One of the great things about a Mac, is one never stops learning new ways of enjoying and using applications, some of which could be old friends, which we thought we knew well, then suddenly find a new feature that we never knew existed, or never tried, then find it's real handy. Perhaps we have a forlorn, unbeknownst to us, lonely app that's been sitting in the Application Folder since the beginning of our Mac time, never once opened. Then one day, on the way to doing something else, we decide to look inside and see what's what. Only to discover we're learning a few new tricks and thoroughly enjoying a new piece of software.

And so it is with Basic Mac 101, every second Saturday at 8:40 am, before the regular 10 am TMUG meeting begins, we spend time exploring some very familiar programs, finding our way around, seeing what's under the hood and kicking the tires. Most of the time, even if you are already using the software, you just might learn something new, get a puzzling question answered, or find how to utilize the program better even better. Much like the drive to work or shopping, it's easy to go the same old way. Basic Mac 101 is not only learning totally new apps, but for the tried-and-true, it is also about taking some detours and enjoy the scenery along the way.

So if your ready to take an alternate route, still trying to find your way, join us as we explore, learn, and have fun with *iTunes* this month on the Mac Highway-it's user friendly, and so are we.

*LiB Shore, Basic Mac 101 coordinator*

## G'Day:

### A Few Words...

*HOT Air:* The most talked-about product from Apple so far this year, is the MacBook Air. It was announced at Macworld with the usual Jobsian flair (dramatically sliding it out of a manila envelope), to the oohs and aahs of the eager gathering of the faithful. As only he can do, Steve focussed our attention on the aesthetics of the design, a "swoopy" package of beautiful aluminum alloy wrapped around the essentials of a portable computer - 13" razor-sharp color screen, full-sized keyboard, a built-in camera, and a trackpad with some new "gestures" that will make using it a dream. Without a doubt, Apple packaging engineers have once again come up with a trend-setting product - they say it is the "thinnest" laptop computer ever designed. Weigh-

ing around 3 pounds, it will be a joy to travel with, compared to the "behemoths" we have been lugging through airport checkpoints in our jammed briefcases and backpacks. As it has all the requisite features, it will be a stunning first "statement" for professional presenters who wish to captivate their audience with style (if not substance).

Interestingly, some hard-core Mac geeks have taken a rather dim view of the product, dissing it for a lack of expandability and the relative expense for the functionality it provides. The battery and internal memory are not replaceable by the user, and there are a minimal number of ports for attaching other devices. And, its price point (\$1799) is certainly above what one would expect for a small-screen laptop. This is NOT a utilitarian solution for portable computing.

It IS, however, a sexy product designed for a niche market that appreciates great design and form over function. And, this niche is

not new for Apple: the G4 "Cube" (c.2000) was an incredibly small, minimally configurable Mac product that is still an icon for many Mac users. It too received critique much like the MBA (get it?)..but was an "engineering experiment" that helped Apple learn about heat dissipation and dense packaging in a widely-released product. I think some of that is at work here. If you watched the Stevenote and saw the slide showing the MBA internals, it is easy to see that if they remove the keyboard, shrink the battery and the cooling fan, the motherboard and other components would fit very nicely in a touchscreen device with a 5x9 inch form factor (for example). The iPad (or whatever they call it) will be another game-changing product.

*David Day,*

President, TMUG  
& Digital PSIG