

The Macintosh Guild

MAC GUILD NEWSLETTER

VOLUME 5 ISSUE 2 NOVEMBER 2004



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WWDC 2004 CONFERENCE

By Larry Peng

Introduction

The QuickTime video stream for the WWDC 2004 keynote is at the following weblinks:

<http://www.apple.com/quicktime/whatson/appleevents/>
<http://stream.apple.akadns.net/>

Apple is now giving sneak peak information at their website regarding the next major OS X release, code-named Tiger.

<http://www.apple.com/macosx/tiger/>

WWDC attendees got a developer preview copy of Tiger. Based only on that beta, it appears that Tiger will require a Mac with a built in Firewire port. This implies that the "Lombard" G3 PowerBook will become legacy. So effectively Tiger will run on the same machines as Panther, except for the Lombard G3 PowerBook.

Official attendance this year was up 17% over WWDC 2003. Developers of all kinds are there, representing 44 countries. Session tracks covered the usual gamut of low level to higher level issues, along with an enterprise track which tried to address issues that are of concern to system and network administrators. This year there were over 200 technical sessions available.

Other items of interest are that Apple Developer Connection (ADC) membership has jumped from about 96K to 452K from March 2001 to June 2004. In 2001, 81% were OSX only developers, and 19% from Unix, Linux, Darwin. In 2004, 66% were OSX only developers, and 34% from Unix, Linux, Darwin

In addition to being available on Mac OS X and other POSIX based platforms (e.g. Linux, Solaris, FreeBSD), Apple is introducing Rendezvous for Windows as a Technology preview release.

XCode developer tools are being revised to version 2, and there is a web link which gives an overview.

Keynote Address (June 28, 2004)--Steve Jobs

Status updates

First was the Apple Stores. 80 stores over the last 3 years, with 20 million visitors each year Doing 250 million dollars of 3rd party sales.

Second was the iPod and iTunes Music Store. 70% marketshare of legal downloads, 50% by player units. Now available in Europe in the UK, France, and Germany.

Third was the PowerMac G5. Steve reviewed the recent updates to the G5 desktops, which included dual G5 processors across the board at 1.8, 2 and 2.5 GHz. Apple has the highest front-side bus in the industry at up to 1.25 GHz per processor.

Last year, at WWDC 2003, Steve Jobs projected that the G5 would be at 3 GHz within a year. Obviously, that did not happen. This was attributed to industry-wide problems in achieving the performance gains expected by moving to the 90 nm manufacturing process (vs 130 nm this time last year). Steve noted that the percentage improvement in performance of the G5 has been 25% versus about 12% for Intel style chips (as measured by clockspeed). While not happy with the situation, Steve was upbeat that the rate of performance increase rate surpassed that of Intel.

New displays and software highlights

Apple introduced new 20 and 23 inch digital displays which are now available. A 30 inch version will be available in August. Some highlights of the new displays are:

1. The panel enclosure is aluminum (same as the G5).
2. USB 2 and Firewire 400 hubs (2 ports/hub) in the back of the display.
3. DVI connectors rather than ADC. Recall that ADC was DVI plus USB 1.0.
4. The 30 inch display has a maximum resolution of 2560 X 1600 for a total of 4.1 million pixels (77% more than the 23 inch display). Only works in a PowerMac G5 at the moment because the display needs a new PCI-X graphics card to drive it. The card is the Nvidia GeForce 6800 Ultra and will retail for 599 dollars in August.

Panther (OSX v 10.3) is the most successful OS release in Apple's history in terms of units and revenue. Several new apps are being announced (or qualified) for Mac OS X at the conference including some from Borland (Java development tools), Oracle (Oracle 10g), PeopleSoft (certifying all apps on OSX), Quark (Quark Publishing System) and Sun (Java Creator Studio).

Mac OS X has 12 million users today, up from 7 million a year ago, and over 12,000 native apps. Apple is the number one Unix provider in the world in terms of units.

Introducing OS X Tiger

Steve then moved on to preview Mac OS X 10.4, code-named Tiger. Tiger is the 5th major release of OSX. Tiger will ship in the first half of 2005.

Tiger is to contain more than 150 new features. Some of the new things are:

1. Full 64-bit addressing for working with a very large amount of memory
2. 64-bit virtual memory
3. 64-bit system library
4. Concurrent running of 32 and 64-bit applications
5. LP64 support in GCC (long pointer support)
6. ACL support (access control lists)
7. XGrid to be built-in
8. Enhanced SMB (improved performance, Finer grained locking, SMB home directories, NTLM v2 support)
9. HTML email composition
10. TextEdit application to recognize Microsoft Word tables.

Steve highlighted some specific items of interest for Tiger:

1. Spotlight: a new way of searching
2. H.264
3. Safari RSS
4. Core Image/Core Video
5. Dot Mac (.Mac)
6. Dashboard
7. Automator
8. iChat AV

For the details on these features, as well as further notes taken from WWDC 2004, please go to the Mac Guild web site to read the entire article.

<http://mac.excaliburworld.com/wwdc/wwdc04.html>

PC GRILL

Contributed by Moe Bradley

Disclaimer:

If you attempt to actually try this, do so AT YOUR OWN RISK!

Finally - a good use for a PC!



INSTRUCTIONS:

1. Find a metal PC frame in a size that will meet your needs (use an old or new PC, doesn't matter much ñ the PC will be more useful this way anyhow!).

HEALTH WARNING - DO NOT USE A FRAME THAT HAS BEEN GALVANIZED - the galvanization will produce toxic fumes when your coals or wood fire up.

2. Remove any PC components, adhesive, plastic, rubber, labels, etc., that are in or on the case (in other words, anything flammable). Scrub the case with a stiff brush and a good detergent (the kind that dissolves grease) and rinse well.
3. Turn the case onto its solid side and set it on cinder blocks, bricks, or some other sturdy base, to elevate the case above the ground. Make sure it is securely supported.
4. If desired, you may place an elevated grate in the bottom of the case to provide airflow under your coals or firewood. Fill the case with enough kindling and charcoal or firewood to suit your needs and light it up!

The bay openings allow great airflow, and the shape of the case makes it an especially good platform for kabobs or spit-roasting!

BON APPETIT!

SETTING UP EUDORA LDAP

Contributed by Bill Catambay

How to Setup Eudora LDAP Settings

Ever since Lockheed Martin switched over to new LDAP servers on port 3268, and turned off the old servers on port 389, trying to perform decent LDAP queries in Eudora on a Mac has been a challenge. After some help from Eudora support, and some trial and error experimenting, I have come up with the right settings to make Eudora LDAP queries behave exactly as I want.

LDAP Port and Server

Unlike it's Windows counterpart, Eudora for Mac does not have any input fields for LDAP port. By default it doesn't have settings for Word Wise Search or Search Filter either. I'll discuss those last two items later on. With regards to the LDAP port, there are two options for setting the port under Eudora, neither of which is very apparent. The first option is to use the x-eudora setting, <x-eudora-setting:10108>. Enter that text string into an email message, double-click on it, and you'll get an LDAP port prompt. The other way to set the port is to append it to the LDAP server name when entering the LDAP Host under Settings. For this exercise, we'll choose the latter method of setting the port.

The LDAP server name for Lockheed Martin is in the format of <server>.<account>.us.lmco.com, and the LDAP servers are now all on port 3268. Therefore, you'll want to specify the following for right now under Settings->Hosts (we'll expand this later):

Ph/LDAP Server: *ldap://sss.aaa.us.lmco.com:3268*

NOTE: sss and aaa should be replaced with the appropriate server and account for your local LDAP server.

LDAP Queries

Even with the correct server and port, there are still problems querying the LDAP server. The query returns an error, which basically means that the query times out. This has to do with the "Word Wise Search" filter, the mask the LDAP query uses against the LDAP server. To change the Word Wise Search filter, you'll need to use the x-eudora tag of <x-eudora-setting:7611>, or use the Esoteric Settings plug-in that you'll find in the Eudora Extras folder (move it into your Eudora Folder, then restart Eudora). It's easier to install the Esoteric Settings because it gives you an "LDAP" category under settings that you can use easily in the feature (and you don't have to remember the x-eudora settings numbers).

Word-wise Search Criteria

A value such as (cn=^*^0*) causes the LDAP query to look for any name that contains the search word, and with the size of the LM LDAP directory, that just takes too long. By removing the first asterisk, the LDAP search will look for any name starting with the search word (versus any name containing the word). Making this change led to finally getting results on my LDAP searches.

However, just using "cn", I'm unable to search by <first name> <last name> like I used to on the port 389 LDAP server. I either have to search on just the last name, or if I want to narrow the search, I have to enter <last name>*<first name>.

To add to the frustration, the number of fields returned for each found LDAP entry is overwhelming. By default, all fields are returned, and the LDAP servers on port 3268 have A LOT of fields; hence, there are still improvements that need to be made. We'll deal with the Word-wise search first, then come back to the number of fields later.

In order to support a <first name> <last name> query, we need to search on more than just the "cn" field (which is the common name, last name first). There is the "givenName" which *may* be the employee's first name or not, and there is also "mail", the employee's email address. Since many people go by different first names from their common name (whether a nickname or middle name), using all three of these fields

provides the best results. Change the Word Wise Search filter under Settings->LDAP (assuming you've already installed the Esoteric Settings):

Word-wise search filter template

```
((cn=^0*)(givenName=^0*)(mail=^0*))
```

Now a search for "bill catambay" or "william catambay" will retrieve my LDAP record.

Returned Fields

We're almost there, but we are still getting too many fields returned, most of which are not of any value. The way to refine the returned fields is by adding a qualifier on to the end of the LDAP server URL. We'll choose the fields that I find most useful: the employee's name, the "Given" name, the email address, company, department, employee number, street address, and telephone number. The way to do this is by adding the field list qualifier at the end of the LDAP server. You can set this under Settings->Hosts, or now that Esoteric Settings are installed, you can also set it under Settings->LDAP (they both change the same settings field). We'll use the latter in this example:

Directory Services Host

```
ldap://sss.aaa.us.lmco.com:3268/?cn,givenName,mail,company,  
department,employeeID,streetAddress,telephoneNumber
```

AGAIN: sss and aaa should be replaced with the appropriate server and account for your local LDAP server.

You can specify more fields if you prefer. The best way to determine the field names of all the available fields is by removing the field list qualifier above, and under Settings->LDAP, turn on the checkbox for "Display raw LDAP attribute names". Do a search and examine all the returned fields. From there, you can pick and choose which fields you want to use.

Full query search filter template

One last thing you may want to do is specify the LDAP search filter. This refines which domains you are searching. I think all of the LDAP entries are already in the lmco.com domain, but just in case, specify the following under Settings->LDAP:

Full query search filter template

```
dc=lmco,dc=com
```

That should do it! You are now ready to Rock 'n Roll with Lockheed Martin LDAP searches under Eudora. Enjoy!

NOTE: Much of the information above can be used for refining your searches on LDAP servers for other companies as well.

MAC GUILD REVIEWS

MACPLAY'S NO ONE LIVES FOREVER 2: A SPY IN H.A.R.M.'S WAY

Reviewed By Bill Catambay

Description

The much anticipated sequel to No One Lives Forever has arrived. No One Lives Forever 2: A Spy in H.A.R.M.'s Way is a humorous story-driven first person shooter featuring the return of UNITY operative Cate Archer. As Cate you must investigate a super-secret Soviet project that, if successful, could bring about a third world war. Armed with conventional and experimental weaponry and gadgets, you'll explore exotic locales, and contend with deadly agents determined to take Cate out of the spy trade once and for all.

Some familiar characters return to the sequel, as well as new characters introduced. The sequel also sports some new weapons and gadgets, and is powered by the new LithTech Jupiter System to provide much improved graphics.

Features

- Multiple Play Modes: Charge in with guns blazing or focus on stealth to evade and outsmart your enemy.
- Includes over 40 action-packed single-player levels.
- Mission-based cooperative multiplayer - up to 4 players work together as a team.
- Travel to exotic locales as diverse as India, Japan, Siberia and Ohio, and immerse yourself in secret-agent intrigue.
- Square off against despicable new villains like elusive Ninjas, wily Mimes and ruthless Soviets, and encounter some familiar foes as well.
- Co-op: Two agents that get to help the crazy Cate Archer in different map scenarios.
- Death Match: You against everyone else. No teams.
- Team Death Match: A team against another team
- Doomsday: Two teams. There are three pieces of a "Doomsday" device through-out the map. Find and pick-up parts of the device and bring it back to your base. All three pieces assemble the device. Once built, the "Doomsday" device pops the other team and you win the shindig.

Game Play

With fond lingering memories of No One Lives Forever (NOLF), I was excited to jump into the sequel. One of the first things I noticed when I started playing No One Lives Forever 2 (NOLF2) is that the graphics were far superior to the original. Along with the graphics improvements, however, came a much hungrier engine, deeming it nearly unplayable on my 867Mhz G4 Quicksilver (the same machine that I played NOLF). I did manage to make it playable on the Quicksilver by dropping resolution and other game features, but I decided I wanted to play the game in all of its graphical glory, so I moved the installation to a 1.2 Ghz iMac. I hit a snag in trying to move the game from the Quicksilver to the iMac, as the game provided no way to transfer the saved games. With no way to port my saved games, I had to start from the beginning again.

The game played great on the iMac, although there were some lagging spots starting somewhere in Chapter 8. All in all, it ran decently well on the 1.2Ghz machine. As in NOLF, NOLF2 sports a lot of fun cut scenes that define the storyline as your progress through each level. The animations were quite detailed, but even better is that when game play resumed, the same quality provided in the cut scenes is available in real-time as you play the game. The game provided amazing details to the characters, from facial expression to body expressions. Shooting precision was evident in that your shots are animated in the body areas they hit. The game provided some interesting twists on targeting, such as when you hit an enemy close to a wall with your crossbow, the target gets pinned up against the wall. Often times, with multiple enemies in the area, when one enemy goes down, another enemy may walk over to them, bend over and talk to them (shouting things like "Wake up"). Once they realize their comrade is not sleeping, the sirens go off and a swarm of bad guys come out of the woodwork. This is where stealth comes into play, as the better you are at hiding and sniping, the less you have to contend with hordes of enemies at the same time.

I also appreciated that there was a much better mix of cut scenes versus game play. In NOLF, there were so many cut scenes, I felt like I was watching a movie, and allowed to participate every once in awhile. In NOLF2 there is a much better mix, with the emphasis on gameplay. Also removed are visits to Santa's workshop where you got to practice with new gadgetries. Some gamers may be delighted since it means more fluid game play without the constant distraction of training; others may have preferred the "break". Personally, I don't feel strongly one way or the other. I noticed the absence, but I didn't really miss it, so I am leaning towards preferring the game without it.

The theme of NOLF2 is very similar to NOLF, but with a new story, new enemies, new gadgets, and new locations to explore. One of my favorite aspects of game series such as this is the ability to explore other countries, and getting a good feel of the landscape, complete with foreign accents (it's like traveling without having to pay, and no jet lag). Like the original, NOLF2 is set in the late 1960's, about a year after Cate's first mission in NOLF. She still works for the same dudes, and there is a welcome return of one of her Scottish comrades, Magnus Armstrong. He was one of my favorite characters in NOLF, so I was pleased to see him return, and enjoyed the love-hate relationship between Magnus and Cate (reminiscent of a bickering brother and sister team). In NOLF2, you are trying to thwart a plan called "Project Omega", and one of the H.A.R.M. "bad guys" from NOLF returns in a wheelchair and full body cast, and he's out for revenge. In addition to Project Omega, assassins are hired to kill Cate, sending female ninjas under the leadership of an enslaved Isako (think Lucy Liu in "Kill Bill", but with a lot more Ninja skills). You end up really liking Isako, hoping throughout the game that she'll turn to the side of good.

Some of the game's settings include Japan, India, Antarctica and a secret underwater H.A.R.M. facility. There's even a setting that takes place in Akron, Ohio, complete with a twister flinging a house into the air - one that you happen to be in while you are fighting Isako. The levels were a lot of fun, and provided a lot of challenges. I enjoyed having to sneak around "spy-style" in foreign

lands, but I also liked that if you were revealed, you weren't automatically killed. As mentioned earlier, being revealed triggers a horde of enemies, and while it intensifies the battle, it is possible to complete levels "Rambo-style". In fact, most levels gave you the choice between Rambo-style and spy-style, or a combination of the two. Usually a horde only occurs in one area of the map, and once they're put down, things calm down again. Also, while you're in spy-mode, you can usually approach a pairing of enemies and listen in on amusing conversations. NOLF2 is filled with humorous anecdotes and conversations.

The game interface was relatively simple to use. You get a certain number and type of weapons per chapter, sometimes you start off with the weapon, and sometimes you gather it along the way. Switching weapons is pretty easy, which is a good thing when you are in combat. Also, there are special tools you use for various functions throughout the game (such as planting bombs, etc.), and when you are done with the tool, the game automatically switches you back to a weapon. Overall, it's an improvement over the interface in NOLF. Saving and loading games is also made easy with F6 and F9 keys. Saving is always a good idea so that you don't have to re-do tedious or difficult tasks (and the game has a number of both). The only problem with the saved games is that there is no way to move the games to another computer.

Overall, I enjoyed the pace of the game. It starts out slow and builds up. At times it builds up to a point of intensity where the game actually bogs down on my 1.2 Ghz iMac, but those lag points typically only lasted for a short while. There were a few tedious points in the game (although not nearly as many as were in the original NOLF). For instance, towards the beginning of the game, after you exit a mansion in Ohio, you are welcomed with a swarm of ninjas that are quite overwhelming at first (especially since you have very little ammo). I died several times before I was able to determine the best strategy to survive. Running away did not work, nor did Rambo-style fighting. The other tedious point that comes to mind is towards the end of the game when you are trying to kill one of the arch enemies, the midget. It basically boils down to a game of "smack-the-mole", but with fat mime troops shooting at you constantly with machine guns. That sequence was probably the most frustrating and unenjoyable scene in the whole game. Someone who appreciates the "smack-the-mole" genre may feel differently.

With the exception of those few tedious moments, however, the game thrilled me from beginning to end. It's filled with interesting plot twists and challenges, and enemies and comrades with memorable character. The mime enemies mentioned above were hysterical to fight against. They moved in purposefully distracting and silly ways, and then they'd fire at you while you were frozen in your amusement (not to mention that it's uncommon to see so many overweight mimes). They reminded me of an enemy troop you would expect to see in a Batman type movie. The AI of NOLF2 (like its predecessor) is implemented really well. Your enemies are clever, coming after you when you are too noisy or clumsy, and often calling in reinforcements or setting off alarms. Some will do a tuck and roll to avoid your shots, as well as duck behind objects. It was challenging to just the right degree. There are a lot of scenes that come to mind in terms of challenges and novelty, but I don't want to give too much more away. Suffice it to say that there are a lot of unique and fun adventures in store for Cate. In fact, I had so much fun that I was honestly disappointed when the game ended. I really wanted to go more places, spend more time with Magnus and Isako, and adventure and explore some more. The original NOLF took me much longer to complete, and felt to be just the right length. NOLF2 seemed to end too soon.

NOLF2 also comes with multi-player support, but I experienced the same problem trying to find other players as I did with NOLF. Basically, I was unable to find anyone to play against during my review. The different types of multiplayer games sound intriguing, but I think most people will want to play this game for the single player action and story.

Summary

If you ever thought it would be fun to try out the life of a secret agent, or if you just enjoy a good first person shooter with a well integrated story, you will most certainly enjoy MacPlay's No One Lives Forever action series. If you've already played the first one, you will enjoy the sequel, No One Lives Forever 2: A Spy in H.A.R.M.'s Way, even more. If you haven't played the first one, it's very easy to jump into the sequel and get caught up. NOLF2 provides a fantastic story line, interesting and entertaining characters, exciting adventures to exotic lands, and great challenges. It's interface has greatly improved over NOLF, it sports far superior graphics detailing body and facial expressions, and has a much better mix of cut-scenes with game play action. It's more CPU hungry than its predecessor, and still has the occasional tedious battle scenes, but overall the game is thoroughly enjoyable. In fact, my biggest beef is that I wanted it to last longer. For anyone looking for a fun action adventure game with a lot of memorable characters, I highly recommend playing No One Lives Forever 2.

Pros

- Great new story, still with fun 60's atmosphere
- Good variety of levels with many interesting twists
- Entertaining and well integrated storyline
- Interesting characters, both friends and enemies
- Awesome 3D graphics (great body and facial expressions)

Cons

- CPU hungry
- Unable to copy saved games from one machine to another
- Some challenges are unreasonably tedious
- Felt too short (wanted it to go longer)

Overall Rating

4 1/2 out of 5 Mice

YOU SOFTWARE'S YOU CONTROL

Reviewed by Lane Smith

Overview

After getting a fresh, new computer with a clean and organized hard drive, it's incredible how quickly that hard drive becomes a black hole of files and documents. Before you know it, your computer goes from being clean and organized to complete chaos. Finding documents takes too long, and looking for that one special picture that you cannot remember the name of is near impossible. There are a few utility applications out there to help maintain file organization, but many are lackluster and eat up precious desktop real estate. You Software, developers of popular organization applications for Mac and PC, saw an opportunity to create a tool that would give control of your computer back to you. You Control is a versatile utility that sits in your menu bar or pops up with a hot-key command designed to give you control over all your music, movies, pictures, files, documents, and much more.

You Software provides both "Buy It" and "Try It" links of their products on their web site. When you download the software, you have 15 days to try out a fully functioning version of the software before deciding to purchase. You can purchase the retail boxed version for \$69.95, or purchase a single user license for the download version for \$49.95.

Setup & Support

I downloaded You Control from the web. Installing You Control is quite simple; after downloading the .dmg file, the file automatically mounts. The installer script automatically copies You Control to your desktop, ejects the volume, and opens the application. After the application is launched, You Control presents a simple and descriptive Quick Start guide that aids you in setting up You Control the way you want it to, and instantly begin using it. This was a very convenient installer!

You Control includes excellent documentation both included with the download as well as online. The application itself supports in-depth descriptions of each module/feature, as well as an extensive user's manual. At You Software's website is a wealth of tutorials and walkthroughs to fit anyone's needs.

Features

You Control sports several modules that let you do anything from browsing through your hard-drive to checking up on the outside world. Here is a list of some of the features:

1. Address Book - Quickly browse through all your Address Book contacts in order to address an email, draw a map of the contact's address on MapQuest, or display the contact's phone number in large type across the screen.
2. Calendar - Linked with iCal, the calendar module allows you to quickly view your to-do's, upcoming events, or to see what day of the week November 12, 2007 is on.
3. Clock - Much like the popular program iClock, this module allows you to add a customized clock to the menu-bar, which also shows the date on mouse roll-over. It supports multiple time zones and formats as well as a calendar.
4. File System - Probably the most useful feature, the file system module allows you to quickly browse through any folder in your hard-drive by way of a menu or hot key. It includes a feature that allows you to display previews of picture files instantly, making your search for pictures much easier and quicker.
5. iTunes - Control iTunes, browse through playlists, and change settings in an easy to access menu.

6. Mail - See when you have mail with a quick glance at the top of the screen. The mail module is coupled with Apple's Mail and allows you to quickly preview emails without having to open up another window.
7. News Reader - One of the modules I constantly find myself using, the News Reader is an RSS (Really Simple Syndication) reader that allows you to keep up on news and updates from websites that support it.
8. Pasteboard - The Pasteboard allows you to copy, cut, and paste up to 50 pasteboard buffers.
9. Processes - This module allows you to quickly glance over user process and kill any processes that need quitting (alternative to Force Quit).
10. Recents - Apple's 'Recent Items' menu on steroids. Show recent applications and recent documents from virtually anywhere. Extremely useful.
11. Stocks - Need to know the latest in NASDAQ? With this module, quickly glance over the gains and losses of all your investments with ease.
12. System Prefs - With this handy module, there is finally no need to go through the System Preferences main window ever again; go directly to the preference pane you want.
13. Fast User Switching - Basically the same as Panther's User Switching menu, with a bit more customization.
14. Weather - Never go outside unprepared again. Quickly look up the latest weather in your town along with a 9 day forecast. Unfortunately, this module uses weather.com as its reference, so don't rely on it too heavily.
15. Divider - Allows you to organize your menus into groups that make sense to you.

In Use

You Control includes a lot of modules (listed above) all packaged in one application. The number of modules or features, of course, is not as important as how useful the tools are to the end user. At first, I was quite apprehensive, and wondered if I had just cluttered up my menubar with a lot of "stuff" for little advantage. Within the first hour of using You Control, however, I was won over. Each and every one of You Control's modules provided some useful utility, and each can be customized to my personal preferences.

One might think that with 14 different You Control menu-bar icons, it would conflict with the File/Edit/View menus. However, You Control allows you to combine several modules into one so that each "group" only uses one icon in the menu-bar. This is extremely handy, and allows you to organize even further. For example, I keep my clock and calendar module under menu, and my mail and address book under another. You Control also supports hot-key combination that when pressed, the specified module's drop-down menu pops up right next to your mouse. Another feature I really thought was smart was the idea of corner menus. Small, unobtrusive blocks of color that can lie in either of the four corners of your screen that act just like the menu-bar selection, yet much more subtle. Even better, the corner menu's can pop up instantly if you hover your mouse over them, great for quick and easy access. You Control was designed with the understanding that everyone has different tastes. Everything from the drop-down menu text to the icons that appear in your menu-bar are completely customizable. I like being able to customize the clock module's text and color, which really brings some life into the desktop. You Control even allows you to add chimes at every hour or so, if you prefer it.

My favorite module in You Control is the File System module, which allows you to quickly and easily browse through any folder you specify. The File System module is just like any other You Control module, whereas it can be accessed via the menu-bar, a corner-menu, or activated with a hot-key. When accessed, the module presents a drop-down menu that you can use to navigate through all your folders and files. The File System module is set up for use by entering the the path to the folder you want the module to list. For example, if I set the path to ~/Pictures/iPhoto Library, every time I accessed that File System module, I would see a list of the files and folders in my iPhoto Library in a drop-down menu. The File System module also sports options to show hidden files, file info, package contents, parent menus, and folder commands, allowing you to do just about anything you could do in the Finder. The File System module also features an image preview when you highlight an image file, making it much easier to find images needed for Photoshop projects, etc.. You can also have several different File System modules that list several different folder paths, allowing you to quickly and efficiently browse through your hard-drive.

My next favorite module is the News Reader module. This module enables you to subscribe to several RSS (Real Simple Syndication) feeds: live-updating scripts that many of the popular websites host to give users up-to-date information. You can find

RSS feeds anywhere from your favorite forum to CNN.com, or my favorite, VersionTracker. Most websites with RSS feeds have a link on their homepage with an extension of '.xml'. Simply copy that address into the New Reader's settings palette, and that reader will sit in your menu-bar (or other specified place), when accessed, shows all the latest news from that RSS feed. I also really enjoyed the Clock module. Much more customizable than Apple's Clock, You Control's Clock module allows you to choose what format, font, and color the clock is. The Clock module also shows the date when the cursor is dragged over it, making it much more convenient than the Apple Clock's method of clicking the clock. Some other features that You Control's Clock supports is the option to have it chime every X minutes, and the option to have the computer to speak the time every hour.

With all of this functionality included in You Control, you might wonder what kind of impact it would have on your machine. I have a fairly slow machine (relative to the latest hardware), so I have to be pretty picky about what applications I let reside on my Mac. I half-expected You Control's engine to suck up my CPU, but was pleasantly surprised that it didn't.

The one annoying I ran into with You Control is that it significantly slows down login time if set to 'start at login', adding anywhere from several seconds to as much as a minute to your logon process. Along with getting used to the extended login time, new users may also have a difficult time adjusting to You Control's method for accessing its modules. Before You Control is truly a benefit, you need to learn and memorize the short cuts (whether by menu or hot key). You Control also comes with a hefty price tag, with the boxed version retailing for \$69, more than half of the price of the Panther operating system (you can save \$20 by downloading it instead).

While users of Apple's Mail program may enjoy the Mail module, users of other fine email clients, such as Eudora, will not be able to take advantage of the Mail or Address Book modules. Finally, one small irritant I ran across is the unreliable source the weather module uses to gather information from: Weather.com. I would prefer it if You Control allowed me to customize the source.

The bottom line is that You Control is a unique application that helps to make your already hectic life a bit more easier. With You Control, I find it so much easier to perform everyday tasks, such as searching through my hard-drive, reading up on the latest online news, and so much more. Just the other day I was searching for an image to use on a Photoshop project I've been working on, and it was buried somewhere within my iPhoto Library. Without You Control, I would have had to bring up iPhoto, load all my zillions of images, try to visually search through my library, find the image name, and search for it with the Finder. Instead, I used the File System module that I set to my iPhoto Library folder, browsed through my images using the image previewer, and found the image in the amount of time it takes iPhoto to start up. This is just one of the many uses that makes You Control a versatile tool that gives you back the control you need over your Mac.

Summary

I like to think of You Control as the 'missing bite' of Mac OS X. It is the ultimate application for living with a disorganized computer, and provides tools and functionality to further enhance your Mac OS X experience. You Control simplifies repetitive tasks such as checking your email, catching up on the latest news, quickly accessing your contacts and calendars, and so much more. You Control is one of those few must-have applications that makes living in a technology based world easier, and in You Control's case, more fun. It has some room for improvement, and comes with a "half-an-OS" price tag, but once you become familiar with all that it has to offer, you may wonder how you got along without it. With the power to customize this utility to meet your specific needs and fit your personal OS lifestyle, You Control serves as a very useful tool to any Mac user.

Pros

- Fully Customizable
- Powerful and efficient
- Wide variety of features and modules
- Features make daily routines simple
- Quick and easy learning curve

Cons

- Automatic startup slows down login time
- Takes some time to learn the shortcuts
- Weather module uses unreliable reference
- No support for 3rd party email clients and address books
- A little pricey

Overall Rating

4 1/2 out of 5 Mice

Reviewed by John Gebhardt

Overview

Most OS X users are aware of the fact that the Unix heritage of the OS means that various housekeeping tasks are run by the system on a periodic basis. Most of the significant jobs are scheduled to run in wee hours of the morning on a daily, weekly or monthly basis. The problem is that, unless you leave your Mac on continuously, most of these jobs will never run. Most home based Macs and PowerBooks are not left on all the time. How, then, can we be sure that we keep the machine "clean" and prevent unnecessary performance degradation? If you are an experienced Unix user, you could write your own "cron jobs" to schedule the maintenance at more convenient times or reschedule the exiting jobs. Or you can take the easy way out and install MacJanitor. MacJanitor is a small (680 kb), FREE, application that will run these jobs on demand.

Requirements

MacJanitor 1.2.1 is an OS X only utility. I have used it on 10.2.8 and it is reported to work with 10.3.x

Setup

The software is available as a download from VersionTracker and the developer's site. Installation consists of mounting the .dmg file and dragging the application to your Applications or Utilities folder. Double clicking the MacJanitor icon opens the application.

In Use

Use of MacJanitor is very simple and direct. Upon opening the application, you are presented with options for Daily, Weekly, Monthly or All Tasks. Clicking on any one will initiate the OS housekeeping related to the time period that you select. Recommendations are that you run the tasks as they are named, but this is not absolutely critical. As you would expect, the more your Mac is used, the more frequently you should perform the housekeeping. I usually end up running the Daily and Weekly once a week, or when I forget I just run the "All Tasks" at least once a month. There is no harm in running the tasks more frequently than required.

Given its name, I was expecting to see an option to perform permission repairs as well, but there is no such option available.

Here are brief descriptions of what MacJanitor is doing:

Daily Script

- If the rwho system has been configured, clear out the old files in /var/rwho (rwho - who is logged in on local machines)
- Clear out files old files and directories in the /tmp and /var/tmp directories
- Remove system messages older than 21 days
- If system accounting is on, process the accounting files and gather daily statistics
- Backup the NetInfo database (network administrative information)
- Output to the console window the disk capacities and storage available
- Show in the console window which filesystems haven't had 'dump' performed on them in a while (helps identify unused or bloated files)
- Show in the console window the accumulated network statistics and network uptime (runtime)
- Rotate the system.log file and restart the syslog process
- Clear out the webserver log files older than a week
- Run the /etc/daily.local script if it exists - this is the standard daily housekeeping script that exists by default. It would normally run automatically in wee hours or can be run from the terminal.
- Run a /etc/security check script if it exists - this checks control routines for "terminal special files"

Weekly Script

- If the /usr/libexec/locate.updatedb database exists, update the 'locate' database - The locate database is a database for all pathnames which match the specified pattern(file name or description). The database is recomputed periodically, and contains the pathnames of all files which are publicly accessible. The data base is used to expedite the "locate" command to quickly find files.
- If the /usr/libexec/makewhatis.local file exists, rebuild the 'whatis' database - The 'whatis' database is a set of database files containing short descriptions of system commands for keywords.
- Rotate the following log files: ftp.log, lookupd.log, lpr.log, mail.log, netinfo.log
- Restart the syslog process

- Run the `/etc/weekly.local` script if it exists - this is the standard weekly housekeeping script that exists by default. It would normally run automatically in wee hours or can be run from the terminal.

Monthly Script

- Run the login accounting process - This outputs (to the console window) a history of user logins showing the duration of each access and the total access time since the last run of the process.
- Rotate the `wtmp` log files
- Restart the `syslog` daemon
- Run the `/etc/monthly.local` script if it exists this is the standard monthly housekeeping script that exists by default. It would normally run automatically in wee hours or can be run from the terminal.

I have used MacJanitor for several years with no problems. The documentation indicates that there are no known bugs, which seems reasonable since its basic function is pretty simple. At the discussion group on the developers website, a few people have reported problems, but they are probably traceable to other issues. You can, of course, perform the same functions using the Terminal window by issuing these commands:

```
sudo sh /etc/daily
sudo sh /etc/weekly
sudo sh /etc/monthly
```

For me, it is more convenient to use the MacJanitor GUI than running the Terminal program and typing in the above commands. The application produces a log of it's actions which can be saved or deleted from the same window used to run the commands. All of the tasks are also controllable from the Menu bar.

Summary

MacJanitor is a simple, friendly, reliable and useful utility for keeping your OS files clean and tidy. It does not do much more than you could do yourself by other means. It is not really necessary for use on servers or other machines that are "always on". It has a small footprint and is easy to install. MacJanitor is very useful for people that are occasional users and not comfortable with the Terminal, and also useful for PowerBooks or secondary machines that may only see intermittent use.

Pros

Simple GUI to perform cleanup jobs
Small footprint and easy to install
Conforms to Mac interface standards
Free

Cons

Does not include an option to repair permissions
Unnecessary for computers that are always on

Overall Rating

4 1/2 out of 5 Mice

The Mac Guild Newsletter

Editor-in-Chief: **Bill Catambay**

e-mail: macguild-news@excaliburworld.com.

Mac Guild Home Page: <http://mac.excaliburworld.com/>