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### In This Issue: WWDC News, iPhone 3G S, Macbook Updates

This month's news is dominated by the announcements made by Apple at the Worldwide Developers Conference (WWDC) that took place during the week of June 8, plus the release on June 19 of the iPhone 3G S and its corresponding 3.0 operating system.

The major announcements from the WWDC included the new iPhone 3G S, more details about the next Mac OS dubbed Snow Leopard, the release of Safari 4, and updates to the line of Macbook laptops. Although rumors abounded about a potential Mac Netbook, none was announced. The rumors, however, continue, as some people have noticed features in Snow Leopard that could still offer hints that a Mac Netbook may be in the works.

You'll find a compilation of all of these items in this month's newsletter. Don't forget to check the list of "Hot Links" that take you to even more information available on the Internet.

Also this month, I am experimenting with a redesign of the newsletter, including rearranging some pages and using different fonts. Please send any comments to me at [ronheck@comcast.net](mailto:ronheck@comcast.net).

*Ron Heck, Publications Director*

### Calendar

To the right is a list of mini'app'les meetings for July 2009. The information was compiled as this newsletter was being assembled and is subject to change. As always, confirm the Special Interest Group (SIG) date, time, and location with the SIG Leader or the mini'app'les website: [www.miniapples.org](http://www.miniapples.org).

Meeting Calendar – July 2009			
Wednesday	July 1	6:30 pm	iWork/AppleWorks SIG
Tuesday	July 7	7:00 pm	Mac OS X SIG
Wednesday	July 8	7:00 pm	VectorWorks SIG*
Thursday	July 16	7:00 am	Macintosh Consultants SIG
Thursday	July 23	7:00 pm	FileMaker Pro SIG
Monday	July 27	7:00 pm	Mac Q&A SIG

### Meeting Locations and Leaders

Meeting	Location	Leader
FileMaker Pro SIG	Partners, 2250 Terminal Rd, Roseville	Steve Wilmes, 651-458-1513
iWork/AppleWorks SIG	Penn Lake Library, 8800 Penn Ave. S., Bloomington	John Hunkins Sr, 651-457-8949
Mac OS X SIG	The Foundation, 311 7th Ave N, Minneapolis	Bob Demeules, 763-559-1124
Mac Q&A SIG	Merriam Park Library, 1831 Marshall Ave, St Paul	Les Anderson, 651-735-3953
Macintosh Consultants SIG	Good Day Café, 5410 Wayzata Blvd, Golden Valley	Bob Demeules, 763-559-1124
VectorWorks SIG*	CJR Office, 4441 Claremore Dr, Edina	Charles Radloff, 952-941-1667

\* This SIG is NOT sponsored by mini'app'les; the listing is provided as a service to members.

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### **Submissions**

We welcome newsletter submissions from members. Perhaps you're using new software that you just can't live without. Maybe you have a new piece of hardware that you find extremely useful and of high quality. On the other hand, you might be struggling with problematic software or hardware.

Why not share your experience with other members by writing a product review? Doing so may steer others towards quality products or help them avoid the problems you may be having.

You can E-mail your submissions to [ronheck@comcast.com](mailto:ronheck@comcast.com). Submissions must be received by the 15th day of each month to be included in the next month's newsletter. I am happy to help clean up any articles submitted for publication in this newsletter.

### **SIG Reports**

If you don't see a report from your favorite Special Interest Group (SIG) in this issue of the newsletter, please take a few minutes to provide a summary of the next meeting for the next newsletter.

Hopefully, understanding what material and what level of material is being discussed at the different SIG meetings will encourage more people to attend SIG meetings and to join the mini'app'les.

Thanks for your help.

## iWork/AppleWorks SIG of June 2009

by Harry Lienke

Once again a small group of attendees met at the Penn Lake Library to discuss and learn about iWork and AppleWorks. We still need to have more people attend these meetings. Please let us know what we need to do to make the meetings more attractive so you will not be able to spend the first Wednesday evening of the month anywhere other than the iWork/AppleWorks SIG meeting. Do we need to change the meeting night, time, or location? If so, what day, time, and/or location would convince you to be part of the SIG meetings? What topics interest you? What level of information are you in need of? What format do you think we should be using? What other things could be done to entice you to come to a meeting? Please let us know what you think. You can contact us via telephone (651-457-6026), email (miniapples@mac.com or plienke@aol.com), or the mini'app'les forums (<http://miniapples.7.forumer.com>).



To start the meeting, John Hunkins, our Special Interest Group (SIG) leader told us he has two very old Macs needing a new home. One is an original Mac and the other is almost that old. They are perfect fixer-uppers for a discerning collector. Contact John if you would like either or both of these classic machines.

President Bruce Thompson pointed out the new Board of Directors (BOD) held its first meeting on Monday. He thanked John Hunkins and Bert Persson for being the election committee verifying and counting the ballots.

John next provided us with an interesting learning experience. He wanted some business cards to encourage people to support his efforts in the Bike MS:Star Tribune The Ride Across Minnesota (TRAM). He brought with him files containing a business card template (see Figure 1), a bike license plate scanned into a graphic (he bought the license plate on-line), and his personal information.



Figure 1. Business Card Template

The template had two text boxes — one containing John’s name and the words “Job Title” and the other with the rest of the text. In the upper text box, our SIG facilitator, Pam Lienke, used the Text Inspector’s Text Tab to move the text to the top of the box, used the Format>Font>Capitalization>Title sequence from the Pages menu to change from all capital letters to title case, and used the Center Text button on the Format Bar to center justify John’s name. Pam deleted the “Job Title” text and resized the text box and positioned it near the top of the card. Pam inserted the license plate graphic using Insert>Choose from the Pages menu and selecting the graphic; she then resized the graphic and centered it between the two text boxes. Since the Pages document containing John’s personal information was already open, Pam used Command-~ (Command-tilde) to cycle through the open documents to that personal information; she selected all the personal information (Command-a), copied the information (Command-c), went back to the business card (Command-~), selected all the information in the second text box (Command-a), and pasted John’s personal information (Command-v) in place of the template data. Pam adjusted the text in the second text box, sized the box, and positioned the text boxes and graphic with the Alignment Guides to produce the business card shown in Figure 2.

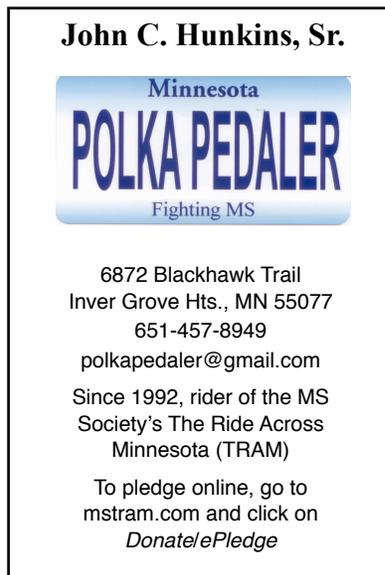


Figure 2. Finished Business Card

As we were working on the business card, some of the text had a red dotted line under it indicating a misspelling; someone asked about it. Pam used Edit>Spelling to show that “Check Spelling As You Type” was enabled. Pam indicated that commonly used words can be added to the custom dictionary and showed how Control-clicking on a word brings up a menu that can be used to add that word to the dictionary.

Bruce Thompson asked about using Pages to make mailing labels. We looked at using the Link Inspector’s Merge tab to choose Merge Fields to add to the document. It was pointed out, however, that each mailing label occupies one page so this is not a practical solution. Bob Demeules suggested Address Book had been changed to handle production of mailing labels.

Pam opened Address Book, selected a Group, and selected File>Print from the Address Book menu. From the Style pop-up menu, she selected Mailing Labels (if the Print dialog doesn’t contain the Style Menu and instead contains two pop-up menus and buttons across the bottom, click the disclosure triangle beside the Printer pop-up menu). Experimenting with the options on the Print dialog showed many different label varieties are built in.

Pam expressed her fondness for Full Screen mode when she is working on a document in Pages. She likes to change the background color from the default black. She showed the location

of the menu and the different scrolling capabilities.

Pam showed how the dictionary or thesaurus can be accessed with the Control-Command-d key combination. Bob Demeules pointed out this can be done from many applications.

Pam demonstrated creating a Character Style to change the color of text to red. In response to a question about revealing the Styles Drawer, she indicated it can be selected from the View menu on the Tool Bar or by clicking on the Paragraph Mark button at the left end of the Format Bar.

The next iWork/ AppleWorks meeting will be held at the Penn Lake Library, 8800 Penn Ave. S. The meeting will commence on July 1, 2009, at 6:30 pm and will conclude about 8:00 pm.

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## OS X Meeting of June 2, 2009

by Bruce Thompson

SIG Leader Bob Demeules announced that the OS X SIG will meet in July, since it is not in conflict with Independence Day. He then moved on to recent announcements from Apple. Leopard 10.5.7 has been released, fixing over 300 bugs, although there don’t seem to be any other significant changes. Also, Safari 4 (beta) has been updated, but you need to update to 10.5.7 before you can update Safari 4. There was also a “silent update” of the Macbook, with slightly increased speed and larger drive.



Bob mentioned the Developers’ Conference and the speculation about what would be announced. Most speculation has been on the iPhone and software. It is anticipated to have a faster connection and better GPS capability. Also mentioned is the possibility (probability?) of a new iPhone v3.

Bob then moved on to a demonstration of the “Get Info” command. If you hold down the Option key (⌥) while pressing Command-i (or selecting the menu item “Get Info”), you bring

up the File Inspector rather than just the Info window. If you select another file, the Inspector window then shows the particulars about that file. One of the things that is not used much but could be helpful is putting key words into the "Spotlight Comments" window in the Info window. This can be very helpful for searching.

There was a brief discussion of a couple of software bundles available at reduced cost. MacUpdate has a bundle worth over \$500 for \$49.95. They typically do this once or twice a year. A couple of the programs are worth more than that by themselves, so it was felt to be a very good value.

Bob then showed the capabilities of Back To My Mac, a remote file sharing option available to users of MobileMe (previously known as ".Mac"). This allows you to connect to another computer remotely, using the MobileMe site as the go-between. Both computers must be running OSX 10.5.7 and registered with MobileMe. You can connect to the other computer and log in just as you would with any networked computer.

Finally, Bob got into a discussion of how Time Machine stores its backups. By using something called File System Events, Time Machine can keep track of what has changed since the last backup. Then, by doing an incremental backup and using symbolic links to create the illusion of a full backup, it is able to work quickly and efficiently. Bob again emphasized the importance of backups and how Time Machine makes it easy.

## **mini'app'les Directors Meeting Minutes for June 1, 2009**

**In attendance:** Bruce Thompson, Tim Drenk, Dave Lundin, Harry Lienke, Ron Heck, Les Anderson

**Absent:** Kevin Stryzik, Tom Gates

**Other attendees:** Tim Tierney, Don Walz, Chuck Hauge

**Agenda:** Adopted as distributed.

**Minutes:** The minutes for the April 6, 2009, Board of Directors (BOD) meeting were approved electronically and published on forumer.com on April 13.

### **Directors' Reports**

**Treasurer Dave Lundin's report:** Don Walz reported all bills are paid through April. A written report was distributed showing transactions through April. Dave provided cookies. A suggestion was made to update the report format to eliminate unneeded categories. A motion to approve the report was made, seconded, and passed (MSP).

**President Bruce Thompson's report:** The election went pretty well. Some folks couldn't follow instructions and had their ballots invalidated. In the future we may want to send out the ballot separately from the newsletter to emphasize the importance of the ballot.

**Publications Director Ron Heck's report:** Ron is trying to keep up on news through RSS feeds. In his editorial column he is asking for submissions from club members. A suggestion was made to rearrange the newsletter to put the schedule and the board page in the back of the newsletter; news from the BOD and local articles with graphics to pique the interest of readers should be put in the front. Ron agreed to try new formats; he was encouraged by other BOD members to make some changes that look good to him and see what reactions arise from club members.

**Membership Director Les Anderson's report:** He accessed the club's iDisk to look at membership files. Chuck Hauge reported we had ten new and renewing members in the

April/May time period; there were ten drops in that same period. It was suggested the Renewal Notice needs to be updated to be more pertinent and to more closely resemble the forms contained in the newsletter and the brochure. Bruce indicated Erik Knopp is looking to pass his coordinator responsibilities on to someone else; Les will talk to him.

### **Old Business**

**Election Results** — The results were posted on forumer.com and included in the newsletter. Fourteen ballots were cast; one ballot was disqualified for lack of a membership number. Eleven ballots were cast electronically and three were delivered in hard copy form. Thompson, Drenk, Lundin, Anderson, and Stryzik were elected with twelve votes; Lienke and Heck were elected with eleven votes.

**Terrorist Insurance Rejection Form** — Bruce filled out the waiver and sent it in; a copy of the form was given to Dave.

**SWOT Analysis** — Chuck Hauge sent out a draft document to the committee (Tim Drenk, Tim Tierney, and Bruce); Tierney offered suggestions for improving the document. Chuck needs responses from the rest of the committee. It was asked how to get member responses to a twenty question survey. It could be slimmed down but that would make it less useful. Offering an incentive was suggested. Perhaps the material could be presented at SIGs and time provided for the surveys to be filled out. Chuck and the committee will have the document, delivery method, and incentive(s) defined by the next BOD meeting.

**Annual Meeting Follow-up** — Dave Peck provided no response. This item is being dropped.

**Status of iBook Sale** — We received no bids. It was suggested we put it on eBay or Craig's List. A motion for Bruce to put the iBook on Craig's List for \$125 and entertain reasonable offers was MSP.

**Bylaws update** — Harry has withdrawn his suggested changes.

**Web Site Update** — Dave Peck has turned control of the web site over to Tim Tierney. Tim is two months behind in the conversion of the web site to iWeb for various reasons including many computer problems which are now partly fixed. Bruce pointed out the need to move old newsletter files from Homepage to our new MobileMe account; Bruce and Tim will coordinate this effort.

**Newsletter Archive** — Bruce has received no reply from Ken Slingsby so far. This will be dropped.

**Cartridge World discounts** — Tom Gates provided no response. This item is being dropped.

**Budget for 09/10** — Dave and Don provided a straw horse. Suggestions were made to provide last year's expenses, adjust projected discretionary expenses, and ensure the income level was reasonably accurate.

**Paypal / Electronic Payment** — Dave described the twenty page Paypal account agreement. It is not easy to understand. Dave was requested to further review possible club use of Paypal.

### **New Business**

No new business.

**Next meeting:** Scheduled for August 3, 2009, at the Merriam Park Library at 7:00 pm. All club members are welcome to attend.

## Apple Previews Snow Leopard for September Release

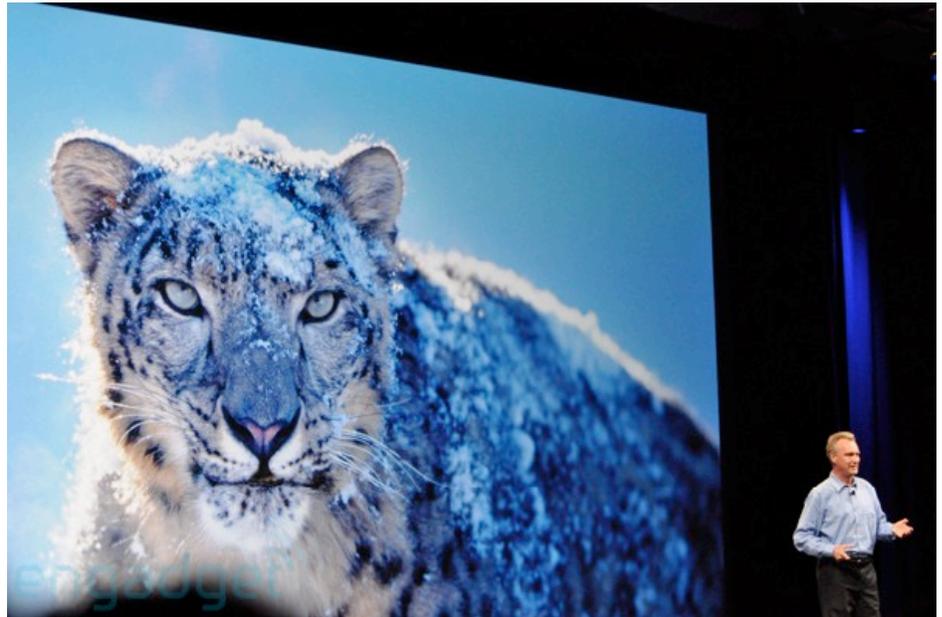
by TidBITS Staff

Apple announced last year that Mac OS X 10.6 Snow Leopard would have under-the-hood improvements, but wouldn't include a bunch of new features aside from support for Microsoft Exchange Server (for the primary rundown on features, see "[Mac OS X Snow Leopard to Focus on Performance, Not Features](#)," 2009-06-08). Until now, however, details have been sparse. Today, Apple showed off Snow Leopard's speed and improved performance, as well as some minor feature updates. The company also revealed Snow Leopard will ship in September and cost \$29 to upgrade from Leopard. Snow Leopard works with any Intel-based Mac with 1 GB of memory, at least 5 GB of free disk space, and a DVD drive.

**Safari 4, Shipping Today** -- One piece of Apple's Snow Leopard engineering effort is making its appearance today. [Safari 4](#), available since February 2009 as a public beta, boasts impressive speed gains in JavaScript and HTML rendering speed. It also has new features such as Top Sites and a Cover Flow browsing mode (for more detail, see "[Apple Releases Beta of Safari 4](#)," 2009-02-24). Safari 4 passed the [Acid3 standards compliance test](#) with a score of 100 out of 100, compared to Internet Explorer 8's score of 21 out of 100.

One new detail is "crash resistance" when running under Snow Leopard: if a plug-in crashes in Safari, the rest of the browser session will continue to be usable. Apple claims that plug-ins are the number one cause of Web browser crashes.

Another interesting change from the beta version of Safari 4 is that tabbed windows behave the same as in Safari 3: the tabs appear below the address bar, instead of at the top of the window. Apple must have received enough



negative feedback on the new tab placement that it scrapped that feature.

Safari 4 is available for Leopard via Software Update. You can also download it as a standalone [installer](#) for Leopard (43 MB), for Tiger (29 MB), and for Windows XP / Vista (47 MB).

**QuickTime X** -- Also making its debut in Snow Leopard is the latest version of [QuickTime](#), which has been completely overhauled, boasting ColorSync and hardware acceleration support. The update also enhances HTTP streaming, enabling QuickTime streaming from any Web server, which means the player software takes more responsibility for managing the connection. (With a streaming server, the player and server can communicate with each other; with plain HTTP, the player sends a request and then has to deal with the stream that is dealt to it.) Previous versions of QuickTime require special Web server modifications for best results.

Additionally, the QuickTime Player, long overdue for a user interface refresh, has been updated and is now visually similar to the iTunes video player. Finally, you can now trim clips and share videos to MobileMe directly from within the application.

**Other Notable Features** -- Apple claims that Snow Leopard will have over 100 new features. While Safari 4 and QuickTime X are among the

most significant, there remain a [handful of other notables](#). The Finder has been rewritten in Cocoa for better performance, but the interface remains essentially the same. A new Services menu simplifies the technology for sharing applications' functionality, and gives hope that people may actually use the feature in the future.

Expose is now built into the Dock: clicking and holding an application icon displays all of that program's open windows. Stacks in the Dock can now access deeper levels, enabling users to see files within subfolders. The contents of a Stacks window can also be scrolled, making it easier to view all items. And one particularly cool feature is the capability to draw Chinese characters on a MacBook Pro's trackpad with your fingers!

iChat has been made more robust and provides higher resolution while using less bandwidth. Video chats at 640 by 480 pixels now require 300 Kbps instead of 900 Kbps. iChat Theater, which lets you share a screen remotely for a presentation or other purpose, works at 640 by 480 pixels as well. Apple also claims that iChat is more reliable, working around more router bottlenecks than the Leopard version. This would be welcome, since we've switched almost entirely to Skype for audio chats, due to iChat's flakiness and problems with audio quality.

For file sharing, Snow Leopard combined with at least some models of the AirPort Extreme Base Station and Time Capsule will let a computer enter a sleep-like mode yet continue to share files and media. That's a fascinating option, and at long last provides an affirmative answer to a question we receive frequently from readers about file sharing - can I share files when my server is asleep?

Owners of MacBooks and MacBook Pros that support multi-touch gestures but which weren't granted 3- and 4-finger gestures in Leopard will gain them with Snow Leopard. That's a nice extra, although one suspects it was added to reduce compatibility problems in supporting older laptops.

And lastly, iCal gains a persistent inspector window, eliminating the truly awful interface in the Leopard version of iCal that requires much extra clicking to edit events.

**Performance Enhancements** -- The lack of major new features in Snow Leopard can be attributed to the work that Apple is putting into improving the operating system's performance. We're not talking about a tweak here and there - Apple is laying a lot of technology foundations in Snow Leopard for the future.

To handle all the capabilities that Snow Leopard offers, Apple has approached performance from multiple directions. All of Apple's major applications have been updated for 64-bit support, and Apple has also developed a way to use the multiple cores in all current Macs and multiple processors with multiple cores in the Mac Pro and Xserve more efficiently. The [Grand Central Dispatch](#) method enables any software to spread computational load. Currently, most programs have to be written so that specific features use multiple cores, and that's typically a reasonable allocation of development time only for gaming, scientific, and video and image editing applications.

Apple has long supported threading, a programming technique that divides tasks in an application into dependent tasks that can run simultaneously across multiple cores and processors. A thread is almost like a sub-program, and can operate simultaneously and independently from other threads and programs. But threading isn't necessarily efficient by itself. An application programmer has to write code that manages threads properly for optimum performance, which isn't always easy.

Apple's approach pushes threads down a level into something that the operating system itself manages. This allows a developer to focus on the tasks that a program performs, and to hand off thread management to Mac OS X. By having the operating system manage threads, tasks are not only better managed with many programs running, but usage can be better split among all available cores. The less waste in using processor cycles, the faster tasks can complete.

All this translates to faster speed on common operations such as viewing images and PDFs in Preview. A specific example of speed enhancements would be that moving messages in Mail is, according to Apple, 2.3 times faster, and searching within Mail is 1.9 times faster.

Developers must update their programs to support Grand Central Dispatch. For existing complex programs, that may take a while, because such programs already have threading built in. Developers will also need to maintain Leopard updates and performance for some time, even with Snow Leopard's cheap upgrade price. Programmers who never used threading, however, may adopt it and enable the option only within Snow Leopard.

Snow Leopard's installation has been designed to be 45-percent faster than Leopard's installation process, and recovers over 6 GB of space after completed. While this saved disk space seems like a minor issue when 1 TB hard drives cost \$80, less space taken up means more efficient code. And it lets Apple talk about how much less bloated Snow Leopard is than Windows Vista or even the upcoming Windows 7 - even though there's no possible Apples-to-Apples comparison. Besides, for users trying to make do with a 120 GB drive on the MacBook Air, every little bit counts. Finally, since the iPhone also relies on OS X, the space savings are undoubtedly even more welcome on that hardware platform.

On the Snow Leopard "Refinements" page, Apple also mentions that Time Machine backups to Time Capsule will be up to 50 percent faster, and the initial backup will be much faster as well. This makes perfect sense, because Time Capsule's raw network performance is far faster for AFP file transfers than for Time Machine backups. Time Machine writes millions of tiny files; by optimizing the interaction with Time Capsule, it's clear that a big speed boost is possible.

**Snow Leopard Server** -- Although it wasn't mentioned at the WWDC keynote, Apple also announced [Mac OS X Server Snow Leopard](#), which will also ship in September 2009, but at a

price of \$499 for an unlimited client version (down from \$999 for Leopard Server).

New in Snow Leopard Server, presumably along with all the changes in Snow Leopard, will be Podcast Producer 2, which helps automate the creation and publishing of podcasts, and Mobile Access Server, which makes it easier for Mac and iPhone users to access secured network services.

Other improvements include Wiki Server 2, a new Address Book Server for shared contacts, iCal Server 2, a new Mail Server engine with push email support, QuickTime X HTTP Live Streaming, NetRestore for easy custom image restores over the network, and the iPhone Configuration Utility for configuration of multiple iPhones with enterprise settings.

**Pricing and Release Dates** -- As previously announced, Snow Leopard requires an Intel processor, which cuts the cord for anyone with a PowerPC-based Mac. The memory and storage requirements are quite compact: 1 GB of RAM and 5 GB of available storage space.

Snow Leopard will ship in September 2009 (a near-final version for developers is available today) and cost \$29 for a single license and \$49 for a family pack supporting up to five users (for more thoughts on those prices see "[Why Snow Leopard Should Be \(Almost\) Free](#)," 2009-04-21).

Apple's updated [Technical Specifications page](#) for Snow Leopard says that Leopard users will need a simple upgrade disc, but Tiger users will have to purchase a full Mac Box Set with Snow Leopard, iLife '09, and iWork '09. Pricing for the Tiger update wasn't discussed, but the current Leopard Mac Box Set costs \$169. (Leopard costs \$129 and both iLife '09 and iWork cost \$79 when sold separately.)

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## iPhone 3GS Sells One Million Units in Its First Weekend

by Doug McLean

Apple has announced that one million iPhone 3GS units were sold during the phone's first three days of availability. Interestingly, this is the exact amount of time it took the iPhone 3G, released on 11-Jul-08, to clear one million units. The iPhone 3GS also launched in just eight countries, compared to 24 countries for the iPhone 3G launch. Despite the incredible anticipation and memorable images of lines spilling out of Apple retail stores, the original iPhone didn't hit the one million mark until 74 days after its release on 29-Jun-07.

Although it's interesting to compare these numbers, we have to take a number of factors into account, especially when considering the time it took the original iPhone to hit the one million mark. While the subsidized prices for the iPhone 3G 8 GB and 16 GB models were the same as for the iPhone 3GS 16 GB and 32 GB models - \$199 and \$299 respectively - the original iPhone's 4 GB and 8 GB models were priced at \$499 and \$599 (without subsidies). Selling at roughly double the cost and under first-generation scrutiny and skepticism, the original iPhone's 74-day wait to sell one million units is easily understandable.

It's also worth considering that since the original iPhone's debut, Apple has opened more retail stores, and a wider population has caught on to the iPhone phenomenon and even the concept of owning a smartphone. Additional years of marketing, positive reviews, and awards should also be acknowledged when considering the tremendous reduction in time it took both the iPhone 3G and 3GS to hit the one million milestone.

But how should we think about the apparently identical sales statistic for the iPhone 3G and iPhone 3GS? Some factors point to lowered expectations, such as the dour economy (the major bank failures that signaled the most



serious phase of the economic crisis came after the release of the iPhone 3G in July 2008). Plus, at least in the United States, AT&T's fumbling of the iPhone 3GS upgrade pricing must have caused some people to hold off on upgrading (see "Call AT&T for the Best iPhone Upgrade Price", 2009-06-15, and "AT&T Improves and Clarifies iPhone Upgrade Eligibility", 2009-06-17). While AT&T eventually improved its wayward upgrade policy to be more friendly to loyal customers, initial reporting may still have negatively affected the first weekend of sales.

On the opposite end of the spectrum, the iPhone 3GS could have exceeded the sales of its predecessor, given the additional year of marketing and press, and an improved list of specs for the same price points. This year's model also had the benefit of online pre-orders, with devices shipped free for arrival or available for pickup at an Apple Store on launch day. The iPhone 3G required in-person sales and activation at the beginning of its run.

Which generation's one-million-sold mark is the greater accomplishment is thus a difficult question to answer - but quite the enjoyable problem to have if you're Apple. Meanwhile, the demographics of who partook in this first weekend's shopping spree will likely remain unknown, though this year it likely contained a slew of generation-jumping owners of the original iPhone, a healthy dash of iPhone 3G upgraders, and likely some wide-eyed newcomers too.

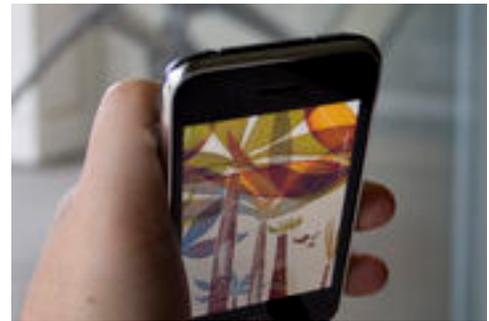
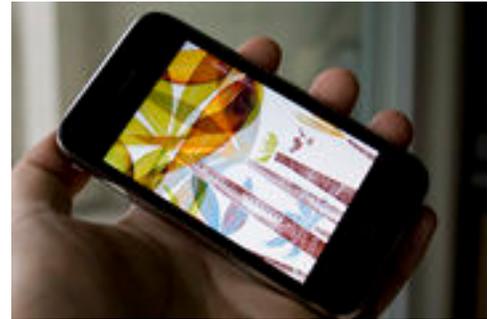
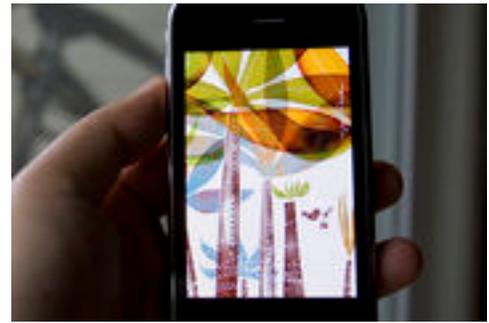
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## iPhone 3GS Review

By Jason Chen



What's the point in buying a new iPhone if it looks exactly like the old one? Because once you start using it, the speed of the [iPhone 3GS](#) will amaze you.



There's a reason why Apple called this the iPhone 3GS for Speed and not the 3GC for "compass" or 3GV for "video recording." Speed is the central upgrade here, and probably is the single biggest reason you would upgrade to a 3GS from a 3G. And if you're coming in as a virgin iPhone user, there's definitely no question: The 3GS is worth an extra \$100.

That declaration may be weird to most of us since we usually look for features, and not specs, when we're evaluating phones—and iPhone 3GS doesn't blow us out in the feature department. Instead, it's like getting a bigger TV or a faster car. Your old machine works just fine, but once you've tried the new one for a week, you'll never want to go back, even if it costs you a little extra.

Like we said, from the outside the 3GS is exactly the same as the 3G. It's slightly heavier and has glossy text on the back, but if Steve Jobs whipped one out in public before it was

announced, you wouldn't have been able to tell the difference.

By holding the 3GS next to the 3G, you'll notice that the screen is slightly more reflective because of the **new fingerprint resistant oleophobic coating**. It even has a little bit of a rainbow effect if you reflect a monitor with it. Surprisingly, the coating actually works in preventing a good deal of fingerprints and face grease, and it allows the phone to still be smooth and usable even if there are fingerprints on the surface.



The shot above illustrates the fact. The two phones may look similar in how much finger and face grease are on the screen, but the iPhone 3GS is still usable and doesn't have the problem of "sticking" in certain areas that are slightly greasier. It's also easier to clean just by wiping on your shirt. The glass treatment won't eliminate smudging from your bodily secretions altogether, but it's a very useful improvement for something you're touching all the time.



The 3GS **display** is ever-so-slightly warmer than the 3G's, having a yellow/orangish tint when viewed side by side. If you remember, the 3G's screen was [also warmer than the 2G's](#). It's not distracting in any way, and the warm screen is slightly easier on your eyes even if the brightness is bumped up high.

The video really shows how fast the iPhone 3GS is. Safari, Email, Camera all load noticeably faster than on the iPhone 3G (both running 3.0 software). Even booting the phone takes about half the time. Apps with long load times, like Sims 3, Oregon Trail or Metal Gear Touch all show how much faster you get up and running on the new device. Seriously, everything is faster. It's exactly the same experience as switching from a two- or three-year-old computer to something brand new. Your apps all look the same, but they load and run much more smoothly. Even if you're doing the same things on both machines, the new machine is that much better to work on.

What does this speed increase mean for future iPhone apps and games? With the iPhone 3GS running on a [600MHz CPU with 256MB RAM](#) (up from 400MHz and 128MB), there's a much higher performance ceiling for apps to hit. The OpenGL ES 2.0 graphics standard that's now supported [paves the way for an impressive visual boost](#). Hubert (a former Nvidia developer) from [Ubergizmo](#) says it's somewhere along the lines of going from Half Life 1 to Half Life 2, which is essentially going up a console generation. Gamers should pay attention.

Like we said [before](#), the iPhone 3G will still run most of the games for the near future. That [40 million unit potential market](#) of iPhone/iPod Touch devices is too big to just ignore and put out an app just for 3GS phones, so your old phone will still be able to keep up. But developers are like alcoholics. If you put more system resources in front of them, they can't help but use all of it just because they can. Also, they drink a lot.

Apple hates to emphasize specs in products like the iPhone 3GS, but even they couldn't resist bragging about the speed boost. That S is there for a reason.

The 3GS also has a **3-megapixel camera**, adding auto focus and video recording. You even get an interface that lets you tap on a section of the screen that you want to focus on and the phone will automatically adjust the focus to that point in space.



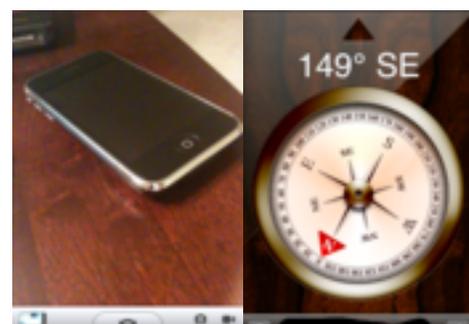
By tapping on the screen and activating the auto-everything—not just auto focus but improved auto exposure and auto white balance—you're gaining the ability to control more of what your shots look like. It's most obvious in macro shots where the subject is only a few inches away (above). Those two photos were shot from the exact same distance in the exact same lighting. You can also see in the gallery below that the 3GS is slightly better in low-light conditions (something the 3G was no good at), as well as having better overall auto white balance.

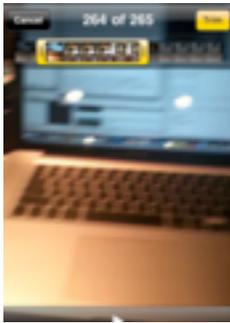
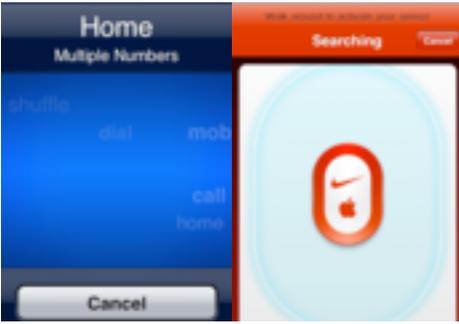
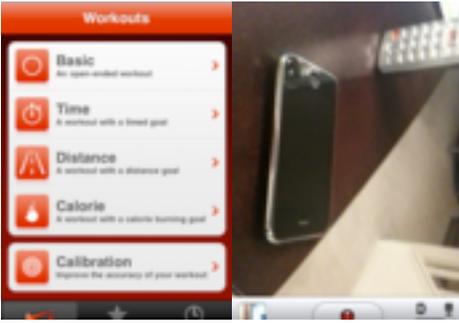


I wouldn't say it's a mindblowing revolutionary step for the iPhone camera, but it's definitely more than just shoving in more megapixels and leaving it at that.

**The video quality**, on the other hand, is pretty good for a cellphone. Apple claims up to 30 frames per second, and as this video of an HD recording of SNL shows, it comes pretty damn close. Even if it's not quite 30FPS at all times, the video is smooth as hell. Recording still isn't great in low light since it's a physical limitation of cameras in general, but at least it's fluid. The tap-to-focus (and re-expose) feature also carries over to video, which you can use to “aim” your camera at a part of the scene.

You'll also want to use the quick trimming feature before you upload your videos directly to YouTube to cut out the excess at the front and back of your clips. The quick trim is just like trimming a clip in iMovie, with the yellow draggable borders. Apple says that the 3G doesn't have video because the old processor isn't capable of handling it, and after taking the 30FPS videos on the 3GS, we can believe that they didn't want to settle for just 15FPS videos.





Since we're testing this before the actual 3GS release date, we'll see how much loads of 3GS users will impact overall speeds, and we'll see how fast the 3GS speeds increase once AT&T has the infrastructure to support it.

If you're talking practical use scenarios right now, the increased network speeds and the increased processing speeds help to cut down wait times for both the email and Safari and whatever other app you use that grabs a bunch of data often. Even if you're on Wi-Fi, the fact that there's a faster processor on board mean that you're going to be done faster than on the 3G.



Data hogs will also be happy about the **increased 7.2Mbps data speeds** the 3GS can achieve. We used the Speedtest app in the App Store and over multiple days and multiple times (early, mid-day and late at night), clocked the 3GS at an average of 1568Kbps, whereas the 3G only measured 1165Kbps. Their uploads were relatively equal, at 226Kbps (3GS) and 209Kbps (3G), but there was a noticeable difference in latency with the 3GS pulling ahead at 174ms to the 3G's 231ms. Although on average the 3GS scored about 50% higher than the 3G, occasionally, in individual runs, it could have ranged anywhere from twice as fast to about the same speeds.

The speed boost for downloads is interesting, seeing as AT&T hasn't even begun to really roll out their 7.2 HSPA in very many places yet.

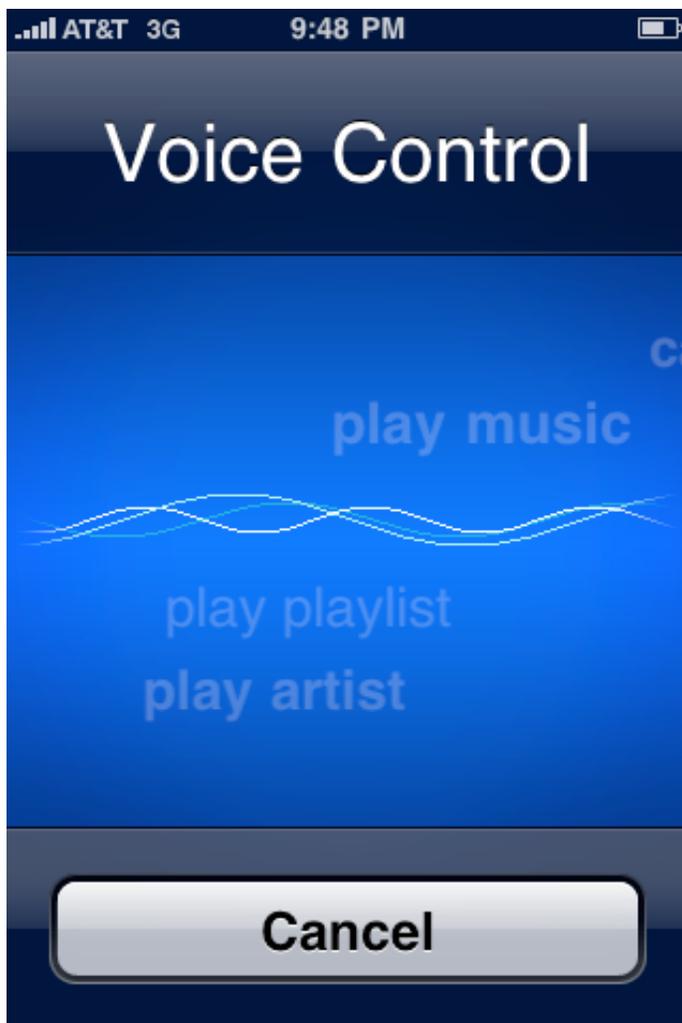
**The compass app**, along with the magnetometer, is great at pointing you somewhere in the general direction of North. It also doesn't matter which way you're holding the phone—either parallel or perpendicular to the ground—the arrow and numbers will still more or less give you a sense of where you're facing.

As a bonus, if you hit the “find me” button in Google Maps a second time after it's located your GPS position, it'll re-orient your map to reflect the way you're facing. It would have been extremely useful when I was on foot, lost in San Francisco trying catch the last train, not knowing which way was which since the street

signs are so small and the blocks are so large. If I had this, I wouldn't have to have gone a block in the wrong direction just to figure out I should have been heading the other way.

The compass may not sound like a great feature, but apps like [Layar](#), an augmented reality browser, are now capable of running on the 3GS with the help of the magnetometer and GPS.

**Nike+ support** is something that I've been looking forward to for a long time—so much so that I even bought an iPod Touch 2G to use it. Well, it's here, and it works. The app is exactly like the one on the 2G Touch, and enables you all the running features you're accustomed to using on any other Nike+ device. What's nice about using your phone when running is that you always have your phone with you, and if you have a stereo Bluetooth headset, you'll be able to listen to music, run and answer a call if need be.



**Voice control** actually works. As long as you know the right commands, like “call” for calling someone on your contact list and “dial” if you want to dial a number. The accuracy is quite high, and the app can recognize what you're saying as long as there's not too much background noise. It's also fairly smart. If you say “call Mike” and you have multiple Mikes in your list, the iPhone will say the names of all your Mikes and ask you to be more specific.

The song control works, but gets confused occasionally because bands have weird names that aren't exactly English—they just share the same letters. The iPhone kept confusing “Phoenix” with “INXS” or “DMX”, for example, but managed to actually get commands like “pause music”, “who is this song by”, “previous track” “what song is playing?”, “shuffle” and “play more like this” correct. And if you're worried about figuring out what to say to control your phone, just activate the Voice Control function and watch the screen; eventually the command you want will come floating by in the background.

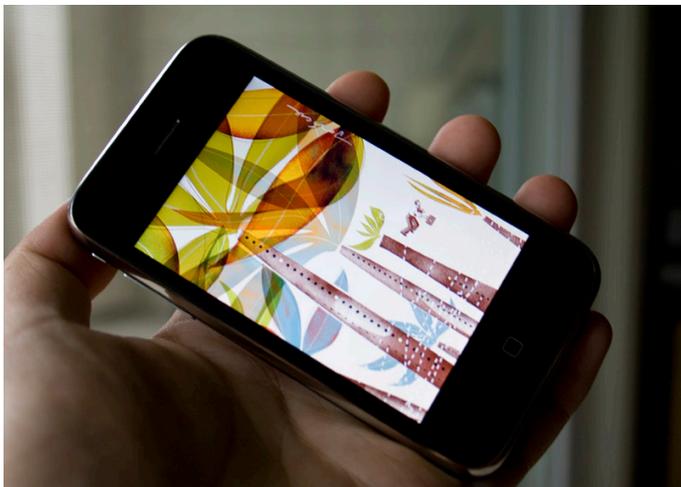
What's also surprising about the 3GS is that you wouldn't expect battery life to be improved, but it is. Apple's figures that measured [improvement over the 3G in every category except 3G calling](#) were more or less what we found in our own testing, which means you should be able to last the entire day on one charge with no problems. Plus, since the phone is faster, you'll probably spend less time looking up directions or getting to a restaurant's web page—which also saves battery.



The iPhone 3GS is not an insignificant step forward in the iPhone family. The Nike+ support, magnetometer (compass), video

recording, voice command, better camera, better battery life and faster data network are all improvements nobody would call a step backwards. But the biggest day-to-day improvement over the 3G is undoubtedly the increased processing speed, which is why Apple called this phone the 3GS (with the S standing for super fast) in order to designate that it's basically the 3G, but better.

3G users have the unfortunate question of asking themselves whether or not they want to spend the \$399/\$499 to upgrade to the 3GS right now. If you're eligible to upgrade in July, August or September, AT&T's letting you do so at the full subsidized \$199/\$299 price. If not, you'll have to wait until your 18 months are up. It's definitely a better phone, but AT&T's plan of making early adopters wait another six months from now until they can get the standard \$199/\$299 price is frustrating, since we'll already be halfway into the iPhone 3GS lifecycle. And by then, it'll be worth waiting until June 2010 for a true revolutionary jump in iPhone design, instead of just an evolutionary improvement on the 3G.



Our [first generation iPhone review](#) verdict was to wait. Our [iPhone 3G](#) review gave the go-ahead to finally mount up. The only issue with the iPhone 3GS, if you already have the 3G, is that it's not all that different of an experience.

Like I said in the [Palm Pre review](#), I'm a bit bored of the iPhone look and feel. If you're looking for something new, something different and something you're not quite familiar with, there's the [Pre](#) or the [MyTouch 3G](#). But as a whole, the iPhone 3GS is the best all-around smartphone available. If you're looking for a refined, augmented version of what you already know, a phone that, not for nothing, runs all the tens of thousands of apps on the App Store, choose the iPhone 3GS. [[Apple](#)]



It's quite a bit faster than the 3G



Hardware additions like better camera, magnetometer (compass) and fingerprint-resistant screen are a nice touch



Same size and shape as the 3G, so your accessories will all still work



Current upgrade pricing for AT&T for most iPhone 3G users is steep if you're not eligible

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## Hot Links of the Month

Compiled by Ron Heck

### ***New MacBook Pro battery life is “to die for”, with 15-inch model hitting 8 hours***

The new battery in the MacBook Pro is getting rave reviews for its longevity. Edible Apple provides an analysis and compares the current battery to previous Mac laptop batteries.

<http://tinyurl.com/kuftnt>

### ***New Macbook Air Review***

Macworld has published an in-depth review of the new Macbook Air. A surprising finding is that the new high-end model is actually slower than the previous high-end Air model.

<http://tinyurl.com/l2uxa7>

### ***New Ebook Offers Complete iPhoto Documentation***

A new eBook is said to provide a thorough guide for using iPhoto. The author provides an overview of his new book at TidBits.com.

<http://db.tidbits.com/article/10306>

### ***The Complete Guide to iPhone OS 3.0 for iPhone and iPod touch***

If you are looking for details about the new features of iPhone OS 3.0, iLounge.com provides a pretty thorough list including lots of screen shots that should help you get familiar with the new OS.

<http://tinyurl.com/cyfzft>

### ***The Pre ain't no iPhone killer, and here's why***

Edible Apple posts a review of the new Palm Pre smart phone and compares its features to the iPhone.

<http://tinyurl.com/ng6dhf>



### ***New study shows iPhone users to be in a class by themselves***

iPhone users are richer, younger and perhaps more productive according to a new study. AppleInsider.com discusses the findings at:

<http://tinyurl.com/m5qwdg>

### ***June 1st New Yorker Cover Drawn Entirely on the iPhone***

The cover of the June 1st edition of The New Yorker magazine was drawn entirely using the iPhone. The artist used the “Brushes” app.

Gizmodo.com describes how it was done.

<http://tinyurl.com/pxfnbq>

### ***Apple hardware accounted for 12% of all mobile app downloads in 2008***

Edible Apple discusses a study that found that in 6 months of 2008, Apple hardware accounted for 12% of all mobile app downloads.

<http://tinyurl.com/ms009f>

### ***Find My iPhone works, and it is awesome***

A Chicago blogger writes about losing his iPhone and relocating it using Apple's new “Find My iPhone” feature.

<http://happywaffle.livejournal.com/5890.html>

### ***“Take Control of Safari 4” Guides Readers Beyond Basic Browsing***

Tidbits.com offers a new book about how to master Safari 4.

<http://db.tidbits.com/article/10345>

### ***The Life of Steve Jobs — So Far***

Steve Jobs received a liver transplant this spring, but he is still expected to return to work at Apple this summer. Gizmodo.com publishes a chronological view of Steve Jobs' life so far.

<http://tinyurl.com/lxxujx>

## Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call or an email away. Please call only during the appropriate times, and **only if you are a current mini'app'les member** and own the software in question.

Apple II / IIGS Software & Hardware .....	1, 2	Microsoft Excel.....	2, 5, 7
AppleWorks / ClarisWorks.....	3, 4	Microsoft Word .....	2, 7
Classic Macs		MYOB .....	5
Cross-Platform File Transfer .....	2, 3	Networks	
FileMaker Pro		New Users .....	1
iMacs		PhotoShop	
Intel-Based Macs		QuarkXPress.....	7
iPhoto .....	3	Quicken.....	5
iTunes / iMovie		QuickBooks and QuickBooks Pro .....	5
Mac OS Classic.....	3	VectorWorks.....	6
Mac OS X			

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3. Bruce Thompson	763-546-1088	<a href="mailto:bthompson@Macconnect.com">bthompson@Macconnect.com</a>	EW
4. Pam Lienke	651-457-6026	<a href="mailto:plienke@aol.com">plienke@aol.com</a>	DEW
5. Ardie Predweshny	612-978-9774		DEW
6. Charles Radloff	952-941-1667		D
7. Ron Heck	651-774-9151	<a href="mailto:ronheck@comcast.net">ronheck@comcast.net</a>	DEW

D = Days, generally 9 am to 5 pm

E = Evenings, generally 5 pm to 9 pm

W= Weekends, generally 1 pm to 9 pm

Please call at reasonable hours and ask if it is a convenient time for helping you. By the way, many of these volunteers can also be contacted on our forums. We appreciate your cooperation.

**mini'app'les needs more volunteers for Members Helping Members** — If you are willing to be a Members Helping Members volunteer, please send an email message to Membership Director Les Anderson or contact him on our forums with your name, telephone number, contact hours, and the software and hardware areas you are willing to support.

# mini'app'les Membership Application and Renewal Form

Membership cost is \$15.00 for one year. Please make your check payable to “mini'app'les”.

Name: \_\_\_\_\_

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Address: \_\_\_\_\_

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*Your email address will NOT be sold, shared, or distributed. It will be used only for official mini'app'les business such as distribution of the newsletter and membership renewal reminders.*

\_\_\_\_\_ Check if this is a change of address notice

\_\_\_\_\_ Check if you want to volunteer

\_\_\_\_\_ Check if you want to be added to “Members Helping Members”

\_\_\_\_\_ Check if you were referred by a club member (if so, please give member's name)

Please mail this application and your payment to:

mini'app'les

P.O. Box 796

Hopkins, MN 55343-0796

Thank you for your support!

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## Benefits of mini'app'les Membership

- Access to the mini'app'les online forums. Post questions and/or answers about issues, trouble shooting, products, buying and selling, special events, discounts, and news about Apple and the mini'app'les club.
- Access to our Members Helping Members network of professional and advanced users of Apple technologies. These members volunteer their time to help other members with software, hardware, and other Apple related issues.
- A variety of Mac Special Interest Groups (SIGs) that meet each month.
- Multi-SIG meetings and workshops to help members with computer problems. You can bring your equipment to these events and receive support from knowledgeable Mac users to help diagnose your problem(s).
- Participation in drawings for computer hardware, software, and other computer related materials.
- Discounts from vendors and manufacturers. Refer to the on-line forums for current offers.

# mini'app'les

the minnesota apple computer users group, inc.

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**Questions** — Members with technical questions should refer to the Members Helping Members section or bring their questions to an appropriate SIG meeting. Please direct other questions to an appropriate board member.

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**Newsletter Contributions** — We welcome contributions from our members. Please send contributions directly to our post office box (mini'app'les, PO Box 796, Hopkins MN 55343) or email them to [miniapples@mac.com](mailto:miniapples@mac.com), or email them to the newsletter editor at [ronheck@comcast.net](mailto:ronheck@comcast.net)

The deadline for material for the next newsletter is the fifteenth of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Publications Director, it constitutes material suitable for publication.

This newsletter was produced using Apple's Pages word processor.

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