MaUsG DoubleClick

It's here! It's here!
Let the bells ring out and the banners fly!
Let there be singing in the streets!
Feast your eyes on it:
It's too good to be true, but it's here!

October 2013

2013 MaUsE Executive

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Don't forget to pay your MaUsE Membership fee. Still only $45 per year.

From The Editor

What you are looking at is the October 2013 edition of the MaUsE DoubleClick, the online publication of the Macintosh Users East, (MaUsE), a motley collection of mostly harmless cranks who reside in Southern Ontario with their motley collection of old and new Macintosh,Hackentosh & MacClone computers.

The DoubleClick is published using a 2.8 GHz Aluminum iMac and QuarkXPress 9. An antique Kodak DX7590 is STILL being used for all pictures. Everything not specifically attributed to someone else can probably be blamed on the Editor. Back issues can be downloaded from the MaUsE website: < www.mause.ca >. Submissions from MaUsE Club members are almost always welcome. Maybe that last bit is an exaggeration.

Send your submissions and articles to me at: < ducati860@gmail.com >, especially if there are files or pictures attached. I have never refused a submission yet. Because we care about the environment, the MaUsE DoubleClick is created using only recycled electrons: matter was neither created nor destroyed in the process of creating this issue. There is always room for another piece on any Mac-related topic and I'll make room if there isn't. I would like your submissions. But I won't beg.

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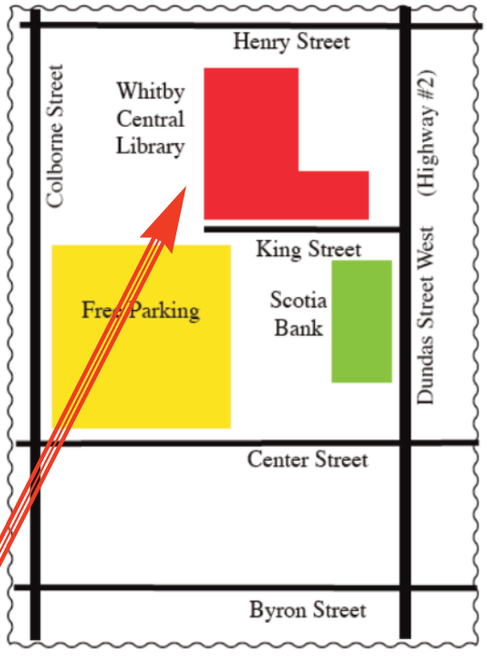
The MaUsE (Macintosh Users East) is an Apple-authorised Macintosh user group

Michael Shaw, Editor

About MaUsE

Macintosh Users East. also known as MaUsE, is the most active Apple-authorised MUG (Mac User Group) in Southern Ontario. MaUsE is here for users of all Apple products, including Apple computers, iPods, iPhones, and iPads.



MaUsE Meetings are held in Room 1 at the new Whitby Public Library on the south-east corner of Henry and Dundas West in Whitby, Ontario on the fourth Wednesday of each month except December, July and August. Meetings start at 7:00 PM but there is an early session from 6:30 for people who wish to discuss hardware or software issues or problems. Macintosh virus problem are discussion from 6:58 to 7:00 PM

Macintosh Users East Invitation:
Join the MaUsE Executive.

It is that time of the year when we put out our call for members to volunteer to join the club's executive committee by putting their name forward for election as a Director when the elections are held at our November meeting.

MaUsE's executive committee meet once a month at Michael and Irma Shaw's home to manage the affairs of the club. Foremost among the items at each meeting is planning the program for the next members meeting.

The meetings are an informal and friendly with everybody contributing to the discussions. Sometimes we get so fired up with enthusiasm that we all try to talk at the same time but that is healthy as it demonstrates the real interest each of us has in keeping the club healthy and on the right path to serve you, the club's members.

This is your invitation to be part of the executive. If you volunteer to come and be a member of the executive you will find a warm and cordial welcome awaits you.

So, how about you being among those offering to do their part in running Macintosh Users East? Elsewhere in this newsletter you will find the official notice of this year's election, but don't let the formal words put you off from volunteering. If you are truly interested in joining the executive please just talk with Michael, Brian, Ian, Marcel, Ken, Bruce or myself at this month's members' meeting (October 23rd) and we will tell you all you want to know about how you can become a valued member of the club's executive.

We would also like you to know that even if you are not yet prepared to join the executive you can, as a member of the club, 'sit in' on any executive meeting. Just give a call to Michael or any one of the directors to say you will be coming to the meeting and we, like it says in the Motel 8 commercials, will keep the light on and have the welcome mat out ready for you.

If you have any questions at this time please do give either Michael or myself a call and we will answer them.
Looking forward to hearing from many of you.

Stan Wild,
Director and Nominations Chairman.
Macintosh Users East

Michael Shaw, Phone: 905-576-2097
Stan Wild, Phone: 905-430-4562

"The Most Amazing Halloween Costume Ever"

based on a story by np312
art by Doctor Popular

one Halloween our doorbell rang

we opened the door expecting to see trick or treaters

but what was in front of our open door--was another door!

it had a sign that said "Please knock."... so we did.

it swung open to reveal a bunch of college dudes dressed as really old grandmothers.

One even pinched my cheek.

Then THEY gave US candy, closed their door, picked it up...

and walked to the next house. It was amazing.

AudioNote - Notepad and Voice Recorder From Luminant Software, Inc

As a student I always had trouble taking notes during a lesson. The more I concentrated on getting good notes, the harder it was to understand the points being made. If I paid more attention to what was said, I didn't always get all the facts down on paper. Now I find the same problem exists where meetings are concerned. Fortunately, as the saying goes, there is an app for that. AudioNotes is a simultaneous notepad and voice recorder. This app is not simply a tape recorder. Read on to find out all that can be done with it.

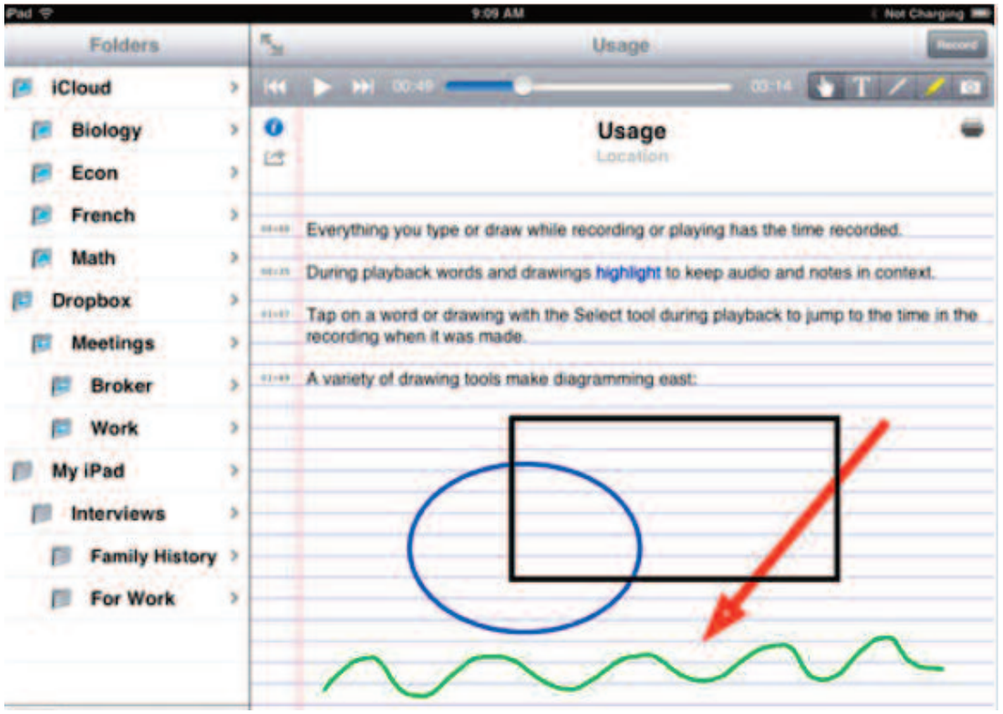
Start that lecture by tapping on the record button and you get a complete audio recording of all that is being said. As the voice recording continues, you can add text or pictures, even photos to the recording. Best of all, the addition of the notes you take and the pictures you add are in sync with the playback of the recording. Tap any word you put on your device and the audio playback will jump to that spot. When you are done, you will have a complete audio recording of the presentation, including any extra notes you jotted down, drawings you made, or photos you took. All those doodles will show up at the exact part of the audio that you made them (easily erased). You can take part in the discussions and not have to worry about getting all the facts down on paper. This app will give you the best visual and audio set of notes possible.

There are a few tools that can be used while recording or playback. The Touch Mode (hand icon) is used during playback. When you tap this button, you can then touch any word or picture on the screen and have the audio jump to that time. Also, when the audio is playing, each text or drawing will be highlighted at the time they were recorded. Next there is the Text Mode which allows you to type in text from anywhere on the screen. Just tap any line and the cursor and keypad are ready for input. You have a choice of four preset backgrounds. You can use a lined white page, a lined yellow page (like in Notes), a graph page (great for a lot of drawings), or a simple blank white page. You are not limited to these four pages of backgrounds. If you have a template of the meeting or have access to the lecture note, you can make that the background of the recording and add text or additional comments as the meeting moves along. Since most of my club meetings have the same agenda items every time, I have made a special agenda background page. The Pen Mode is used for freehand writing or drawings that can be added anywhere, anytime. Tapping this icon brings up a menu with the following choices: freehand, straight line, arrow, rectangle and circle. As well, you can choose colour, undo, redo or erase. You can now doodle to your hearts content as I often do during some meetings. The next option is the Highlight Mode. Tap on any word, and it will be highlighted in yellow.

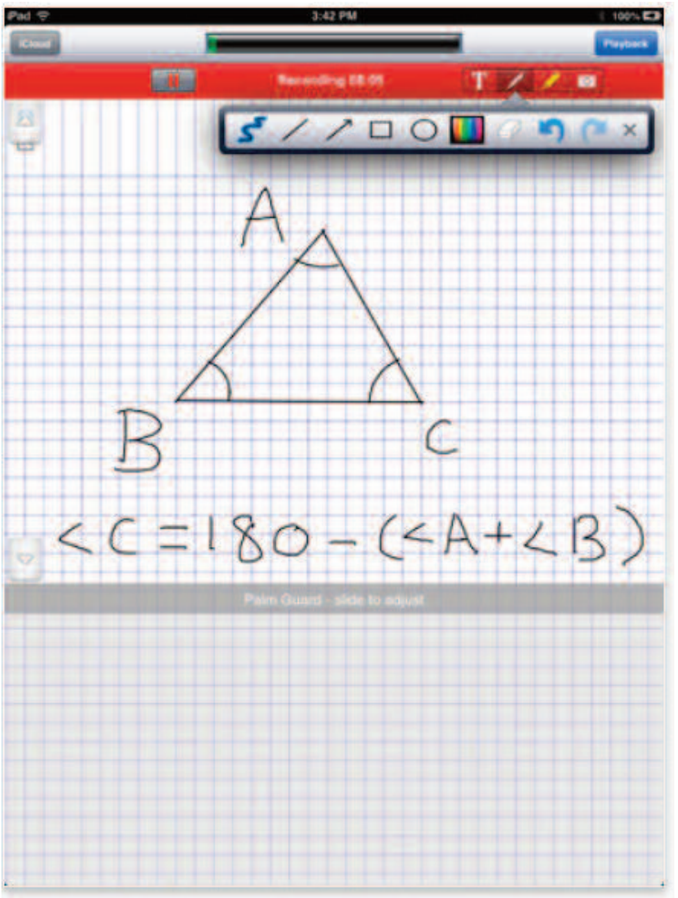
These tools can be used at anytime, not just when recording the audio. The note is never really complete. You can always keep adding to it. You can even record more audio and it will be appended to the end of the first recording. It will automatically allow you to add to your meeting hours afterwards.

The last tool is the Photo Mode. I am putting this in a separate paragraph just to emphasize its worth. You can use your iPad to take a picture and add it to the notes at whatever point you want. If you find a complex drawing up on the presenter's screen, take a photo of it and there it is in your notes. This would have saved me a lot of time as a student and made for much more accurate drawings. The photo that appears can be shrunk or enlarged as need be and moved around to anywhere on the screen. You can lock it or delete it and even share it. This mode and all its functions is available whenever you tap on the Photo Mode. This ability is what sets AudioNotes above any other audio app out there.

There are a few more functions that should be addressed. If you have printer capabilities, there is a print button you can tap. The Info button permits you to edit the title of the file and to set a location as a subtitle. It informs you of the creation date and the last modification date. This is also the place to go to change the page's background. Tapping the share icon brings up several choices. The open in... option lets you send the file to various locations such as DropBox or Google Drive.

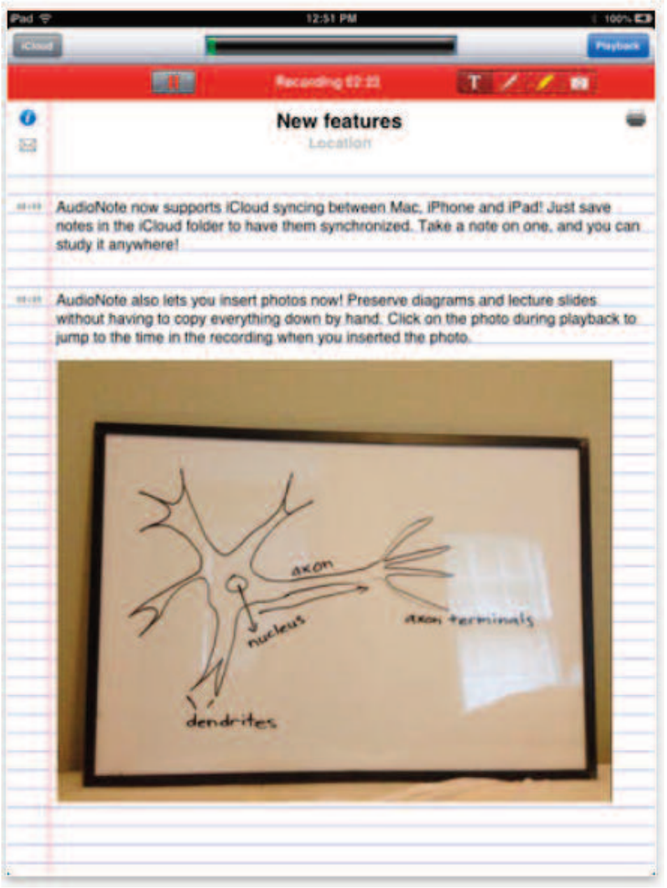


You can email the file as either an AudioNote File or a PDF with Text and Drawings but no audio. The AudioNote File will require the recipient to have AudioNote on their computer or device. There is a free AudioNote LITE app for Mac, Windows and Android devices. The body of the email contains info on how to get this free viewer so that the file can be seen and manipulated from their end. The share over WiFi is an interesting option. You can share the file to a computer that is on the same Wi-Fi network as the iPad. There is a URL listed which, when entered, will take you to a site that lists any AudioNote file that is on your iPad. This can then be downloaded to that computer. You can also use iTunes and iCloud to share your files. This is quite an extensive list to help you share your files. Just think how valuable this would be to a student who missed a lecture. It is not the same as being there, but it is a lot better than simply reading the lecture notes provided by the teacher or a friend.



When I first started AudioNotes on my iPad, I had a choice of three areas to store the file. Since I had DropBox and iCloud set up on my iPad, these where two of the choices. The third choice is my actual iPad. You can edit the folders in order to delete them or add subfolders. For instance, you can store all your meetings on your iPad but separate them into meetings within your department or with outside clients. Proper organization of these folders would simplify finding previous information. The recording length is really limited to either how much unused space you have in iCloud or in DropBox (if you are have an account) or on your device. AudioNotes can be saved to any of these spots or others and moved easily between them.

There is a short user's manual that you can find at the Luminant Software web site at: http://luminantsoftware.com/iphone/audionote.html. It is short, as most of the functions with this app are intuitive. The one suggestion I would make is to have a choice of highlight colours for the marker. A yellow marker does not show up well when using a yellow background.



The ease of use of this app has taken away my fear of being the recording secretary for our meetings. I was always reluctant to do this because the secretary is often too busy writing down what others have to say that they don't contribute to the discussion. With AudioNote, I can make a transcript of all that was said later so that I can actively participate at any time in the discussions and I know I will not miss out on any details. Try the LITE version for free. It limits you to 10 minutes of audio per file but it will give you a good idea of how powerful this little app can be. This is one app that I think is essential for all students. If you are looking for a simple gift to send them off to school with, this is it. As far as the business world is concerned or anyone attending meetings, you will greatly benefit from using AudioNote. At $4.99 for the full version, with virtually unlimited recording length, it is well worth while.

Submitted by Marcel Dufresne

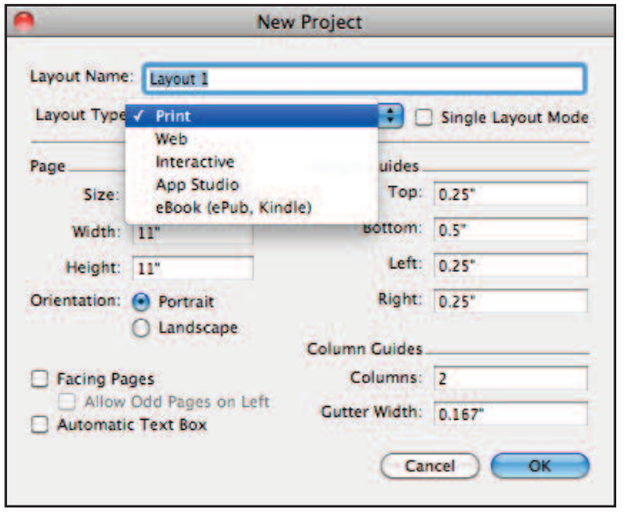
Luminant Software

QuarkXPress 10
Another Huge Step Forward

Check out the front cover of this month's issue. Either you will recognize the significance of the image there - or you won't. The release of QuarkXPress 10 is the biggest event in desktop publishing since the June, 2011 release of QuarkXPress 9. There has been a lot of speculation about QXP10 and Quark has kept quiet about the program's new enhancements, only stating that QXP10 would be a monumental release incorporating the very latest technology inside and designed to deliver a transformed user experience - and that unlike the other major desktop publishing software, Adobe InDesign, Quark would continue with their policy of selling **perpetual licenses** for the QXP program. (For those of you blissfully unaware of this issue, Adobe has instituted subscription-only access to the upgrade from their their "CS" software. Users can **rent** but not own Adobe software and the name has been changed from Adobe *Creative Suite* to Adobe *Creative Cloud*. Quark users will continue to be able to purchase QuarkXPress as a standard perpetual software license directly from Quark.

For those of us, (including me), who have stayed with various versions of Mac OSX 10.6 and resisted the call to move on to Mac OS X 10.7 (Lion) or to Mac OS X 10.8 (Mountain Lion), resistance is now officially futile. This new version of QXP requires Mac OSX 10.7.5 or later and will only run on Intel Macs. For a new user the only other requirements are that the user must have basic computer skills - like knowing how to use a keyboard and a mouse - and knowing how to Open, Save, and Close files. If you can swing all of that and have a desire to experience the very best desktop publishing software currently available anywhere on this planet, Quark will do the rest.

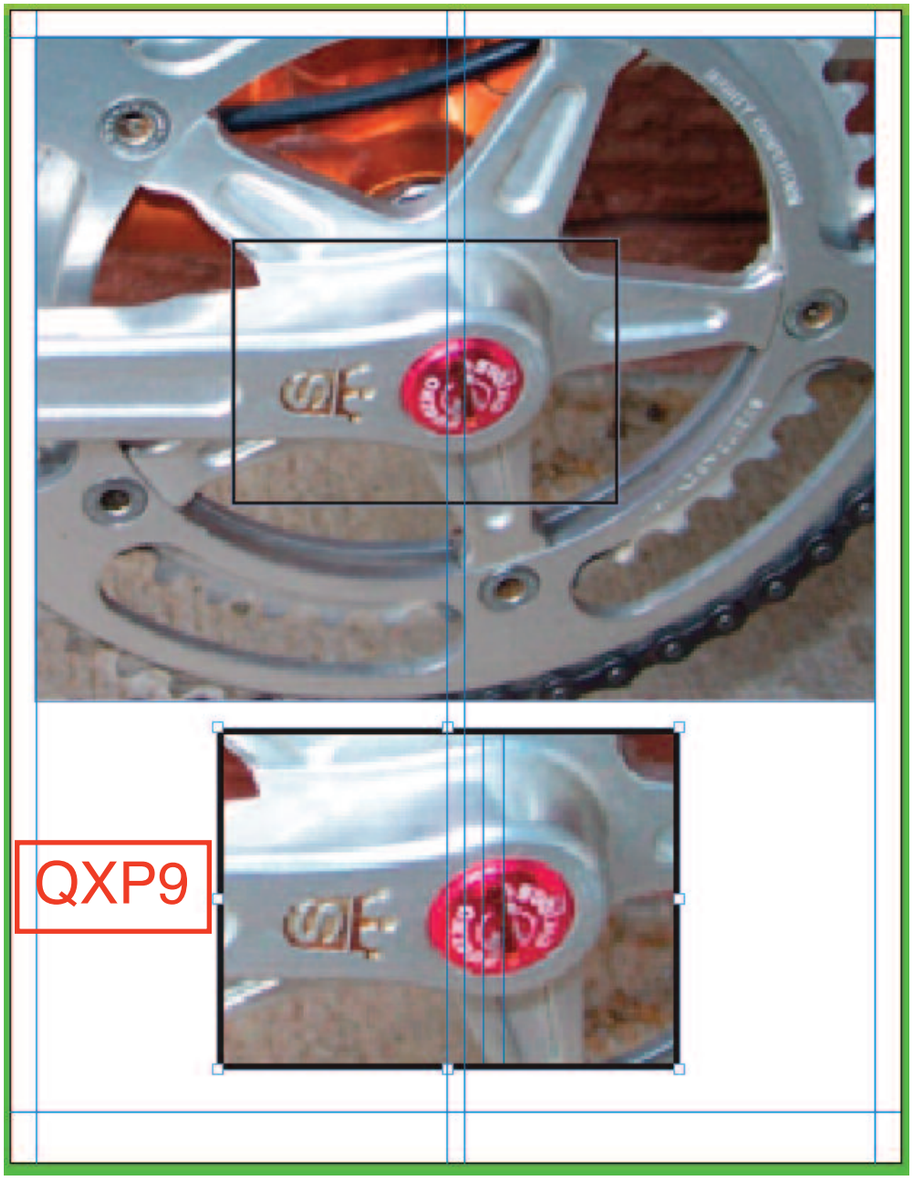
QuarkXPress is a computer application for *creating and editing complex page layouts in a WYSIWYG (What You See Is What You Get)* environment. Since 1987 QuarkXPress has been consistently the professional desktop publishing software of choice for Mac users (except for a dark period in 2002-03 when the then-new QuarkXPress 5 did not support Mac OS X, while Adobe InDesign 2.0, launched in the same week, did). Although the program started out serving the print industry and was used by individual designers and large publishing houses to produce a variety of layouts, it has evolved with the times and is now capable of creating and exporting a wider range of document types to a wider range of devices and media. It is possible with newer versions of QuarkXPress to create and export directly to eBook format for ePub and Kindle, and with the addition of "App Studio", to export multimedia apps for iPad. QXP supports the creation of 100% HTML5-based content on native apps and platforms such as Android.

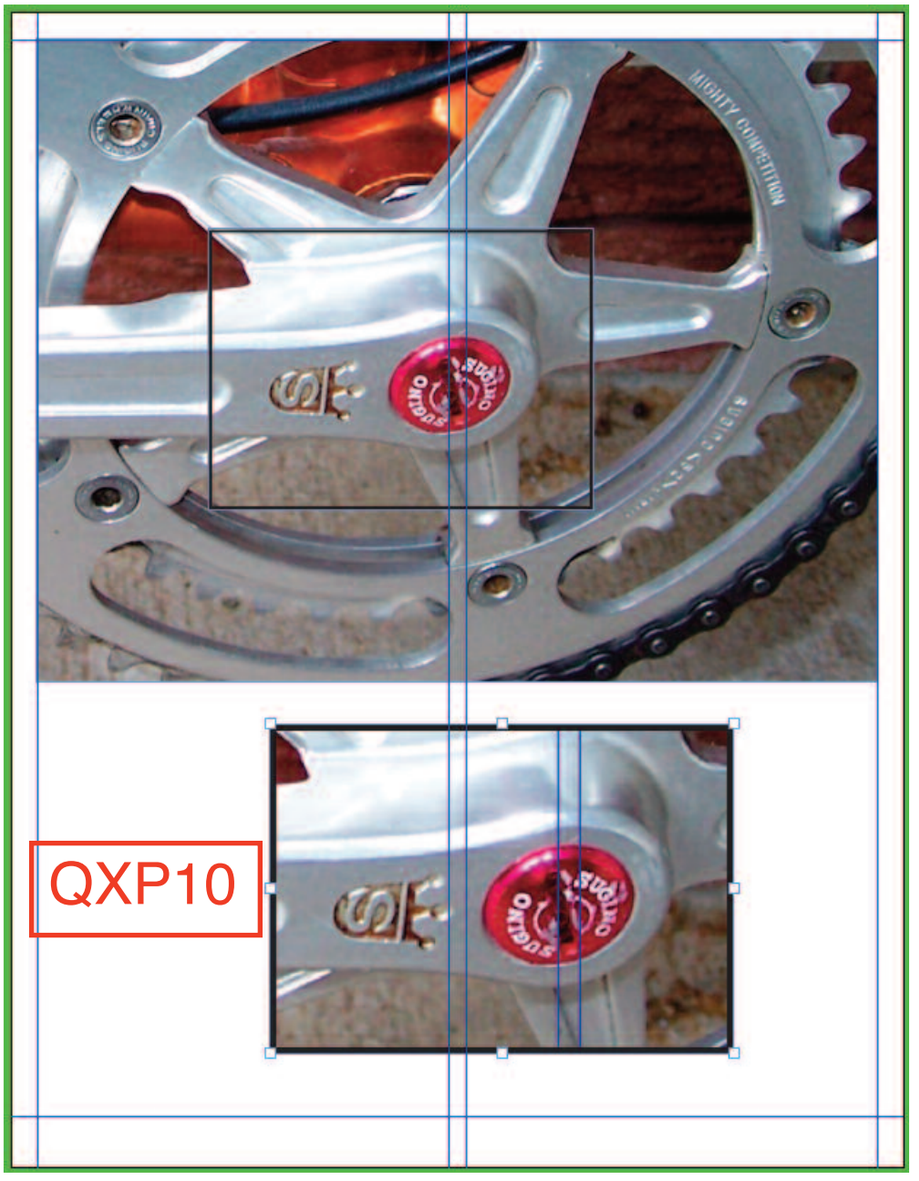


One of the nicer things about QuarkXPress is that it is a program that grows with the user. It is possible to use the simple tools found in any modern version of QuarkXPress to write a letter or design something like a simple half-page flyer, a birthday card, or an invitation and then, when the need arises or the expertise develops, expand the type and complexity of the documents created to include posters and glossy magazine spreads using the same tools - and then graduate to creating complete Blio or other eBook types, interactive web pages (QXP9), and even iPad apps.

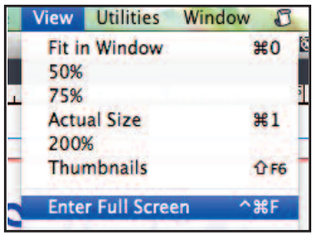
If you have a desire to get "hands-on" with QXP10, you are invited to download the free **QuarkXPress 10 Test Drive** and use all of its functionality for 30-days. Don't worry about the clutter : Quark uses a smart installer that puts QXP10 Test Drive and all of its ancillary files into the same folder. To uninstall QXP10 after the Test Drive, just open the "Applications" folder on your hard drive and drag the QuarkXPress 10 folder to the trash.

http://www.quark.com/en/Support/Downloads/

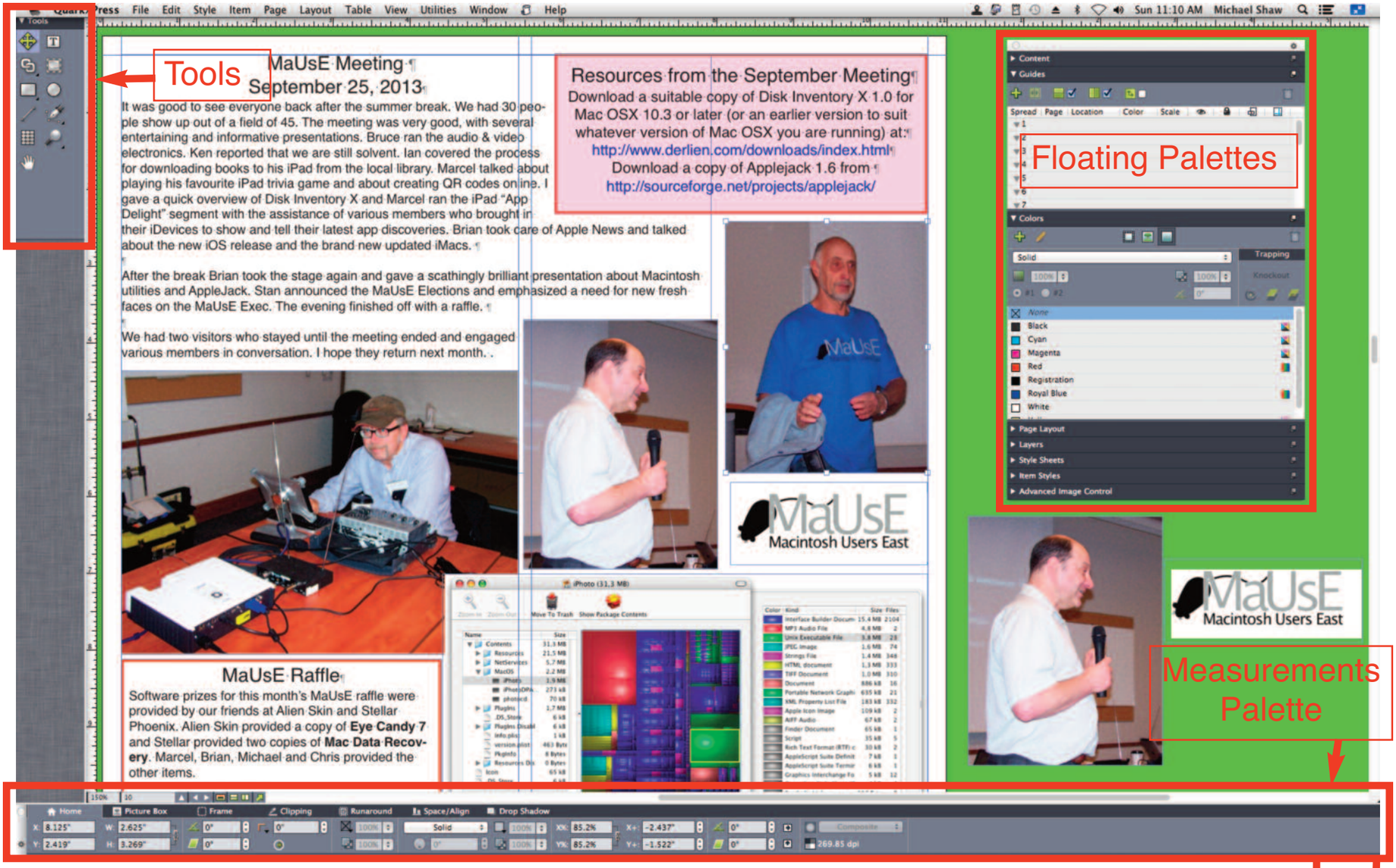




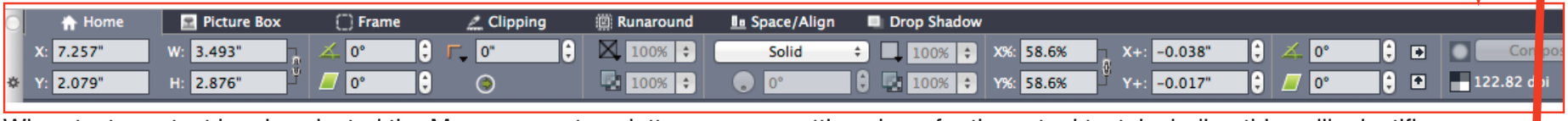
QuarkXPress 10 is the first version of QuarkXPress to run as a native Cocoa application. The conversion from the Carbon to the Cocoa programming framework is the reason why QXP10 requires the latest versions of Mac OSX. Carbon provided a good degree of backward compatibility for programs that ran on the now-obsolete Mac OS 8 and 9 so software developers could use the Carbon APIs to port their "classic" Mac software to the Mac OS X platform with far less effort than having to port to the entirely different Cocoa system. **Being a native Cocoa app brings a number of benefits to QuarkXPress 10, including the ability to best use the latest OS X features, maximize performance, and rapidly support new OS X releases. QuarkXPress 10 also takes full advantage of the latest Intel processor technology.** Other new features in QuarkXPress 10 include HiDPI and Retina Display Support, QR code creation, and PDF pass-through transparency. Some of the new enhancements are immediately obvious and extreme on my old (2007) iMac: The new Xenon Graphics Engine built into QXP10 renders rich PDFs, Photoshop and TIFF images, and uses its Adaptive Resolution feature to deliver much better onscreen resolution than was possible with even the most previous version of QXP. As you can see from the pictures above, (screen shots of Quark documents created from my own Desktop by importing the same image into a QuarkXPress document), there is a vast difference in appearance between the same page created in QXP9 on the left and QXP10 on the right.



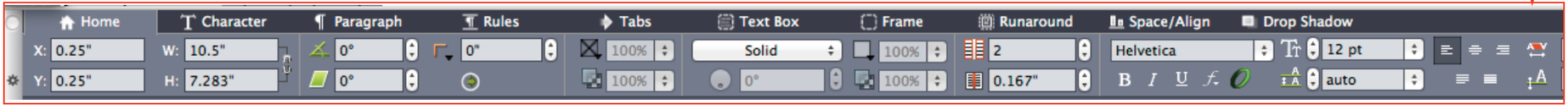
The other extreme enhancement is the updated user interface with dockable menus and full screen view, as found under the View menu. The dock menu at the bottonm of the screen changes to provide suitable parameters every time a new item in the document page is selected. See dock samples and the new look of QuarkXPress 10 on the next page. Tool and Measurements can float as well, but dock if pulled into receptive zones at the screen left and bottom.



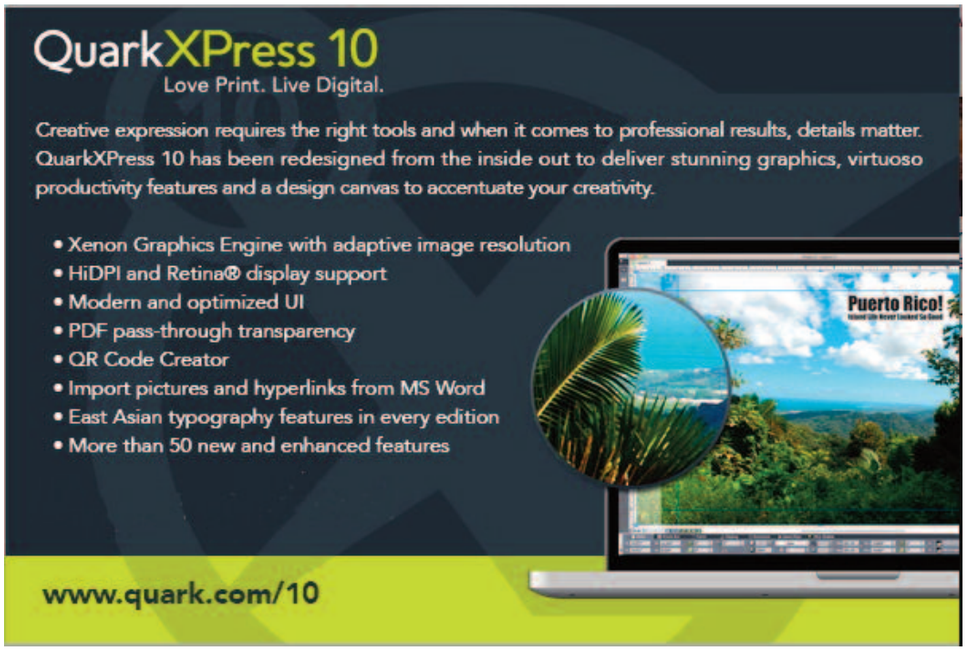
When a picture box is selected the Measurements palette associated with pictures appears at the bottom of the screen with tabs for controlling all of the attributes that can be associated with pictures and picture boxes. From this one panel the user can setup and specify whether the picture box will appear in front of or behind the text and other images, drop shadow angles and intensity, frame type, colour and thickness, alignment relative to other picture elements on the same page, and rotation or skew angles. Among other things, the Tools Palette allows the user to link boxes, set their shape, select which type of box to create (text or image) and whether to make changes to the picture box itself or to the opacity of its contents.



When text or a text box is selected the Measurements palette associated with text appears at the bottom of the screen with tabs for controlling all of the attributes that can be associated with text and text boxes. Besides all of the attributes that can be applied to the box itself, like the picture boxes mentioned above, there are settings here for the actual text, including things like justification, spacing, font and size. With all of the controls available in the various palettes and a selection of fonts in your computer there is no limit to what an experienced QuarkXPress user can do with the appearance of words on the page.



The picture on the previous page shows how QuarkXPress 10 appears with the full screen mode enabled on my 24-inch iMac. The Measurements palette fills the bottom of the screen from side to side. The Tools palette appears by default at the left and all other palette windows appear as a stackable list on the right or anywhere else I choose. The green backgound (my colour choice) is the pasteboard where I can store resources like text boxes and alternative images that I want to keep handy.



QuarkXPress works directly with Quark App Studio to give you complete control over the design of your app content utilising the world's most efficient environment for laying out content for multiple devices and orientations. App Studio is the leading cloud-based HTML5 solution for creating award-winning apps for the iPad, iPhone, Android and other mobile devices. With QuarkXPress and Quark App Studio you can create digital magazines and newspapers, highly interactive eBooks, catalogues, research, financial reports, digital brochures and more.

There is no doubt that this release of QuarkXPress 10 is just the first of many for this version (QXP8 was updated 8 times and QXP 9 was updated 13 times) but it already feels and looks like a winner. QuarkXPress 10 costs $850 (!) for the full retail version but can be purchased for $300 if you qualify as a "Non-Profit" user, or $200 if you qualify for an "Education" license. Visit http://www.quark.com/ for more information.

Submitted by Michael Shaw

QuarkXPress is the tool of choice for designers of every type of high-quality, high-precision print layouts all over the world. QuarkXPress is used by leading magazines and newspaper publishers, advertising and marketing departments, book publishers, print shops, and dozens of other types of businesses. Every upgrade has brought major improvements to the stability and usefulness of the program.That is why this QuarkXPress update (or any QuarkXPress update) is a big deal.

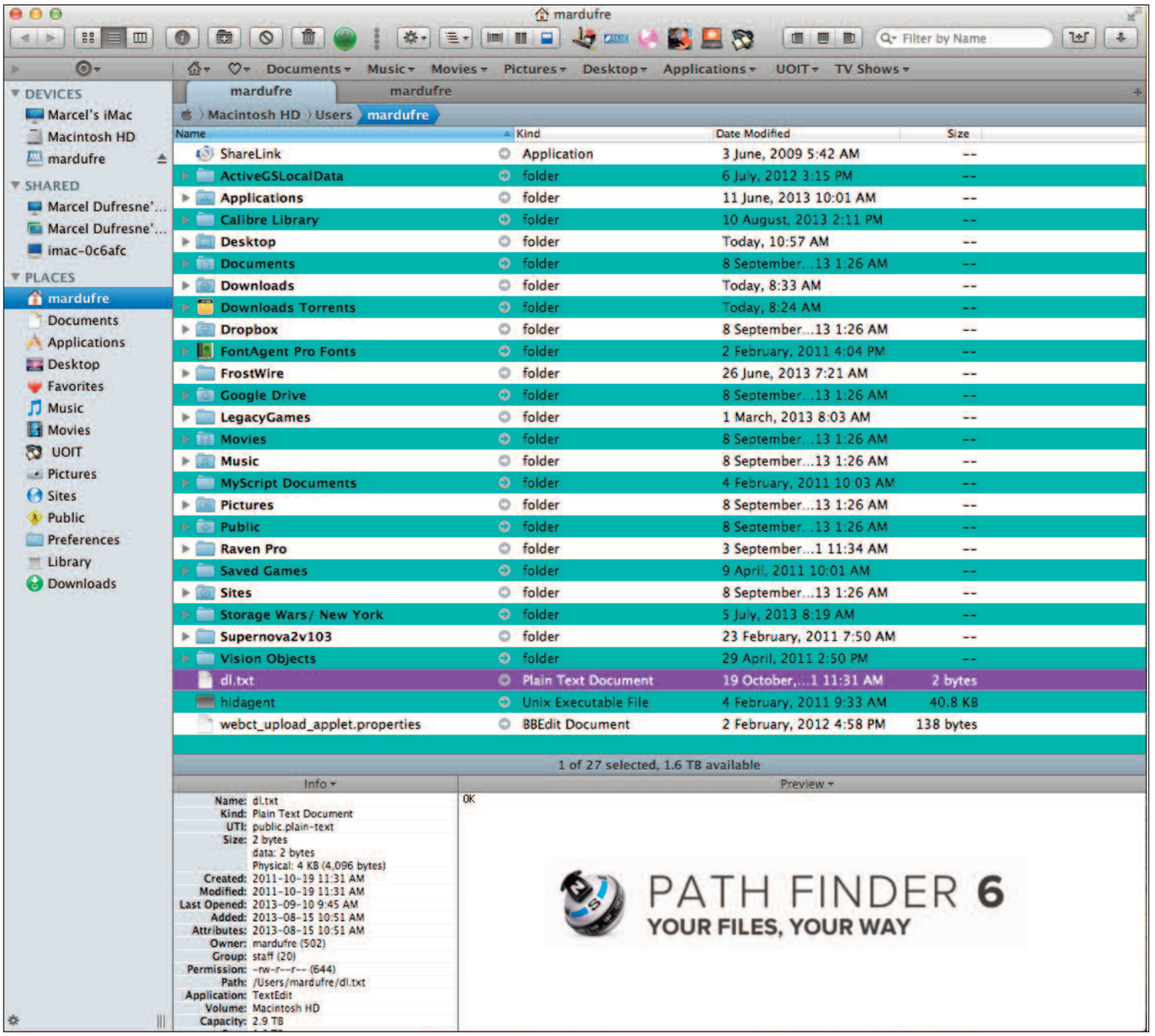
When it comes to desktop publishing on the Mac, the only truly incomparable software is QuarkXPress. Whether the project to be created is a simple grocery store flyer or an issue of Playboy magazine, **wherever pictures and text are combined to publish a creative illustrated document on a computer, there is no better software in the world than QuarkXPress.** There have been lots of other desktop publishing programs available for the Mac that were cheaper - and articles about them have appeared over the past decade in the DoubleClick - like Ms Publisher, Adobe PageMaker, Ready, Set, Go!, Create, iStudio, Mellel, Adobe InDesign, Pages, RagTime, Print Shop, and others - but as we all know, there is a reason why some software programs are freeware while others cost $80 and other programs cost $850.

Path Finder
from Cocoatech

PATH FINDER 6
YOUR FILES, YOUR WAY

Because it's always there, most of us do not realize that the Finder is really just another application running on our Macs. If you quit the Finder, your computer will still run. You could start any application in your Dock or keep using one that had been started before you shut down the Finder. However, you would not easily open any others. This is not useful but it does show that there are other ways to manipulate your Desktop. Alfred is one. It allows you to find and run applications bypassing the Finder. Path Finder is another and it is way more powerful than the Apple's Finder. Path Finder, simply put, is a Finder replacement with a plethora of extras. At its most basic, Path Finder can pretty much look and act just like the usual Finder window but you have to try really hard to make it this simple. With a few clicks and a few minutes of exploration, you realize that Path Finder is like the Finder on steroids.

I first reviewed Path Finder in the April 2009 DoubleClick. That version was for OS 10.4. A lot has changed in that time. Path Finder has so many extra functions that I could not hope to tell you about all of them. You will have to download a trial version or go to their web site and have a look at www.youtube.com/CocoatechPathfinder to see videos. All I can do here is highlight some of the functions that I use all of the time. Before I got Path Finder I used a number of apps such as Alfred and TotalFinder to do the things that Path Finder does. It is much more economical to use one app than to have to load and have three or four running.



The first feature I want to mention is the ability to have tabs in the Finder window (called a browser in Path Finder). If you've never used tabs before, they are basically a way of having multiple "views" contained within one window. Each window has a tab attached to the top that you can click on. This switches the currently visible area to that view. You can use tabs as a productivity tool to help you quickly switch between multiple locations on your hard drive. They are especially helpful when moving or copying files between multiple locations. You only need one window open, not multiple ones in order to see your files. Another feature in Path Finder is the Bookmark Bar. You can drag folders or volumes into the Bookmark Bar at the top of the window. Add directories that you use frequently to the Bookmark Bar to give yourself quick access to their contents. If you select an item from the Bookmark menu, a drop down menu will be lowered. To open a Bookmark Bar item itself in the Path Finder browser, either select "Open" from the item's drop down menu or "Open in Tab".

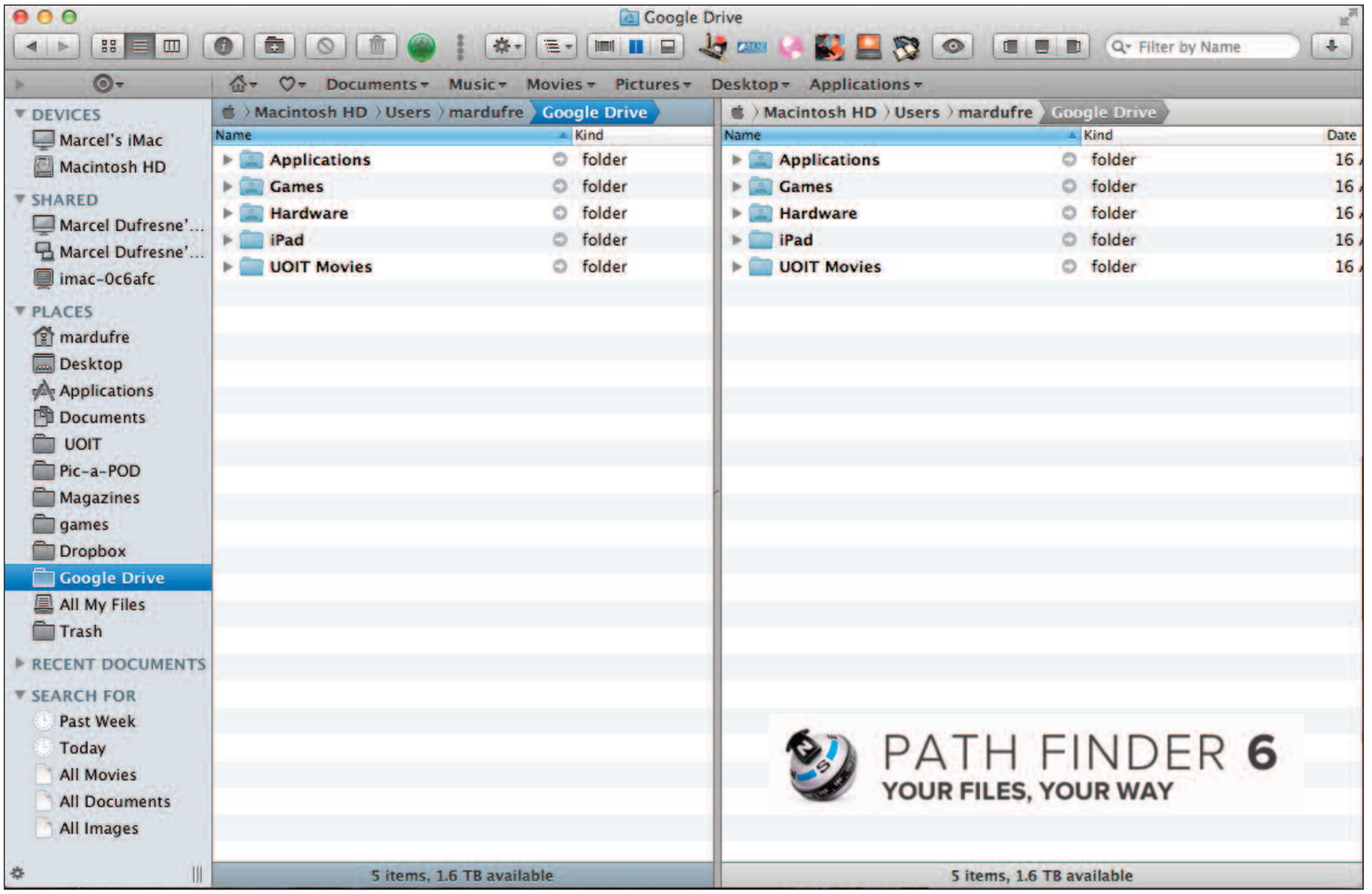
Path Finder has a number of extra panels which you can quickly open or close. Among other things, these can provide additional information for any item that is highlighted in the window. Some of these, such as Sidebar, Path Bar, Toolbar and Status Bar, are already present in a normal Finder window. However, Path Finder gives you options as to what these extra panels look like. For instance, you can have multiple looks to the Side Bar, instead of the one and only provided by the Finder, and switch between these with a simple click of the mouse. You can reveal or hide the Bookmark Bar, Drop Stack, Preview (only available when in column view for Finder windows), and three additional panels (drawers), one for each side and the bottom. The bottom drawer opens into a fully functional Terminal window. The right and left drawers can be customized to show a variety of information such as "Recent Documents" or "Recent Folders" you have opened. There are 19 choices available by default and they can all be sized as needed. You can have it show info, attributes and permissions (all of which can be edited), file and folder history, the selection path of a file. It can act as an iTunes browser and best of all, a preview window from which you could watch movies or read a complete pdf file. The Finder also has this available in column view, but the window is small and of fixed size. The movies window has no controls on it. With Path Finder, you can move the movie along with a slide bar to whatever section you want to watch.

If a Path Finder file browser is active and set to Column view, the View Options window displays the Column view options. This allows complete customizing of the Path Finder window for things such as colour of background and text as well as the Font and size of the Font shown. Apple's Finder also allows a lot of this to be done but Path Finder makes it easier to find and gives a lot more options.
Smart sorting is another option found in all of the file browser views (icon, list, and column). When turned on, it groups similar items together in the file listing (eg. it collects all folders together, then all applications, then all packages, then all files). You can customize the smart sort order in the Path Finder preferences under the Browser preferences.

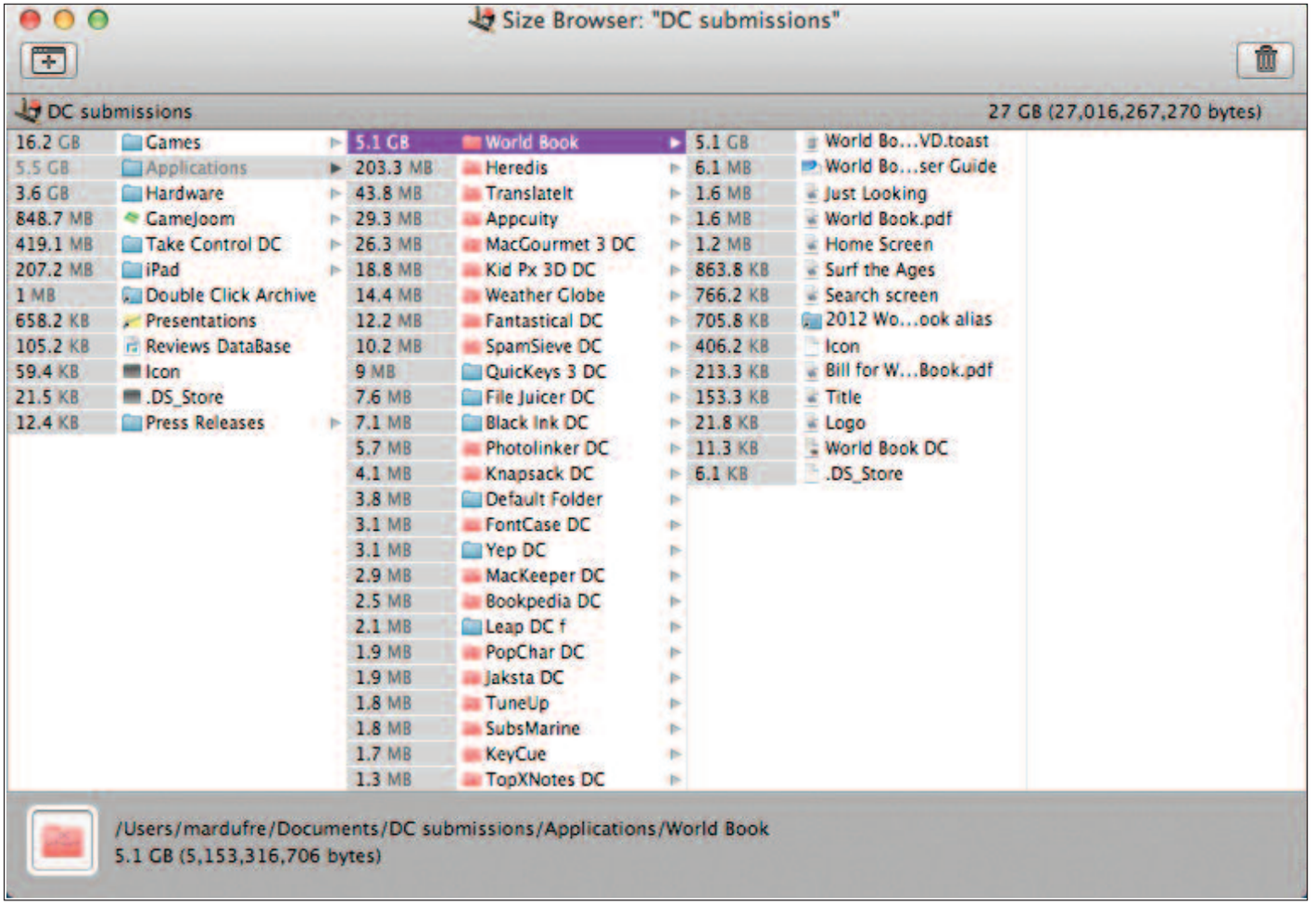
Besides the tab function, my favourite application of Path Finder is the split screen. Choosing this from the toolbar creates two identical windows beside each other. Each window operates separately from the other. This means that you can quickly compare the contents of similar files stored in different locations. You have complete control over which attributes are shown in each of the windows. Sure you can kind of do this with the Finder, but you would have to open two windows to do it and you would need to make changes to each one. Moving them around or resizing takes time. Path Finder automatically does this since the two windows are actually attached to each other.

Path Finder can act as the default application for text files and the Terminal. There is no need to open a separate application to read pdf files or edit text files. Path Finder's integrated text editor looks and works just like Text Editor. And of course, it has a few extras thrown in, such as a button in the menu bar to have the text read out loud. You can now open complex Microsoft Word files that contain tables, lists, and bullets.

Path Finder has a context-based View Options window. The View Options window changes depending on what window or Path Finder element is currently active. For example, if the Path Finder desktop is active, the View Options will show Desktop view options.



The Drop Stack is a tool that gives you the ability to load items (files, folders, applications, bundles, etc) from multiple locations on your hard drive, and then unload them in a different location or perform an action on them. Each time you drag items into the Drop Stack, which is found in the top left of the window, it creates a new "Stack", and there's a visual indicator of the number of Stacks currently in the Drop Stack. Clicking on the grey Drop Stack header reveals the Drop Stack menu, where you can Remove All or Remove Top (remove the currently visible stack). Here you can also access other features, including Burn (burn all of the items currently in the Drop Stack to removable disk), Compress the contents of the Drop Stack to a file, or Compress and Email everything.



Is your computer a bit sluggish? Maybe you have some large files hidden away that you should get rid of. With the size browser, all items on your hard drive will be sorted with their size listed. This works as a column view so that clicking on a file will open that folder in the next column, again listing and sorting their sizes. You can quickly browse through anything stored on your computer. How about trying to find a file that is invisible or not indexed. Path Finder has a special “Find Window” function that will turn up those hard to find files and any others that you are looking for.

Path Finder has many more special features. I have only scratched the surface of what it can do. It really is made for the heavy duty Mac user, of which I am not. I have used the Terminal application maybe twice and I can't remember ever trying to play with the Console or the Hex editor. But there are enough other features with Path Finder that tempt me to use it instead of Apple's Finder. There is an option to completely turn off the Finder and use only Path Finder. You can also partially disable the Finder but still have it around if you so wish. I think I will stick with that option for now. I went to the Keyboard Systems Extension pane and added some button combinations so that I can quickly switch from Path Finder back to the Finder. Path Finder can be used on a trial basis for 30 days. I am reviewing the Mac OS 10.8 version here but Cocoatech does have other versions available.

Go to www.cocoatech.com and download a trial copy of the application. Read about the many other functions or watch some videos of Path Finder in action. The best way to determine if the $39.95 price tag is worth it or not is to try the program yourself. It won’t take you long to start seeing other benefits and if you are like me, you will keep finding more treasures in it with every use.

Submitted by Marcel Dufresne

PATH FINDER 6
YOUR FILES, YOUR WAY

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Macintosh Users East

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Macintosh Users East

club members

Drop by our shop and receive 26 freeware applications

(Your computer is required for download)

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The book featured this month is Take Control of Your Online Privacy by Joe Kissell. Do you have anything to hide? Whether or not you think you do, your online activities are certainly tracked — and not just by well-meaning sites who want to keep you logged in or by marketing firms who want to show you targeted ads for products that you likely want to buy. Don't believe us? This book helps you gain perspective on what is reasonable to expect about online privacy. It will help you develop a sensible online privacy strategy, customized for your needs. Learn how to enhance the privacy of your Internet connection, Web browsing, email messages, online chatting, social media interactions, and file sharing. Plus, parents will find important reminders about how your online actions can affect your children, far into the future.

Whether you have a Mac or PC, iOS or Android device, set-top box, cell phone, or some other network-enabled gadget, Take Control of Your Online Privacy has the advice that ordinary people need to handle common privacy needs (secret agents should really look elsewhere).

In this 118 page eBook, you'll receive savvy advice about:

- Why worry? Learn about who wants your private data, and, more important, why they want it. Even if you don't believe you have anything to hide, you almost certainly do, in the right context. Would you give just anyone your financial records or medical history? Didn't think so.
- Set your privacy meter: Develop your own set of personal privacy rules — everyone has different privacy buttons, and it's important to figure out which are important to you.
- Manage your Internet connection: Understand privacy risks, prevent snoops, and take key precautions to keep your data from leaking out.
- Browse and search the Web: Learn what information is revealed about you when you use the Web. Avoid bogus Web sites, connect securely where possible, control your cookies and history, block ads, browse and search anonymously, and find out who is tracking you. Also, learn how to protect your passwords and credit card data.
- Send and receive email: Find out how your email could be intercepted, consider when you want email to be extra private (such as when communicating with a doctor or lawyer), find out why Joe doesn't recommend email encryption as a solution to ordinary privacy needs (but find pointers for how to get started if you want to try it — or just encrypt an attachment, which is easier), get tips for sending email anonymously, and read ideas for alternatives to email.
- Talk and chat online: Consider to what extent any phone call, text message, or online chat is private and find tips for enhancing your privacy when using these channels.
- Watch your social media sharing: Social media is by definition social, so there's a limit to how private it can be. Understand the risks and benefits of sharing personal information online, tweak your settings, and consider common-sense precautions.
- Share files: What if you want to share (or collaborate on) a contract, form, or other document that contains confidential or personal information? Find out about the best ways to share files via file server, email attachment, cloud-based file sharing service, peer-to-peer file sharing, or private cloud.
- Help your children: As a parent, you know a lot about your children and you have access to lots of photos of them. But that doesn't mean you should share everything without a thought to your children's privacy needs, either now or in the future, since data never disappears from the Internet. Find a few key tips to keep in mind before you tell all.

Learn what's private online and what to do about it! This ebook costs $10.00 normally but using the coupon will make a difference. Check this ebook out and a lot others at www.takecontrolbooks.com.

Submitted by Marcel Dufresne

MaUsE Meeting
September 25, 2013

It was good to see everyone back after the summer break. We had 30 people show up out of a field of 45. The meeting was very good, with several entertaining and informative presentations. Bruce ran the audio & video electronics. Ken reported that we are still solvent. Ian covered the process for downloading books to his iPad from the local library. Marcel talked about playing his favourite iPad trivia game and about creating QR codes online. I gave a quick overview of Disk Inventory X and Marcel ran the iPad "App Delight" segment with the assistance of various members who brought in their iDevices to show and tell their latest app discoveries. Brian took care of Apple News and talked about the new iOS release and the brand new updated iMacs.

After the break Brian took the stage again and gave a scathingly brilliant presentation about Macintosh utilities and AppleJack. Stan announced the MaUsE Elections and emphasized a need for new fresh faces on the MaUsE Exec. The evening finished off with a raffle.

We had two visitors who stayed until the meeting ended and engaged various members in conversation. I hope they return next month. .

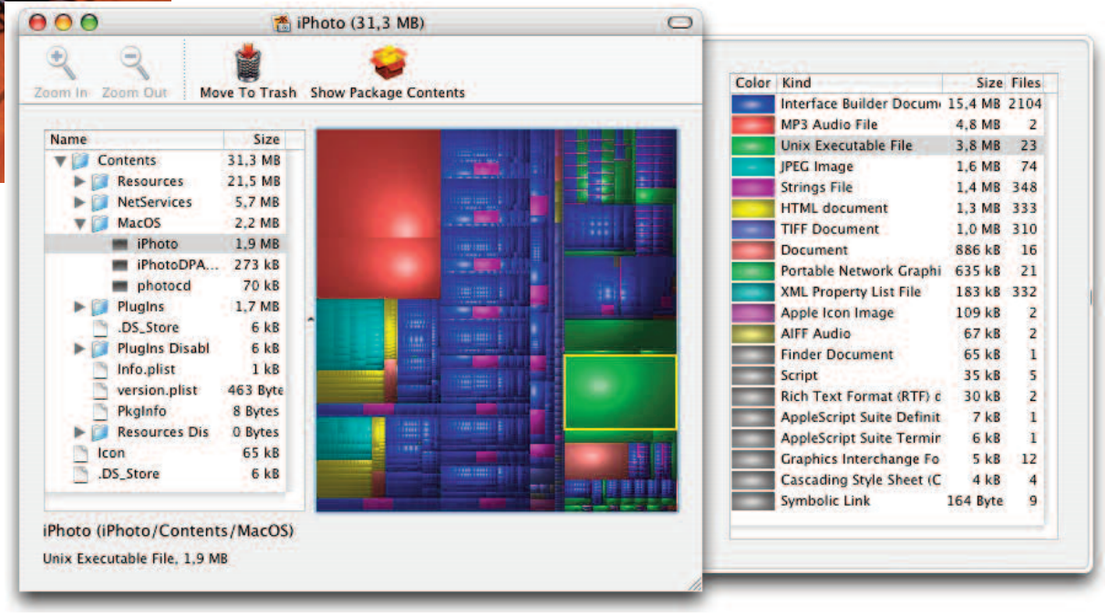
Resources from the September Meeting

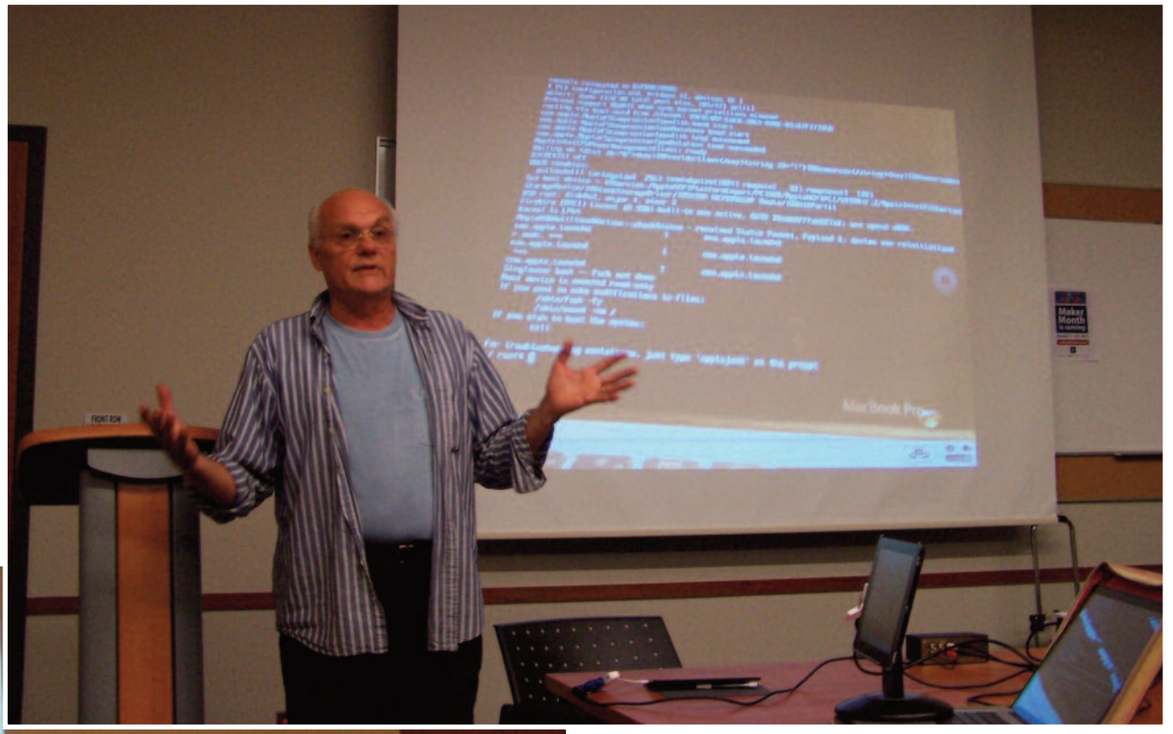
Download a suitable copy of Disk Inventory X 1.0 for Mac OSX 10.3 or later (or an earlier version to suit whatever version of Mac OSX you are running) at:
http://www.derlien.com/downloads/index.html
Download a copy of Applejack 1.6 from
http://sourceforge.net/projects/applejack/

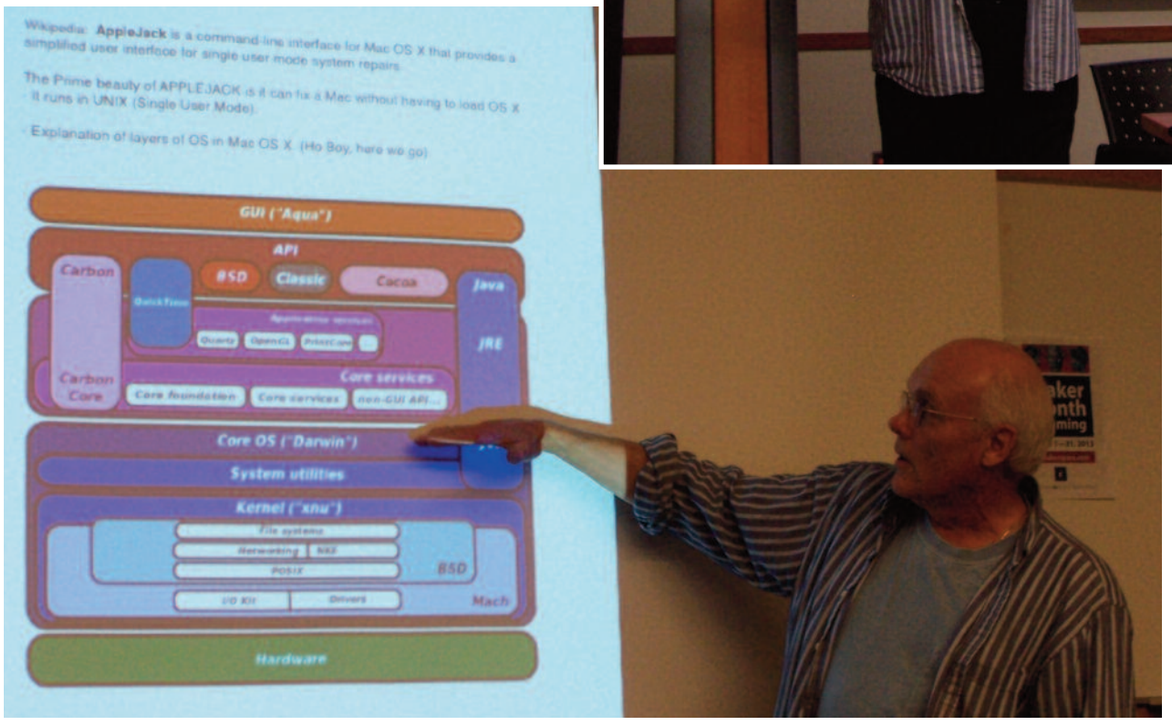
MaUsE
Macintosh Users East

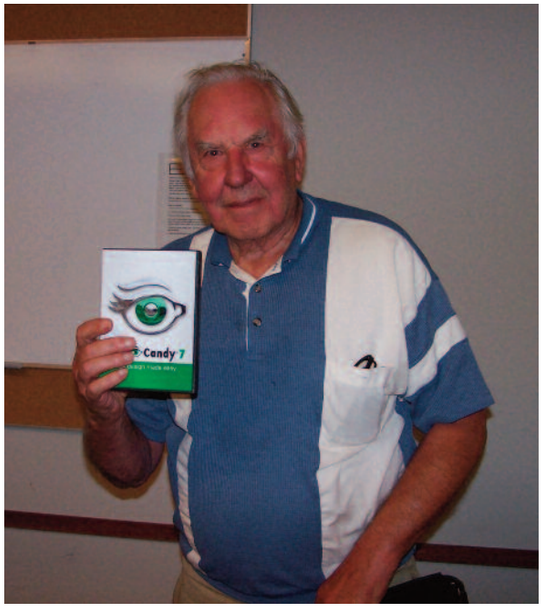
MaUsE Raffle

Software prizes for this month's MaUsE raffle were provided by our friends at Alien Skin and Stellar Phoenix. Alien Skin provided a copy of **Eye Candy 7** and Stellar provided two copies of **Mac Data Recovery**. Marcel, Brian, Michael and Chris provided the other items.



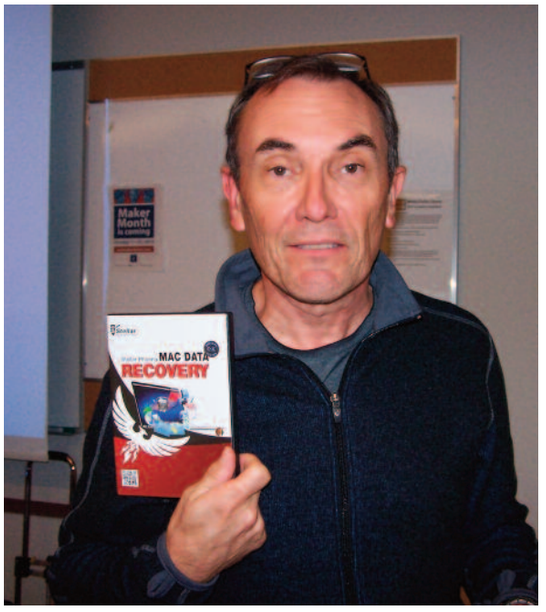


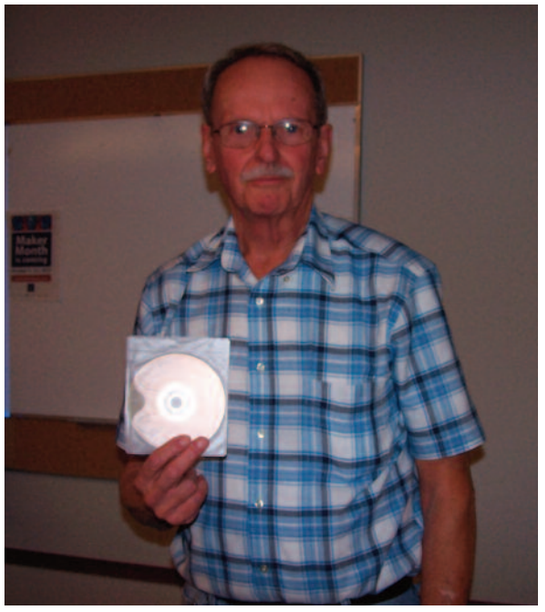

Wikipedia: AppleJack is a command-line interface for Mac OS X that provides a simplified user interface for single user mode system repairs.
The Prime beauty of APPLEJACK is it can fix a Mac without having to load OS X - it runs in UNIX (Single User Mode).
Explanation of layers of OS in Mac OS X. (Ho Boy, here we go)
GUI ("Aqua")
API
Carbon
BSD
Classic
Cocoa
Java
JRE
Carbon Core
Core services
Core foundation
Core services
non-GUI API...
Core OS ("Darwin")
System utilities
Kernel ("xnu")
File systems
Networking
POSIX
BSD
I/O Kit
Drivers
Mach
Hardware


Candy 7

MAC DATA
RECOVERY

NANCY DREW


Maker Month is coming
MAC DATA
RECOVERY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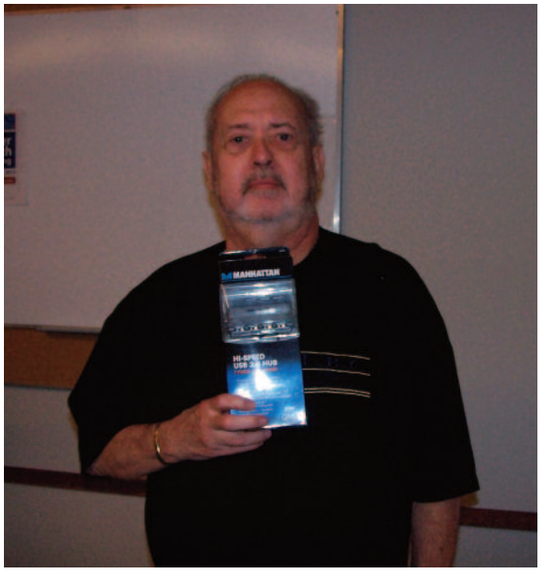
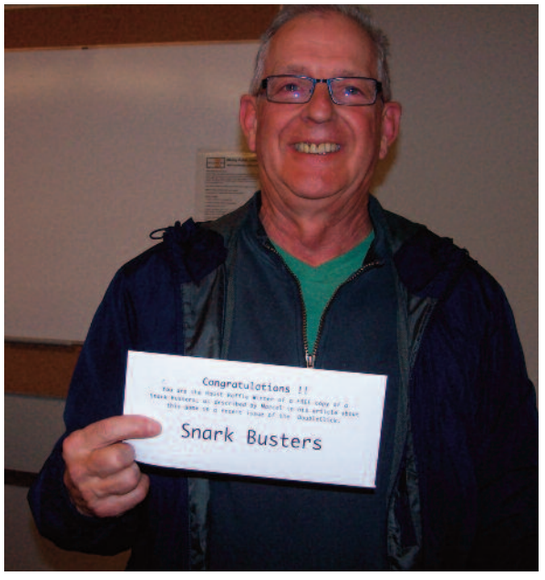
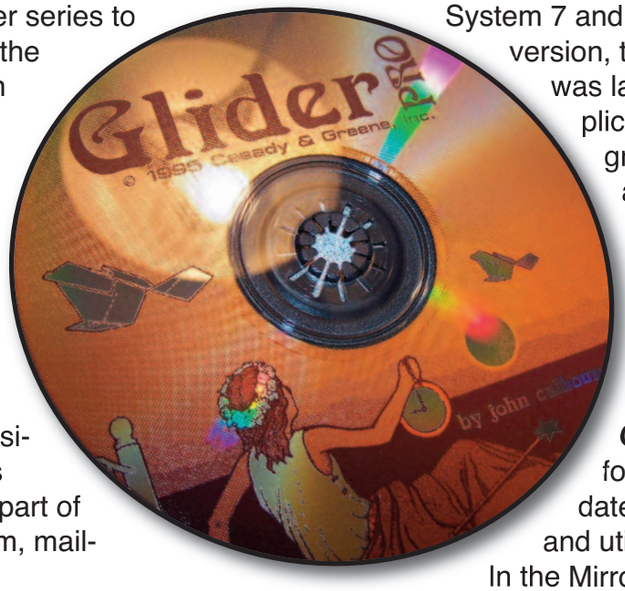

MANHATTAN


Congratulations !!
Snark Busters

Glider PRO “Classic” CD MacTreasure from 1995

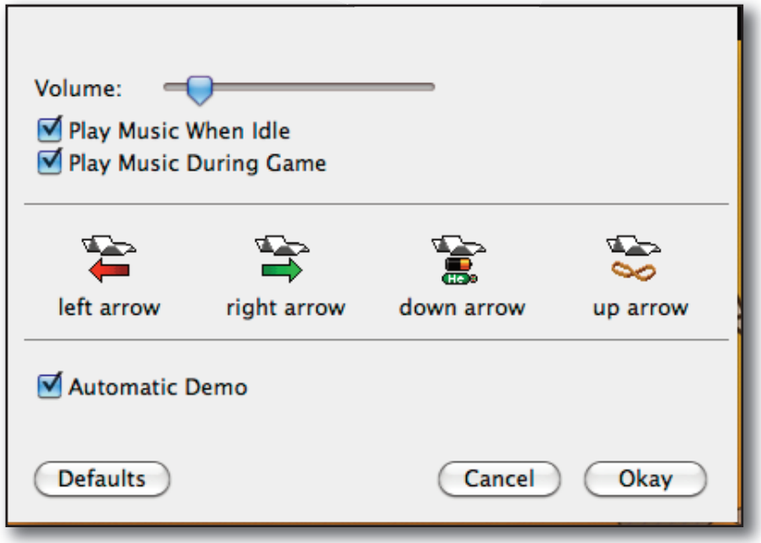
Sometimes I get overwhelmed by the MacTrash and MacTreasure around the house, and my inability to tell the difference. Did you know that I have not one but two 800 MHz Daystar Genesis quad-604e processor PowerPCs lurking in the basement, and one of the world’s fastest Macintosh IIci models ? And quite a bit of software ? Digging through a box of disks last month I came across a rare jewel, a copy of John Calhoun’s famous Glider PRO

Glider PRO is an Apple Macintosh game first published by Casady & Greene. It was the final installment of the Glider series to date. When Casady & Greene went bankrupt, the rights to the series reverted to the author, John Calhoun.



In the game, you fly a paper plane (the Glider) in, around, over and even under a house trying to collect a number of hidden magic stars. The Glider can only be maneuvered to glide forward, glide backward, or to stand still. Further navigation is done chiefly with the aid of air currents provided by floor or ceiling ventilation ducts, fans, drafts, and wind. It is also possible fr the glider to slide along slippery surfaces (such as spilled grease), and transport from a part of the level to another using the ventilation system, mailboxes, and sometimes invisible "teleports".

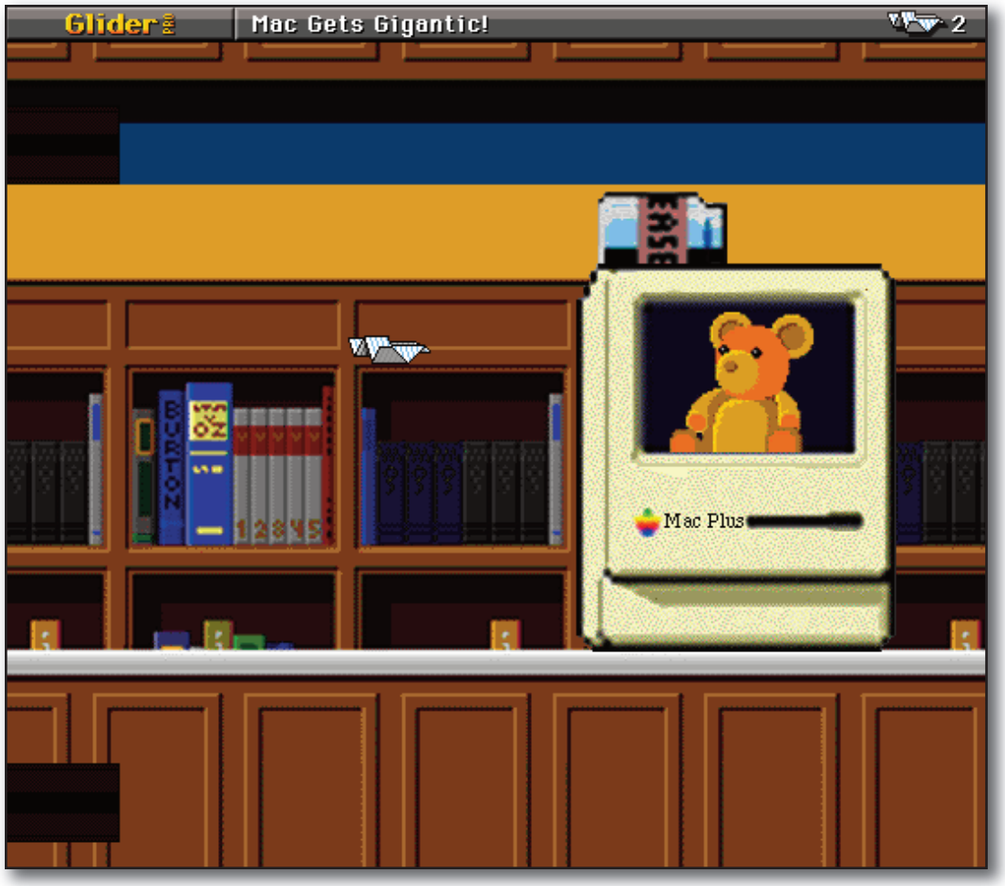
The main challenge is to simply avoid collision with the floor, or obstacles such as furniture. Moving obstacles include bouncing basketballs, popping toast, and dripping water. Candles and other ablaze objects sport both a handy updraft and a lethal flame. Collision with "enemy" paper planes and balloons is also fatal, but these can be shot down with the use of a rubber bands bonus item. The other bonus items are aluminum foil (shielding against in-flight collisions), pieces of paper (extra lives), a variety of clocks (points) and batteries and helium tanks (mutually exclusive, granting the ability for faster or upwardly flight, respectively).



The various Levels of the game are called "houses", although a level may contain any number of buildings, as well as outdoors, sewer, or other sections. Houses are entirely self-contained, and any of them is immediately available for play. When the Glider PRO was first released by C & G the game was available with only one real house, called Slumberland, and one demonstration house. Eventually the game was greatly enhanced through the addition of more elaborate houses and a later CD release of the game (see below) featured 14 further houses.

Glider PRO was initially released for System 7 and was continuously updated through a Mac OS 9 version, the final release on the "Classic" Mac OSes. It was later ported to Mac OS X as a native Carbon application, and while this version has reworked graphics and a more muted color scheme it lacks a variety of preferences and the built-in house editor present in the Mac OS 9 version. PowerPC Mac OS X users can still run the Mac OS 9 version of Glider in the Classic environment, giving them access to the multitude of additional preferences and the house editor.

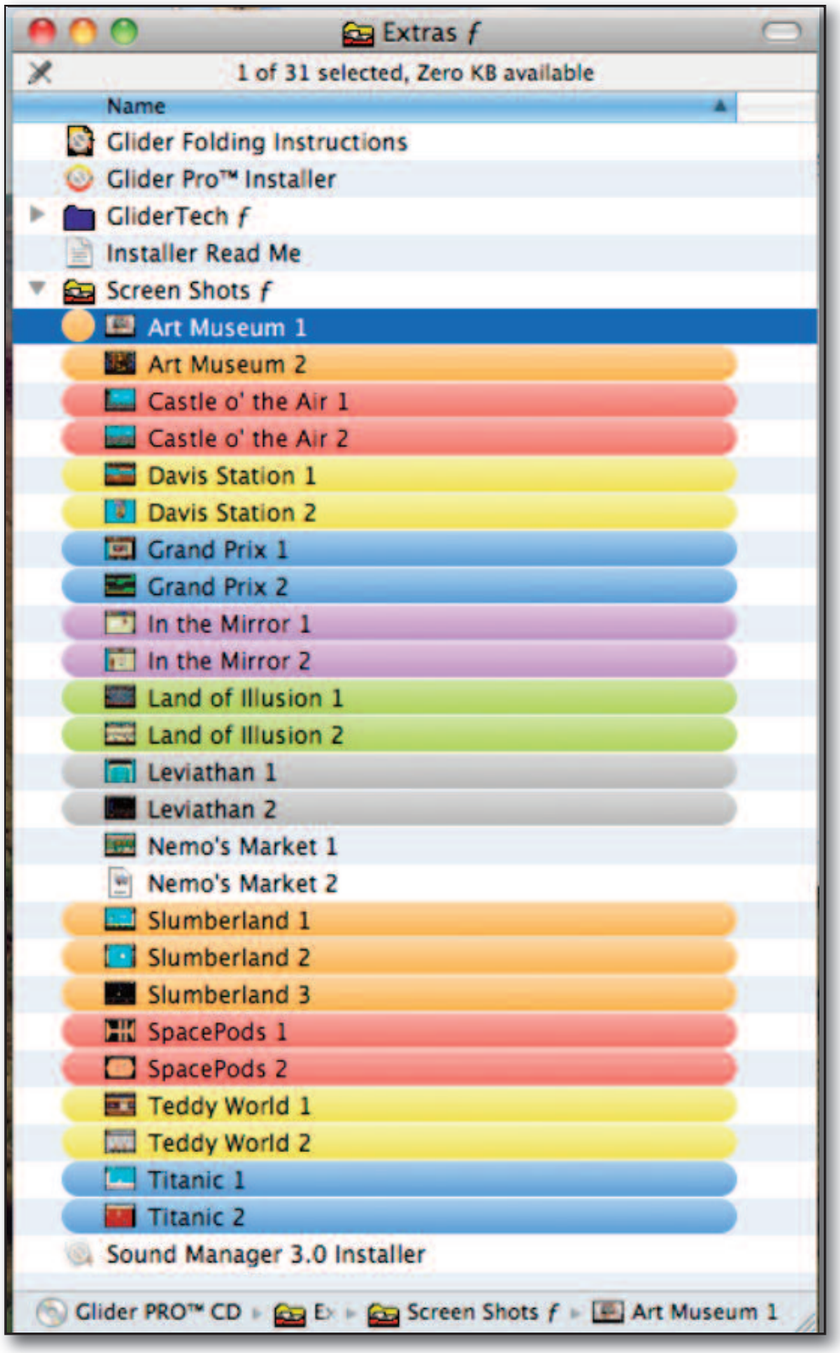
Glider PRO ("Classic") CD: This is what I found among the MacTreasures. This was an update that included Glider PRO, plus new houses and utilities. The houses included were Art Museum, In the Mirror, Davis Station, Castle o' the Air, Teddy World, Land of Illusion, Imagine house PRO II, The Asylum PRO, Nemo's Market, Titanic, SpacePods, Rainbow's End, Leviathan, Grand Prix, Metropolis, and Slumberland, Empty House and Demo House. In addition, the utilities **Moving Van**, a utility for moving graphics and sound between houses and libraries and any combination of the two, and **Foundation Mover**, a utility for sliding an entire house over in terms of the map position if your room ran out. CD-ROM special instructions and some graphics libraries were included.



Houses are created using the built-in house editor in the "Classic" version. Standard backgrounds include rooms of many decors, from Asian tapestry to a personal library, as well as meadows, fields and gardens; sewers and basements; rooftops and open skies. There is also a wide selection of furniture, other obstacles, and background items ("clutter"), all of which are demonstrated by "Slumberland". Enemy design is limited to specifying attack range and timing.

Glider PRO allows for houses to include custom backgrounds, objects and sounds via embedding of 'PICT', 'STR#' and 'snd' resources in the house's resource fork. A few of the game's existing interface elements can also be altered this way. Most houses, including all of the ones that shipped with the game, do include at least custom graphics. An interesting design point is that custom objects are on their own purely background elements, but can be made interactive with the help of the game's many different invisible objects. Furthermore, a debugging feature in the Mac OS 9 version of Glider PRO allows all of the graphics and sounds in the game (including the ones that cannot be directly replaced by a house's resource fork) to be overridden by alternative graphics. This is done by placing a file named "Mermaid", containing all of the replacement graphics and sounds, in the same directory as the Glider PRO application.

That Glider PRO can be easily customised by Mac users has led to some wonderful experiments. Fans have exploited design bugs as well as constructed patches to alter houses and/or the program itself even further; the

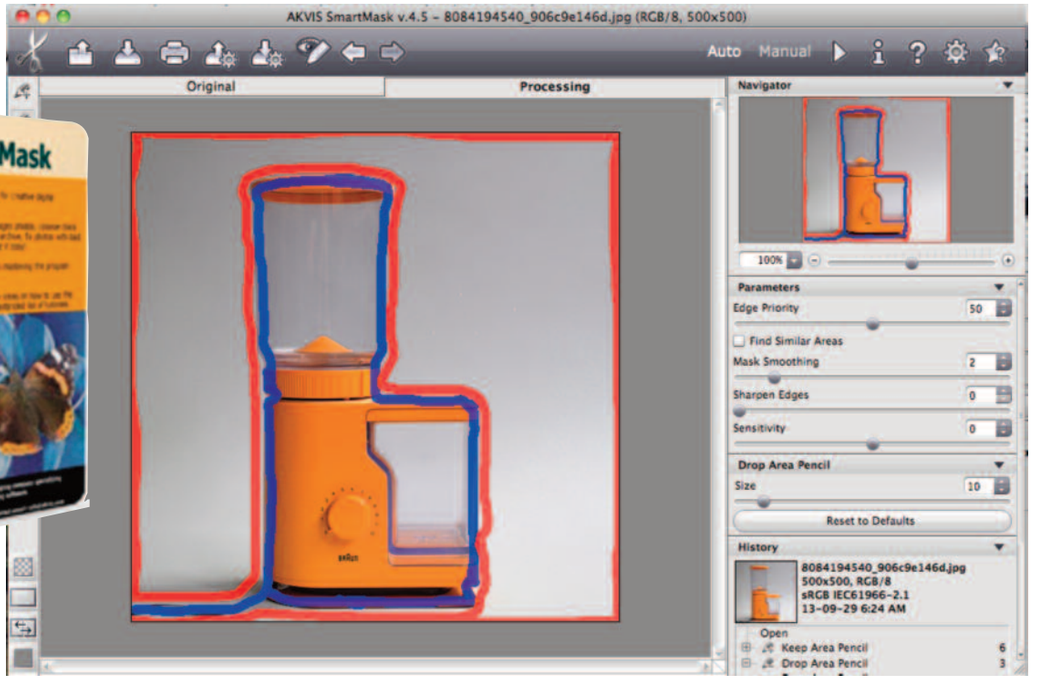


most extreme makeover remains Ward Hartenstein's "house" SeaCaves, which completely renews the game into an undersea adventure of a dolphin to free a magical starfish.

At http://www.scuzzstuff.org/gliderpro/ you can download a copy of Glider PRO that has been written to run on Mac OSX and get Mac OSX-compliant versions of the 14 houses found on the Glider Pro “Classic” CD. For people who still have classic Macs, there is a link to Glider PRO for Mac OS9.

Submitted by Michael Shaw

New From AKVIS (#1)
SmartMask 4.5



AKVIS SmartMask 4.5 is designed to help automate the often-tedious task of removing the background from around objects that you want to isolate or extract from an image. At $180 for the commercial version of SmartMask 4.5, it is one of the pricier AKVIS programs (the non-commercial license is $105 for either the stand-alone version or the plug in, or $135 for both), but in terms of the time that it can save for people who must do this sort of thing a lot, it is well worth the money. It is also one of the most complex AKVIS programs and takes quite a bit of effort and time to learn to use effectively. **The more demanding and exact the extraction, the longer it takes to set up the program and the more steps that are required.**

There are two modes of image processing: Auto mode, above right, which offers a powerful algorithm for automatic recognition of areas, and Manual mode, shown below right, which includes a set of smart and helpful brushes to touch up the results, where needed.

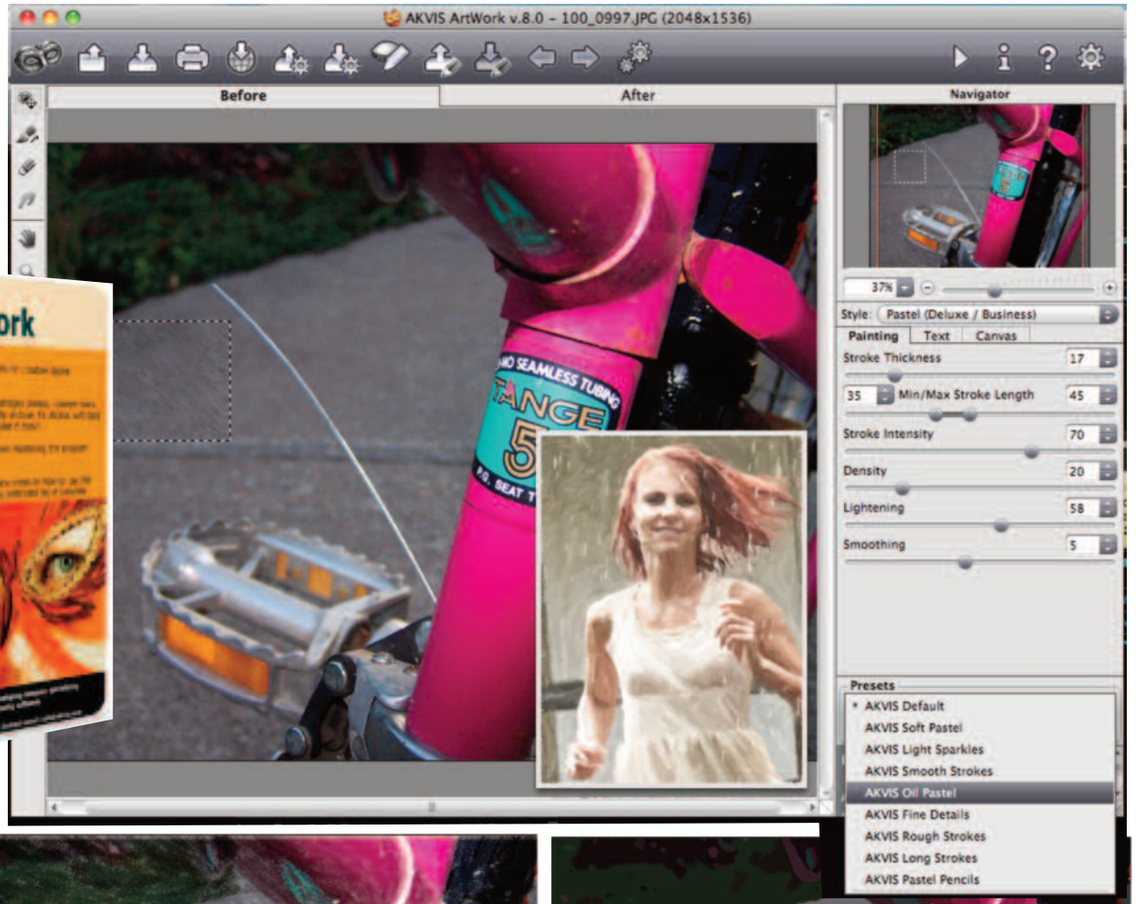
There are two pencils in Auto mode and the concept is delightfully simple: you draw a line with the blue pencil inside the object you want to select, and then use the red pencil to create lines outside the object which define the areas that should be cut out. The program then interprets your intentions and intelligently makes the selection you want, understanding where the borders are.

With simple images the pencil tools or the Quick Selection tool in manual mode are often enough to produce a professional-looking result. Our Quick Selection tool is a powerful feature which allows our program to select regions automatically with just a few clicks.

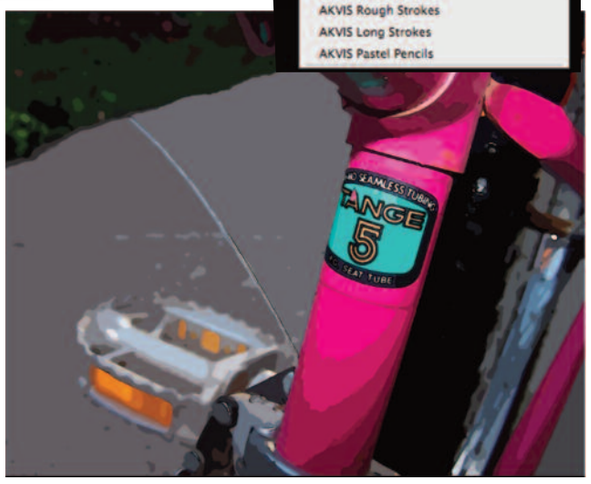
Like all of the other AKVIS titles we have looked at in past issues of the DoubleClick, SmartMask 4.5 is available in several flavours. You can download if directly from the AKVIS website and license it either as a plug-in for the photo-editing software you presently use or as a stand-alone app. or both. The SmartMask 4.5 plug-in version is compatible with every Mac version of Photoshop Elements from version 1 right up to version 11 and with Photoshop since version 6. If you do not own a copy of any of these Adobe products you need to get the stand-alone version of the program, which runs like any application on your Mac. The tutorial on the AKVIS website will get you up and running with SmartMask in no time.

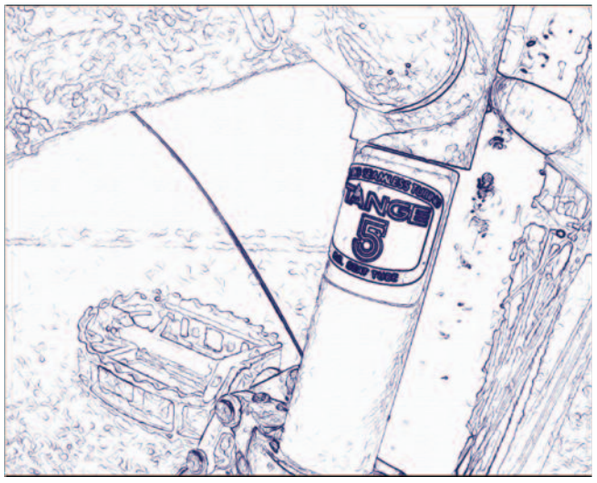
New From AKVIS (#2)
ArtWork 8

Here is another new release from AKVIS, and another opportunity to download and try out an amusing program for free while seeing how easy it is to apply effects using AKVIS software. AKVIS ArtWork 8 is designed to imitate a bunch of different painting techniques: Oil, Watercolor, Gouache, Comics, Pen & Ink, Linocut, and Pastel. Each of these types has a bunch of presets available within the ArtWork interface and a set of control sliders to fine tune the effect. And, like all of the other AKVIS programs, ArtWork is reasonable priced (only $80 for the plug-in or stand-alone program, or $115 for both) and offers a 10-day free evaluation period for the user to get accustomed to the program's features before deciding to purchase a license.



To use the program as a stand-alone application, download a copy from the AKVIS website at www.akvis.com and launch it. From the File menu, navigate to and open any picture on your hard drive. When you scan through each of the painting techniques you will see the list of Presets change to suit the offerings of each type and the little sample window will appear to give a general idea of what you can expect in the way of results if you use that preset. Naturally, being an AKVIS product, there is a full explanation of the program on the AKVIS website (like there is for every AKVIS product) complete with user guide, screenshots, tutorials, videos, and before-and-after examples showing how to get the most out of the ArtWork program.



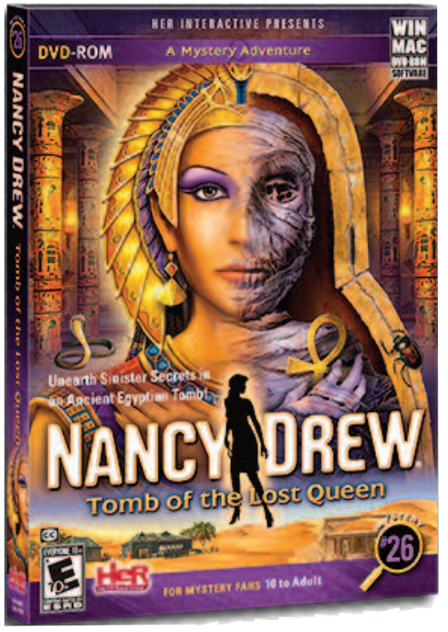


Combining advanced technologies with an artistic approach, this AKVIS program is an impressive creative suite and a perfect virtual artist. The transformation of a picture into a painting happens before your very eyes — you can follow the birth of a work of art in real time!

Submitted by Michael Shaw

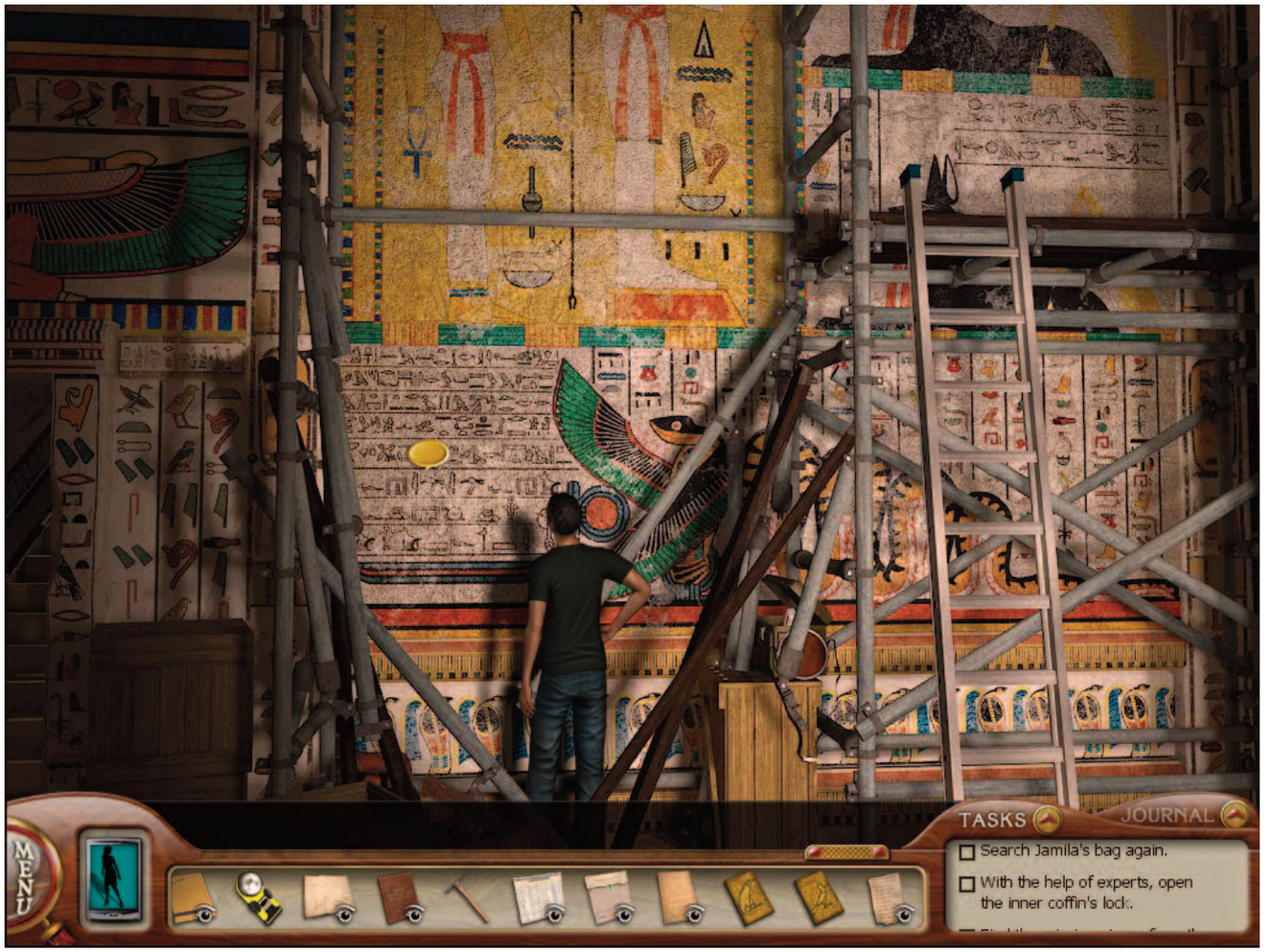
Nancy Drew: Tomb of the Lost Queen From HER Interactive

HER Interactive has been developing Nancy Drew Adventure games for over fifteen years. Nancy Drew: Tomb of the Lost Queen is a first person point and click adventure game loaded with all the intrigue and plot solving that the old Nancy Drew books gave us. This one is the 26th Nancy Drew game that HER Interactive has developed. I have previously reviewed #27, the Deadly Device, back in the Jan 2013 DoubleClick and #28, the Ghost of Thornton Hall, in July 2013. Having played their two most recent games and while reading the list of previous titles, I was curious about what they would do with an Ancient Egyptian theme. I was not disappointed. Read on to find out why.



The setting for the game begins sixty years in the past when a violent sandstorm uncovered an ancient tomb in the desert outside Cairo. A British expedition set off in hope of finally finding Egypt's legendary Lost Queen. The expedition never returned. The explorers were lost and presumed dead. In the present day, leading archaeologists are trying to unearth what they presume to be the tomb where the British explorers were lost. Everything is going fine at the newly rediscovered excavation site, when suddenly, another sandstorm occurs. Professor Jon Boyle, leader of the expedition, is injured during the storm and hospitalized. When Jon wakes up, he decides to talk with Nancy. The good news is that the site is all right, but the bad news is that almost everyone has left. The site is rumoured to be cursed, and the increase in suspicious accidents adds weight to the claim. Jon informs Nancy that the doctors say he might have been attacked. You, as Nancy Drew an amateur detective, are called in to attempt to discover who attacked the Professor as well as to try and figure out what happened to the previous expedition. Nancy's first task is to find Jon's notes and continue with the expedition as well as she can.

The object of this game is to explore the expedition's encampment as well as the many underground rooms that make up the tombs. To succeed, you will need to dig deep into the past mysteries that surround this Lost Queen. You will need to interrogate any of the remaining expedition's members you find as they will be your prime suspects. That is, unless a curse is involved. I like this game in that you have a restricted area to roam around in. The dig site where the action takes place is very isolated. You will eventually go completely through all the tents and the grounds surrounding the tomb, then work your way through many underground passages, some of which have not yet been unearthed. It is quick work going from one area all the way to another as the scenes shift smartly when you go through them. All adventure games require you to go back and forth between areas over and over again as discoveries in one spot unlock other clues somewhere else. The movement from place to place sometimes takes away from the fun of the investigation but in this game you move speedily through the various scenes. It does not take long before you are acquainted with all the rooms and able to run from one room to another.



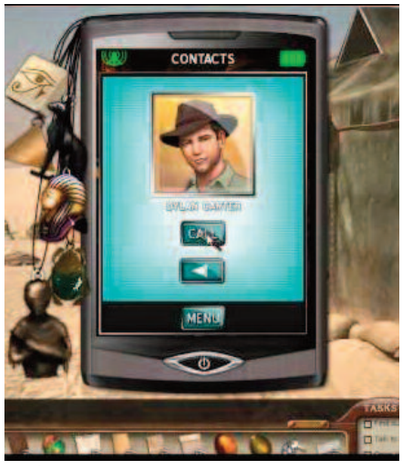
The bottom of the screen has the game's main menu, a cell phone (which can only be used above ground), an inventory area with a slider, and a task list and journal. The main menu allows you to save your game whenever you choose. I usually suggest saving your game periodically, but it is not necessary with this one. When you quit the game, you are asked if you want your progress saved. This is the only time you really need to save. There are times during game play where you might try something that results in a fatal move (over five of these). However, the game permits you to resume play with you entering this same area to rethink what your next move should be. This resumption of play precludes you having to remember to save all the time.

As you investigate the various areas, you will pick up items that will eventually help you unravel the mystery. These items are stored in your inventory at the bottom of the screen. This area might extend beyond the space provided. There are a lot of items and clues to be found. A slider is used to move from one end of your list to the other. The bottom right of the screen contains the list of what needs to be done next. As you investigate, interrogate and pick up things, a list of tasks that need to be accomplished starts to accumulate. For instance, you will need to decrypt many an ancient hieroglyph. To do this will require a dictionary which you first must locate. Once a task is done, you can use the check box beside it to mark it as completed. The game is non-linear in play. The tasks can be completed in a random order, although certain tasks need to be settled before they appear on the list.

Going back and forth between areas and talking to suspects is all well and good but the real test of your gaming abilities will be the mini games that you encounter along the way. The Tomb of the Lost Queen provides quite a few mini games and you won't find any of the easy kind here. There are no jigsaw puzzles or pick up the top stick or find the differences. Here you get to decipher some hieroglyphs or deduce some ancient crypto codes. My favourite mini-game was an ancient game played with sticks thrown as dice. It sort of resembled a version of backgammon. My least favourite (hardest) was an ancient riddle which I had to make some sense of before I could rearrange the tiles in the proper order. Make sure you keep careful note of all info and the location of the many books. They will come in handy in many of the games. When you first start the adventure, you are presented with the option of which level you want to play. The Amateur Sleuth level provides regular puzzles, with hints being available and a detailed task list. The Master Sleuth level provides more challenging puzzles with no hints and a more basic task list. I strongly suggest you play at the easier level for the first time. Each and every 'regular' mini game will test your gaming skills. The next time you play, you can switch to the Master Sleuth setting.

The game provides quite a few extras that really have no bearing on the resolution of the mystery but are a lot of fun to try. There are cell phone games, charms and some trophies to be won. The cell phone comes with four fun-to-play games that you can use at any time. These range in difficulty and will provide some interesting diversions. One of them is remogram, a game where you must join up a series of concussive numbers in a grid so that a path is traced from the first to the last number without crossing any lines. The Tomb of the Lost Queen is laced with hidden items and tasks. There are 13 trophies to be obtained by completing assorted accomplishments, most of which have no bearing on solving the mystery. This is a sure fire way to get you to replay the game. No one ever wants to leave a game with unfinished tasks. Keeping yourself hydrated eventually leads to winning one of these trophies. It is never listed in the task menu and does not

help in any way to solve the crime. It is just something else to look for. There are also some charms that you may find lying around. Once picked up, they can be found decorating your cell phone.



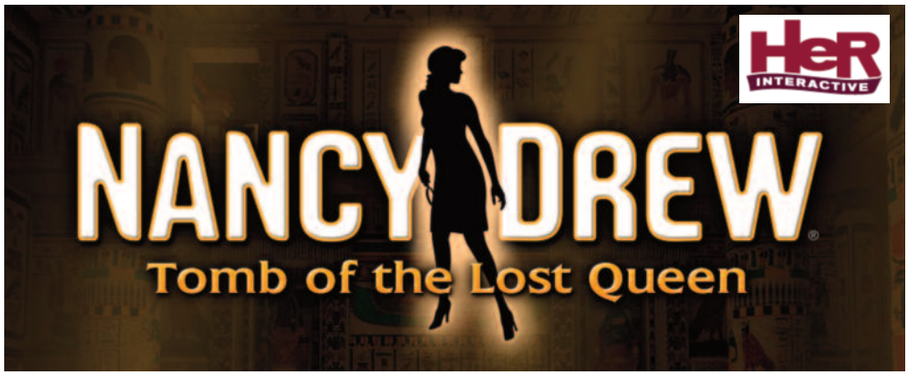
The last device provided to help you is the aforementioned cell phone. There are three contacts found here. The first is Bess Marvin, Nancy's best friend. Bess recently saw a movie about Egypt, so she feels as though she can be helpful to Nancy. Unfortunately, it was a horror movie, where everyone died at the end. Calling her periodically might provide you with some suggestions or it just might heighten your fear factor. The second number is for Professor Beatrice Hotchkiss, one of Nancy's old friends. Professor Hotchkiss may be absent-minded at times, but she's very friendly and knowledgeable about Ancient Egypt, especially in terms of ancient riddles. The last number is for Professor Jon Boyle, Nancy's employer. He will be able to give a lot of technical advice. The phone has a camera in it which lets you take up to 12 screen shots and save them. This could be used if the Journal area is not providing you with enough detail for a location.

When games get tough, a level of frustration might set in. "What to do next?" often pops up in my mind. The Tomb of the Lost Queen provides a good Hint function at the Amateur Sleuth level. When the time comes that you just can't figure out what to do, don't give up or get discouraged. Use the Hint function, which is the last button on your cell phone. Rather than supplying you with the complete solution immediately, the developers will walk you through a few steps before allowing you to wimp out. They suggest you try this or look for that. Maybe you should find a suggested book lying around and read it. There are no penalties associated with using the hints nor is there a time bonus for completing the game quickly. No one will know whether you have taken the easier way out and used a hint.

As with all the Nancy Drew games, the superior level of graphics and the game play kept us glued to the monitor day after day until we had solved the final puzzle. The attention to detail is evident in all aspects of the game. The flood lights that light up the lower reaches hum louder the closer you approach. Dust is always falling from the ceiling. The wind is ever present. Egypt is a frequent location in adventure games and it has a lot to offer. It's got a dramatically inhospitable climate, exotic tombs, and a fascinating history. It's a potent mixture of mummies, machinations, and mind-twisters, just waiting for Nancy. The rooms and corridors of the tombs are full of wall paintings, hieroglyphs, secret doors, hard-to-reach platforms, and intriguing debris.

The Tomb of the Lost Queen sells for $19.99. You can read more about this game from the HER Interactive web site: http://www.herinteractive.com.

While there you might want to look at some of their other Nancy Drew selections, as I did. If you are one of those people who is always trying to figure out whodunits before the end of the book or TV show, then you will enjoy The Tomb of the Lost Queen. It has so much to offer over and above the main task of debunking a curse. I found that once you have played one of these 28 games, the game play is very much easier. I had a much better idea of what to look for as well as a better feel for the mini games. Any of the Nancy Drew games from HER Interactive will provide many, many hours of critical thinking fun. The more of these games we play, the more we want. We are definitely looking forward to #29 Nancy Drew: The Silent Spy soon to be on the market. If you are looking for a reasonably priced puzzle solving game, then you need to check out one of the Nancy Drew mysteries. The Tomb of the Lost Queen is my favourite so far. Cave-ins, curses, sandstorms, hieroglyphs, puzzles, this game has it all !



Submitted by Marcel Dufresne

6 Port USB 3.0/2.0 Combo Hub with Charging Port from StarTech.com

If you have purchased a new iMac recently you know that the back configuration is unlike older models. It comes with 2 Thunderbolt ports and four USB 3 ports. Nothing else. There is no FireWire, no CD/DVD slot. I put an HTML cable (from StarTech.com - see DoubleClick May 2013) into one of the Thunderbolt ports and I am now able to use my TV as a second monitor. I am glad they designed that port to accept the mini-display cable that I bought for mirroring displays. I used the four remaining ports for some USB devices: 1) my keyboard, 2) a printer, 3) an external drive for TimeMachine and 4) a scanner. There were no ports left. If I want to hook up my external CD/DVD burner, I need to unplug one of the others. This means gaining access to the back of the iMac. It is the same problem if I want to attach my iPad or iPod Touch to the computer. Fortunately, I can use one of the slots on the keyboard to access a thumb drive. But this means I have to lift up the keyboard to easily see what I am doing. However, there are a lot of devices that won't work using the keyboard USB port. The bottom line is that an external Hub would be most useful. I always have way more devices to use than ports available on my computer and this is becoming more so with the newer iMac. Laptops also have a lack of ports. For me, a Hub is a necessity.

The ST7320USBC 6-Port USB 3.0/2.0 Combo Hub with Charging Post adds 2x USB 3.0 and 4x USB 2.0 ports to a computer through a single USB 3.0 connection. It comes with a power cable so that all devices will work from it. When it is plugged in to an electrical outlet, it can act as a high-output charging port which enables you to charge USB devices by providing up to 2A of power. Even without a USB connection to a host computer, it can still be used to charge mobile devices. Besides offering extra available ports and a charging slot, the Hub can act as a go-between to extend the range of a USB device by having the Hub act as a mid-point repeater.

I was impressed by the look and size of the Hub. It is very lightweight. It has a unique design that provides USB ports along the two sides of the Hub as well as the top. The slots are well spaced apart so they are not crammed together (two on top, two on one side and three on the other). This design provides quick access to all the ports.

I especially like the two top ports. You don't have to pick up the Hub to plug your device into either of these slots. This versatile and flexible USB Hub is ideal for both laptops and desktops. No more stretching or turning the computer sideways to gain access to the back ports. I keep the Hub underneath the monitor so that I can quickly add or detach a device. I always used one of the ports on my desktop to plug in a USB extension cable. That way I did not have to reach in behind to plug in a thumb drive or a charging cable or my camera. I can still do this because the Hub has freed up three of the desktop's ports.

An added feature that I have not seen on other Hubs is an on/off switch. I like to use Time Machine only once a day and it is not easily programmable. With my external drive linked through the Hub, all I have to do is turn the Hub on and Time Machine does its thing. When I eject the drive by putting the icon in the trash, Time Machine becomes inactive, not being able to access my external drive. The LED light shows that the drive is powered but not mounted on the desktop. I can then turn off the Hub and both LED lights go off. I like the option of saving a bit of power if I am not using a device. In the past, I used to unplug the power cord of the external drive in order to control Time Machine. Now all I have to do is flick the switch on the Hub. If I want to turn the power on the Hub but not activate Time Machine, I simply take out the drive's USB cable from the top of the Hub. I don't even have to stand up to do this.

The charging port, while being a good idea, may not be as functional as it first sounds. I know that charging a device through the USB port on a computer will work, but I have found that it is a slow means of charging. Plugging my iPad in to an electrical outlet works much faster. I was hoping that the charging slot on the Hub would be better as it is powered with its own electrical cable. It is faster than going through my desktop computer but not as fast as the electrical outlet. The iPad 4 comes with a plug that puts out 12 Watts and 2.4 A. My iPad 2 has a plug that gives 10 Watts and 2.1A. My old iPod Touch's plug has only 1.0A. There is a considerable difference in charging times when using different plugs. The iPad 4's plug is definitely the fastest. The specs on the Hub list the charging port as up to 2.0A. It will charge your smartphones quickly but is slower with tablets.

I like the idea of a charging port and I will use it with my iPod Touch, but the electrical outlet will continue to charge up my iPad. That being said, as with the StarTech.com Internet Repeater that I reviewed in the July 2013 DC, the Hub comes with three interchangeable power adapter plugs so that this device can be used with North American, European or UK power outlets. So if you are stuck without the right plug while traveling abroad, you could use the charging port of the Hub even if it is a bit slower. Lastly, portable devices can be charged with just the external power adapter connected to the Hub, so the desktop or laptop (host) doesn't need to be powered on.

I have not had the opportunity to check out the data transfer rates for Thunderbolt and USB 3.0 as compared to USB 2.0 but all Internet literature points to outstanding performance for these new ports. StarTech.com lists the data transfer rate for the USB 3.0 port of this HUB to be 5 Gbps as opposed to 0.45 Gbps when using USB 2.0 devices with it.

This Hub sells for $55.99 CAD and can be purchased online from the StarTech.com website, www.startech.com. The ST7320USBC USB 3.0/2.0 hub is backed by a StarTech.com 2-year warranty and free lifetime technical support. If you are wondering about the price, you can find a four port USB 3.0 Hub for less than this but it does not have its own power source. Comparable 4 port USB 3.0 Hubs sell for about the same if not more. And I have not found any other Hub that has the charging slot. They have a Canadian shipping outlet so that you will avoid costly border extras.

Go to www.startech.com/Cards-Adapters/USB-3.0/Hubs and have a look at this Hub and the others that they have available. If you are looking for a USB Hub to facilitate the use of your external devices then you should have a look at this Hub from StarTech.com. Now all I need is more USB 3 devices to take advantage of these faster ports.

Submitted by Marcel Dufresne