

As technologies evolve rapidly, we keep our books fresh on bookstore shelves by including updates in the reprints when possible. (For various reasons, a reprint can't substantially alter the original, so we save big updates for revisions, rather than reprints.) In the latest reprint of Mac OS X: The Missing Manual, Tiger Edition, we added material to cover the Intel Macs. A lot of people who bought earlier printings of the book wanted this info, so we've posted it here. This PDF includes David Pogue's updates, along with his directions to the layout team on where those changes should go. Enjoy!

"Mac OS X: The Missing Manual" Tiger Edition

5th Printing Changes, May 1, 2006

Note: This document contains only changes that bring the book up to date concerning Intel-based Macs and the Boot Camp program that lets you run Windows software. For the complete list of other changes (like typos), see <http://www.oreilly.com/catalog/macxtigermm/errata/macxtigermm.506>.

Many thanks!

--David Pogue

Chapter 00 (intro)

11 (Update)

Change the sidebar box on page 11 as follows:

Intel Inside

By the end of 2006, Apple will have switched the entire Mac product line over to Intel's blazing-fast Core Solo and Core Duo processors (the successor to the Pentium).

Yes, that Intel. The company that Mac partisans had derided for years as part of the Dark Side. The company that Steve Jobs routinely belittled in his demonstrations of PowerPC chips (which IBM and Motorola supplied to Apple for more than a decade). The company whose marketing mascot Apple lit on fire in a 1996 attack ad on TV.

Why the change? Apple's computers can only be as fast as the chips inside them, and the chips that IBM had in the works just weren't keeping up with the industry. As one editorial put it, "Apple's doing a U-turn out of a dead-end road."

But behind the scenes, Apple had to execute two massive software transitions:

Operating Systems. Apple has already recompiled (rejiggered) Mac OS X to run on Intel chips, beginning with Mac OS X 10.4.4. The new Macs start up and run much faster than the old Macs, thanks to the endless march of speed improvements in the chip-making world.

The mind-blowing part, though, is that the new Macs are capable of running Microsoft Windows, too. That's right, the unthinkable has happened: you can now run thousands of Windows-only programs for business,

accounting, gaming, and more, right on your Intel-based Mac—and dive right back into Mac OS X when you're finished.

You can take either of two avenues, both of which are described in Chapter 6. First, you can install Apple's free Boot Camp utility, which lets you restart your Intel-based Mac in Windows. Alternatively (or additionally), you can install a \$50 program called Parallels Workstation, whose huge advantage is that it doesn't require a restart; you can have Windows in a window while still remaining in Mac OS X.

The opposite, by the way, is not true: You can't run Mac OS X on, say, Dell and HP boxes. Hackers have attempted to jerry-rig such a system, but Apple has done everything in its legal and technical power to stop them.

Programs. The other half of the Mac experience, of course, is the library of programs: TextEdit, Photoshop, Word, and so on. Luckily, Intel-based Macs run today's versions of most programs seamlessly, thanks to an invisible translation program code-named Rosetta. You'll have only two indications that you're using a program originally designed for PowerPC-based Macs: first, you'll see a notation in the program's Get Info window (saying Application: PowerPC instead of Application: Universal). Second, you'll probably discover that the program isn't as fast as it used to be.

To make their programs perform at full speed on Intel-based Macs, programmers have to update their wares. All the big software companies have promised to make their programs into universal binaries—programs that run equally well on PowerPC- and Intel-based Macs with a double-click on the very same Finder icon. You can expect to have to pay an upgrade fee to get the new, universal software versions.

(Disk-intensive programs like video and audio editors are among those that won't run successfully, if at all, in Rosetta. If your job involves these apps, you should not upgrade to an Intel Mac until they've been issued as universal binaries.)

Back in the real world, the chip inside a computer is like the engine in a car. It determines how fast the thing can go, but most people do just fine without knowing the details what's going on inside. So if all this talk about architectures and chips makes your brain hurt, you can at least take comfort in one fact: No matter which kind of Mac you've got Tiger installed on, every feature, tip, and trick you've learned from this book will work exactly the same.

Chapter 2

81-82 (Update)

Insert this text in the bulleted list:

- For a program, you see whether or not it's been updated to run on Intel-based Macs. If so, the Get Info window says Kind: Universal. If not, it says Kind: PowerPC, and will probably run slower than you'd like because it must be translated by Rosetta (page 11).
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Chapter 6

199 (Update)

Change the introduction to this:

If only we could move into Mac OS X and live there! Unfortunately, software makes the world go around, and not every program you ever want to use has been written or rewritten for Mac OS X.

That doesn't mean you can't use them at all, though. You can certainly run your old favorites within Mac OS X-by flipping back into Mac OS 9. There are two ways to flip back, as described in this chapter.

Neither, however, is an ideal solution. First, flipping back into Mac OS 9 means that you have two different operating systems to learn. Second, neither method works on Intel-based Macs; the first half of this the is provided for the benefit of pre-Intel Mac owners.

The second half of this chapter, however, should be more than enough consolation. It describes how to run—gasp—Microsoft Windows on an Intel-based Mac, using either Apple's Boot Camp utility or the \$50 commercial program called Parallels Workstation.

Chapter 6

199-216 (Update)

The chapter title and footers used to read:

"Back to Mac OS 9"

They now say:

"Mac OS 9 Programs-and Windows Programs"

Chapter 6

213-216 (Update)

Insert these new writeups:

Boot Camp: Your Mac as Windows PC

In April 2006, Apple shocked the Cult of Macintosh by releasing what seemed to be a heretical piece of software called Boot Camp. Its sole purpose: to let you install Windows XP on an Intel-based Mac, so that you can run any of the tens of thousands of Windows-only programs.

Some people hated the idea—and didn't see the point. Wouldn't Boot Camp open up the Mac to the nightmare world of viruses and spyware that PC owners confront every day? (The answer, by the way, is

yes. If you install Windows on your Mac, you must also install Windows antivirus and antispyware software to protect that half of the computer. The Mac side is still unaffected by Windows viruses, however.)

But think of all the potential switchers who are tempted by the Mac's sleek looks, yet worry about leaving Windows behind entirely. Or the people who love Apple's iLife programs, but have jobs that rely on Microsoft Access, Outlook or some other piece of Windows corporate-ware. Even true-blue Mac fans occasionally look longingly at some of the Windows-only software (and Internet Explorer-only Web sites) they thought they'd never be able to use.

Boot Camp will be a built-in feature of Mac OS X 10.5 (code-named Leopard). Until then, Boot Camp is a free download for Mac OS X Tiger (10.4.6 or later) from www.apple.com/macosex/bootcamp. It's a public beta, meaning it's not technically finished. It runs on any Mac containing an Intel chip.

When you download the installer, you get a PDF document that contains the installation instructions. Follow them explicitly—don't skip any of the steps, including the part about backing up your Mac before you begin.

You'll be prompted, along the way, to insert a blank CD, which the Boot Camp installer fills with Windows-compatible drivers for your Mac's components.

Next, you'll be asked to partition—subdivide—your hard drive (which can't be partitioned already), setting aside a certain amount of space that will hold your copy of Windows and all the PC software you decide to install. (This partitioning process does not involve erasing your whole hard drive, no matter what page 759 says.)

Tip: If you choose an amount less than 32 gigabytes for the Windows partition, the Windows installer will let you choose the unappetizingly named scheme called FAT32 as the hard drive format for Windows. The advantage of doing so is that, when it's all over, you'll be able to drag files back and forth from the Windows partition to the Mac partition. (This works only when you're in Mac OS X; when you're in Windows, you can't see the Mac side of the hard drive without a commercial program like MacDrive [macdrive.com].)

If you choose the NTFS scheme instead—a requirement if the size is over 32 gigabytes—you can see what's on the Windows partition, but can't add, remove, or change any files.

You'll also be prompted to install your own copy of Windows XP (Home or Pro edition), Service Pack 2. No other version of Windows, no multi-disk installation, and no "update CD" will work.

The installation process takes about an hour. When it's all over, you can open the Startup Disk pane of System Preferences—it will look something like Figure 6-7—and select either Mac OS X or Windows as your "most of the time" operating system. Weirdly enough, an identical Startup Disk icon appears in the Windows XP Control Panel, too, so that you can switch systems from either "side."

Alternatively, you can choose an operating system each time you start up the computer; just press Option key as the Mac is starting up, just as described on page 213. You'll see something like the icons at the bottom of Figure 6-8.

Either way, if you choose Windows, then you really do start up in Windows. You can install and run Windows programs, utilities, and even games; you'll discover that they run really fast and well.

Parallels: Windows in a Window

The problem with Boot Camp is that every time you switch to or from Windows, you have to close down everything you were working on and restart the computer—and reversing the process when you're done. You lose two or three minutes each way. And you can't copy and paste between Mac and Windows programs.

There is another way: a \$50 utility called Parallels Workstation for Mac OS X (www.parallels.com). It lets you run Windows and Mac OS X simultaneously; Windows hangs out in a window of its own, while the Mac is running Mac OS X (Figure 6-9). It's something like the old, dog-slow emulation software known as Microsoft VirtualPC, with one key difference: speed. Parallels is about 90 percent as fast as Boot Camp—not fast enough for 3-D games, but plenty fast for just about everything else.

Once again, you have to supply your own copy of Windows for the installation process. This time, though, it doesn't have to be Windows XP. It can be any version of Windows, all the way back to Windows 3.1—or even Linux, FreeBSD, Solaris, OS/2 or MS-DOS.

Having Parallels on your Intel Mac is a beautiful thing. You can be working on a design in iWork, duck into a Microsoft Access database (Windows only), look up an address, copy it, and paste it back into the Mac program.

And what if you can't decide whether to use Boot Camp (fast and feature-complete, but requires restarting) or Parallels (fast and no restarting, but no 3-D games)? No problem—install both. They coexist beautifully on a single Mac.

Together, they turn the Intel-based Macintosh into the Uni-Computer: the single machine that can run nearly 100 percent of the world's software catalog.

Chapter 6

211 (Update)

The text used to read:

Subsequent models—including the 12-, 15-, and 17-inch PowerBook G4, the Power Mac G5, Mac Mini, and so on—can't dual-boot; they're all Mac OS X, all the time.

It now reads:

Subsequent models—including the 12-, 15-, and 17-inch PowerBook G4, the Power Mac G5, Mac Mini, all Intel-based models, and so on—can't boot into Mac OS 9; they're all Mac OS X, all the time.

Chapter 10

399 (Update)

[insert this Tip at top of page:]

Tip: The right-hand column of the Applications list identifies each program as being either Universal or PowerPC. (A Universal program can run natively-at full speed-on either Intel-based Macs or earlier models; a PowerPC program runs natively on older Macs, but somewhat slower on Intel Macs because it has to go through the Rosetta translator described on page 11). This list is a handy summary of which programs have been updated for the Intel generation.

Chapter 12

448 (New information)

[add this to the sidebar:]

(Intel-based Macs, by the way, use startup technology called Extended Firmware Interface. For the purposes of the features described here, however, it works identically to Open Firmware.)

Chapter 14

534 (New information)

add this sidebar:

Photo Booth

It may be goofy, it may be pointless, but the Photo Booth program (included on every Mac with a built-in video camera in its forehead) is a bigger time drain than Solitaire, the Web, and "The Sopranos" put together.

Open this program and then peer into the tiny camera above your Mac's screen. Photo Booth acts like a digital mirror, showing whatever the camera sees (that is, you).

But then click one of the two Effects buttons. Each offers a page full of special-effects previews-and we're talking very special. Some make you look like a pinhead, or bulbous, or a Siamese twin; others simulate Andy Warhol paintings, fisheye lenses, and charcoal sketches.

When you find one that looks appealing, click the camera button (or press Command-T). You see and hear a three-second countdown, and then snap!-your screen flashes white to add illumination, and the resulting photo appears on your screen. (Its thumbnail joins the collection at the bottom.)

To preserve one forever, drag its thumbnail out of the window to your desktop. Or use the File->Reveal in Finder command to see the actual JPEG file. (Hint: It's in your Home->Pictures->Photo Booth folder.)

Caution: Keep away from children. They won't move from Photo Booth for the next 12 years.

Chapter 15

572 (New information)

insert new sidebar:

Front Row

You may have noticed, upon unpacking your shiny new 2005-or-later Mac, that it came with a peculiar accessory: a slim white remote control, looking for all the world like an iPod that's lost too much weight. If you point it at the Mac and press the remote's Menu button, you're catapulted into the magic world of Front Row: a special overlay that provides access to your music, photos, movies, and DVD player-with super-big fonts and graphics that are visible from the couch across the room. (Press Menu again to exit Front Row.)

Press the << and >> buttons to highlight your choice—Music, Photos, DVD, or Videos—and use the Play button as the Enter key to choose that kind of entertainment. You'll find, to your delight, that Front Row shows not only all the music you've got in iTunes, all the photos in iPhoto, and so on, but all the music, photos, and videos stored on other Macs on your network (assuming you've left iPhoto and iTunes running on those Macs).

The bottom line: your Mac is now an entertainment center that can be operated from across the room. Bit by bit, Apple is sneaking into the living room-and Front Row is its Trojan horse.

Chapter 29 (index)

834 (Update)

[insert new index entry]

Intel-based Macs, 11, 193, 199, 213-216, 399, 448
