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Apple 15-inch MacBook Pro (Spring 2010)

New Core i5 and i7 processors and Nvidia graphics boost performance

by [James Galbraith, Macworld.com](#)

Apple's new [15-inch MacBook Pro](#) lineup may look identical to its predecessor (the [mid-2009 models](#) that brought the fixed battery and SD card slot to the line), but under the hood, changes to both the CPU and GPU combine to make an impressive leap in performance over the systems these replace.

The new 15-inch MacBook Pro comes in three standard configurations, all priced similarly to the last iteration. All three models come standard with 4GB of DDR3 RAM, two graphics processors, and a glossy 15.4-inch LED-backlit screen.



The \$1799 entry-level system comes with a 2.4GHz Core i5 processor and a 320GB hard drive; it replaces a \$1699 model with a 2.53GHz Core 2 Duo processor, 2GB of RAM, a 250GB hard drive, and integrated graphics only. The next step up the line is a \$1999 system with a 2.53GHz Core i5 processor and a 500GB hard drive, which takes the place of a \$1999 2.66GHz Core 2 Duo-based system with 4GB of RAM, dual graphics, and a 320GB hard drive. At the top of the line sits a \$2199 model with a 2.66GHz Core i7 processor and a 500GB drive; its \$2299-predecessor had a 2.8GHz Core 2 Duo model with 4GB of RAM, and a 500GB hard drive.

What's new?

The new 15-inch MacBook Pro models drop the Intel Core 2 Duo processors (used in Apple's laptop line since late 2006) in favor of Intel's [Core i5 and Core i7 mobile processors](#). The Core i5 and i7 processors have a few interesting performance features, including [Hyper-Threading](#), which uses virtual cores to double the amount of processing cores presented to the operating system. The processors have dual cores, but OS X treats them as having four cores. Another i5/i7 technology, [Turbo Boost](#), allows the processor to speed up for a short period of time when necessary, or shut down unused cores and give the resources to the cores in use. Turbo Boost can increase the clock speed of the 2.4GHz Core i5 processor up to 2.93GHz, for example.

The mobile versions of the Core i5 and i7 used in the MacBook Pro differ from the desktop version found in the [27-inch iMac](#), which has four physical processing cores. The desktop Core i5 does not support Hyper-Threading, though the mobile version does.

All 15-inch MacBook Pros now offer both integrated and discrete graphics—previously, the entry-level 15-inch MacBook Pro had only integrated graphics. The new models can use Intel HD integrated graphics (which shares 256MB of main memory with the CPU) for general-use applications, like iTunes, Mail and Safari. But for applications that require more horsepower, the system can use its discrete Nvidia GeForce GT330M graphics, with 256MB of dedicated graphics memory.

Not only are the graphics processors new to these systems, there's also a new auto-

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introduction, Jim Goldman (cnbc.com) notes: “iPad reached the sales milestone far quicker than the company’s iPhone, which took nearly three months to sell 1 million units.” Goldman concludes: “All of this data seems to bode well for Apple.” Read more: cnbc.com



MacBook Pro

(cont’d from pg 1)

matic graphics switching technology developed by Apple that looks for frameworks used by individual apps at launch (such as OpenGL and Core Animation) to decide when to seamlessly switch from its energy-sipping integrated graphics to the higher-powered discrete graphics processor. Previously, a user had to decide which graphics to use and switching between them required logging out and back into OS X. One interesting note about the automatic switching: Any application that uses the required frameworks can trigger a switch from integrated to discrete graphics.

Also new is the support for inertial scrolling on the Multi-Touch glass trackpad. If you have an iPhone, iPod touch, or iPad, the scrolling works the same way: swipe your finger up or down to scroll through a document, and the momentum continues the scrolling until it slowly stops. An Apple representative said that this feature is unique to the new MacBook Pros and is not available through a software update on older Mac laptops.

The 15-inch MacBook Pro’s Mini DisplayPort can now output multichannel audio as well as video. When using this port, make sure you are using a Mini DisplayPort to HDMI Adapter that supports the new MacBook Pro’s audio and video signals.

What didn’t change?

The display is the same glossy 15.4-inch widescreen LCD with LED backlight and 1440-by-900-pixel resolution as found in the last generation. Looking at the new model side by side with one of last year’s, there is no difference in viewing angle or color performance. If you’re sensitive to the mirror-like reflection of the standard glossy screen, an anti-glare, high-resolution (1680-by-1050) option is available for an extra \$150—a standard resolution, anti-glare screen isn’t offered. You can also opt for a glossy high-resolution display for an additional \$100.

The case design is unchanged, and there’s still a backlit keyboard, multi-touch trackpad, and an 8x DVD-burning SuperDrive. The ports located on the left-hand side of the MacBook Pro’s case remain identical to the last generation: two USB 2.0 ports, one gigabit ethernet, one FireWire 800, one SD card slot, MagSafe power port, and audio line in and line out ports supporting optical digital and analog signals. Also on the left hand side is a battery life indicator button with seven light status gauge.

Battery life

The MacBook Pro’s captive battery made its debut in the late 2009 models, extending the length of time you can use the laptop on a single charge. Now, lower power consumption by the graphics, and subtle battery changes help to increase battery life. In our movie playback tests, (a worse-case battery draining scenario that differs significantly Apple’s methodology of determining battery life), the three laptops lasted on average 4 hours, 35 minutes, an improvement between 10 and 25 percent.

New 15-inch MacBook Pro: Speedmark scores

The new low-end 2.4GHz Core i5 was 23 percent faster overall than the previous low-end model with its 2.53GHz Core 2 Duo. The biggest gain was in 3-D game performance, where the new model’s Nvidia GeForce GT330 graphics wiped the floor with the integrated Nvidia GeForce 9400 graphics in the previous low-end system.

The new entry-level MacBook Pro also proved to be faster than the previous “better” and “best” configurations in the 15-inch lineup, with 2.66GHz and 2.8GHz Core 2 Duo processors, respectively. Comparing the new 2.4GHz Core i5 MacBook Pro with the previous top of the line 2.8GHz Core 2 Duo MacBook Pro, the new entry-level 15-inch was 5 percent faster in our Speedmark 6 testing, with 7 percent faster scores in our Photoshop test, 17 percent faster Cinebench CPU score, 16 percent faster MathematicaMark 7 score, and 19 percent faster Aperture score.

The \$1999 system, with a 2.53GHz Core i5, was only about 3 percent faster than the low-end 2.4GHz Core i5 in our Speedmark 6 test suite. Some tests, like Cinebench and MathematicaMark 7 showed the benefit of the 2.53GHz’s faster processing speed, but other tests, like Aperture and Compressor were actually faster on the 2.4GHz system.

The top-of-the-line 2.66GHz Core i7 model was 7 percent faster than the middle model and 10 percent faster than the new low-end laptop. Compared to the

model it replaced, the 2.66GHz Core i7 MacBook Pro was 15 percent faster than that previous 2.8GHz Core 2 Duo model.

In our graphics tests, we found that the MacBook Pro's new Nvidia GeForce GT330M graphics were able to display an average of about 19 percent more frames per second (69.1) in our Call of Duty tests than the Nvidia GeForce GT 9600M graphics in the 2.66GHz and 2.8GHz 2009 Core 2 Duo MacBook Pros (58.2). I thought that bumping up the resolution from 1024-by-768 (the resolution we use on all Mac systems as part of Speedmark 6) to the 15-inch MacBook Pro's native 1440-by-900 resolution might show a bigger difference, but it stayed pretty much the same at 19.6 percent faster on the new MacBook Pros.

Comparing the new MacBook Pros to the iMacs that already have Core i5 and i7 processors showed that there is still a performance price to pay for going portable over desktop. The results underscored the iMac's advantage of using the desktop Core i5 and i7 processors with four processing cores and a faster spinning 7200-rpm 1TB hard drive. (The 2.66GHz iMac uses the desktop version of the Core i5 that has doesn't support for Hyper-Threading. The 2.8GHz version uses the desktop version of the Core i7 with Hyper-Threading. The MacBook Pros use the mobile version of the Core i5 and i7 with two cores and Hyper-threading on both.) We found the high-end 2.66GHz Core i7 MacBook Pro to be 24 percent slower overall than the 2.66GHz Core i5 27-inch iMac and 32 percent slower than the 2.8GHz Core i7 27-inch iMac.

Macworld buying advice

The new 15-inch MacBook Pros leave little to complain about, offering better application performance, better battery life and very similar pricing. The extra \$100 for the new low-end system seems like an especially good bargain when you consider the addition of discrete graphics, larger capacity hard drive and new 2.4GHz Core i5 processor.

[James Galbraith is Macworld's lab director.]



Steve Jobs Speaks Out on Adobe Flash

Posted 04/29/2010 at 9:01:45am | by [J.R. Bookwalter](#)

In a rare open letter posted to Apple's website Thursday, CEO Steve Jobs doesn't mince words about the company's stance on Adobe Flash.

[Titled simply "Thoughts on Flash,"](#) the extremely detailed missive penned by Apple CEO Steve Jobs attempts to silence critics who have been vocal about the company's lack of Flash support on the iPhone, iPod touch and now iPad, while educating consumers on the reality of the situation.

Jobs' lengthy letter is broken down into six parts, where he counterattacks Adobe's defense of their Flash technology. The first part addresses Flash's "100 percent proprietary" nature. Jobs admits that the iPhone OS is also proprietary; however, the company takes a very open stance when it comes to web standards, pointing out that Apple has widely adopted HTML5, CSS and JavaScript with "high performance, low power implementations of these open standards."

The second argument is Adobe's claims that Apple's mobile devices "cannot access 'the full web' because 75 percent of video on the web is in Flash" -- proceeding to take Adobe to task for not also pointing out "almost all" of the same video they're referring to is also available in the more modern H.264 format. Jobs is also not shy about confessing that while it's true Apple devices can't play Flash games, there are "over 50,000 games and entertainment titles on the App Store." (Ouch.)

Reliability, security and performance are cited as the third argument, with Jobs noting that Symantec recently highlight Flash "for having one of the worst security records in 2009." He then notes that "Flash has not performed well on mobile devices" before launching into argument number four: Battery life.

Interestingly, Jobs' fifth argument has to do with touch, and how Flash was never designed to work with touchscreens and fingers but rather PCs using mice. It's an interesting point that we haven't heard argued previously.

Jobs uses his sixth and final argument to address the recent controversial change in the iPhone SDK which prohibit Adobe's Flash-to-iPhone compiled apps from being used on the device. "We know from painful experience that letting a third party layer of software come between the platform and the developer ultimately results in sub-standard apps and hinders the enhancement and progress of the platform," Jobs writes.

The outspoken Apple CEO saves the best for last: “Perhaps Adobe should focus more on creating great HTML5 tools for the future, and less on criticizing Apple for leaving the past behind.” At least he had the heart to open the letter by remembering the good old days when Apple and Adobe were bosom pals...

ed note: [Adobe CEO, Shantanu Narayen, responds to Steve Jobs’ “Thoughts on Flash”](#)



Mac 911

Emptying iPhoto's stubborn trash



by [Christopher Breen](#),

[Macworld.com](#)

A reader who wishes to remain nameless seeks a little iPhoto spring cleaning. Nameless-to-

you writes:

There are 474 items in iPhoto’s trash. I’ve been trying to empty that trash and it just won’t. Do you have any suggestions for me in completing this task?

By way of background for others, let me explain that iPhoto has a trash separate from the Finder’s trash. When you delete images in iPhoto, they go into this

icon and choosing Empty Trash from the contextual menu.

If you’ve tried that with no satisfactory results it’s possible that you’ve hit a fairly common snag where iPhoto has difficulties deleting a lot of images in one go. The solution is to select all the images in the trash, assign an identifying keyword to them (I’d suggest “trash”), and then choose Photos -> Restore to iPhoto Library. This, as you might imagine, places the trashed photos back in your iPhoto library.

Now choose File -> New Smart Album, create an album with a condition that reads: Keyword is Trash, and click the OK button that creates the smart album. Select a hundred-or-so images in that smart album and press Command-Option-Delete. This tosses those images in the trash. Now use the Control (right) click trick to empty the trash. If successful, do the same thing with another hundred images. Keep going until the images are really gone.

If none of this works, iPhoto may have a touch of the corruption. Quit it, hold down Command and Option, and launch it. A Rebuild Photo Library window will appear. In this window you’ll see a number of repair options. Start with the first one (Rebuild the Photos’ Small Thumbnails) and give it a try. Check iPhoto after you’ve done this to see how it behaves. If it’s still funky, give the next option in the Rebuild window a try. Rinse and repeat until iPhoto bends to your will. - *Christopher Breen*



Unhappy holidays in May

by [Christopher Breen](#), [Macworld.com](#)

It’s early May and reader Richard Potter is no longer filled with the holiday spirit. He writes:

I would enjoy the Genius Mixes feature in iTunes a whole lot more if it weren’t for the fact that Christmas songs get mixed into every Genius genre. I’m wondering if there is a workaround (other than putting all my music into a separate iTunes library).

The problem is that Genius isn’t such a genius when it comes to discerning season-appropriate music. If it was really among the high-IQ set, on January 7th it would scan your iTunes library for any track assigned with the Holiday genre tag and promptly ignore it until the end of the year. But it doesn’t.



separate trash and they’re not deleted from your Mac until you expressly tell iPhoto to empty the trash. You do this by Control (right) clicking on iPhoto’s Trash

Fortunately there's a way to tell Genius Mixes to back off. That's to uncheck the box next to any selections you don't want to be included in a Genius mix. While this may sound tedious, there's a way you can make this easier.

Create a smart playlist and create a condition that reads **Genre Contains Holiday**. Select this smart playlist, hold down the Command key, and click on a checkbox next to a track. All the tracks in the playlist will be unselected.

If, in the future, you find that some of your holiday music has found its way into your Genius mixes it's because the tracks it's accessing haven't been properly tagged. I've downloaded a fair bit of holiday music and not all of it bears the Holiday genre tag. Amazon's holiday samplers, for example, are often marked as Classical selections. Tag these selections correctly and they'll move into your smart playlist. Switch them off and you won't hear them as part of your Genius mixes. Note that the album artwork for this music may still appear as part of a Genius mix, but the music won't.

When the holidays roll around again, simply return to this smart playlist, hold down the Command key, and click an empty checkbox. Checks will return to all the tracks in the playlist and Genius will once again fill your ears with holiday cheer.



Mac OS X Hints

Prevent excessive resyncing in iTunes

by [Macworld Staff](#),
[Macworld.com](#)



Owners of iPod shuffles have long had the option of converting songs to a lower bit-rate—128 Kbps—when they sync with iTunes. Lower bit-

rates makes for smaller files, which means more songs on the shuffle. As of iTunes 9.1, that same tool became available to owners of other iPod models, as well as iPhones.

But [MacOSXHints.com](#) founder and editor-emeritus robg ran into a problem when he tried to enable that on-the-fly downsizing for his space-challenged 16GB iPhone: “Every single time I synced the iPhone,

iTunes would re-copy every single song—basically redoing the conversion, which is obviously a time-consuming process.”

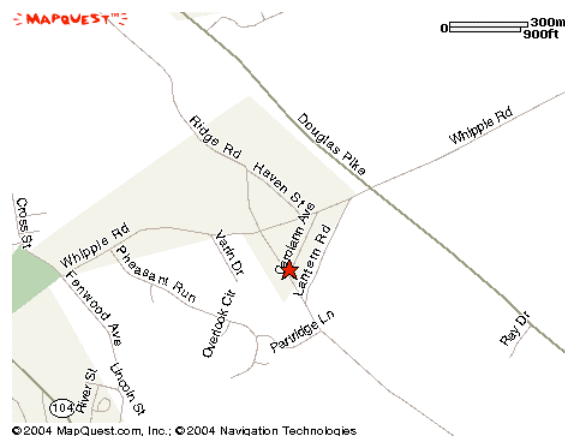
Thanks to some of his helpful Twitter followers, Rob found the cause—and the fix. It turns out there are two versions of iTunes 9.1.1: 9.1.1 (11) and 9.1.1 (12). (Open iTunes -> About iTunes to find out which one you have.) If you have (11), you want to download (12) from Apple's [iTunes page](#), because it fixes the re-syncing problem.

More specifically, 9.1.1 (12) fixes the cause of the problem: In 9.1.1 (11), iTunes changes the Modification Date of a song every time you play it; when syncing your iPod or iPhone, it therefore thinks those songs need to be reconverted to 128 Kbps. 9.1.1 (12) no longer changes the Modification Date field after every play and so doesn't reconvert those files every time.



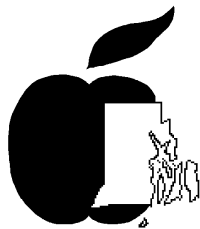
Meeting Directions:

Directions to Mark Rafferty's House.

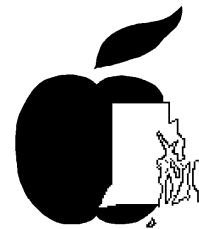


From 295, take the route 7 exit south to Whipple Road, turn right and take the 2nd left onto Carol Ann Drive.

From 95, take the route 146 exit and then take the Twin River Rd exit, turn right on Twin River Rd and go 1 mile to Route 7 (Douglas Pike). Turn right and go up to Whipple Road, turn left and then take the 2nd left onto Carol Ann Drive.



Membership Application
RHODE ISLAND APPLE GROUP
PO Box 387
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Please fill out the information below and send it with a check for \$30 (\$20 for one year's membership and a one time fee for initiation of \$10) to the above address or bring it to any meeting. (Please Print)

Name: _____

Address 1: (Home) _____

City: _____ State: _____ Zip: _____ Email: _____

Address 2: (Business/School) _____

City: _____ State: _____ Zip: _____

Telephones: (_____) _____ - _____ (Home) (_____) _____ - _____ (Business)

Would you like your () Home or () Business/School # on the Membership list?

In an effort to better serve our members, we would like to know a few things about you and your computer system. This part is, of course, OPTIONAL but the information will help us better serve you.

Occupation: _____ (Optional)

I use my computer in: (Home), (Business), (School), Other _____ Circle all items that apply)

Briefly describe your computer system (present and planned). Please include any modem, hard drives, or major pieces of software, you have.

Computer _____

Printer: _____ Hard Drive: _____

Modem: _____ Other: _____

- Is your computer used primarily for business, entertainment, science, education, or other applications?

- What are some of the things (help, software, etc.) that you want or expect to get out of this group?

- Is there anything you would be willing to contribute to the club. This might include: Demonstrations of Software or Hardware, newsletter articles, programs, and teaching others.

How did you hear about the club?

May 2010

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
25	26	27	28	29	30	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15 ■ 2:00 PM RIAG Main meeting at Mark's house
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	1	2	3	4	5

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