



## FaceTime For Mac Operation System

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### Abstract

FaceTime for Mac has been in Beta and allowed to be downloaded for free for a while now, ever since it was available on the new iPhone 4 really. But now Apple has released the full commercial version, but is asking you to pay for it. This review will weigh up the pros and cons of purchasing the app from the Apple Store at \$0.99 or £0.59.

To start off, if you don't know what FaceTime is, it is an application that is mainly used on the iPhone for free video calls. It is also possible to use this technology on a Mac now, allowing for iPhone (or iPod touch) - to-Mac, as well as Mac - to-Mac video calls totally free of charge. It uses the built-in iSight camera on MacBook's and iMac's or external webcams on other Mac's. To begin using FaceTime you will need your Apple ID (or any other email address) to connect with, and then with just one click you can make your call. FaceTime makes it really easy to organize your contacts, with a little help from Address Book, as well as letting you favorite the people whom you call most often. When making a call you can either enter the person's email or phone number if they have it on their iPhone. The app looks great, just like any other Mac applications nowadays. Once in the call the window and playback controls that you see will fade away.

When tested the video was smooth but a little pixelated when calling from a mobile device, but the transition from the rear to the back camera on the iPhone was actually surprisingly smooth. One other great feature is the ability for you to receive FaceTime calls on your Mac even, if you have forgotten to open the application. Your computer will automatically detect the incoming call and start the app for you.

That is really all there is to say if you are familiar with the iPhone version. Same portrait display, same “accept” and “decline” incoming call options and a similar look, feel and function of the original app for mobile devices. If you are currently using Skype or iChat on your Mac, this is certainly no replacement for that, and you may actually be disappointed with the quality of some of the calls, despite the fact that up to 720p is supported on Intel based Mac’s, this rarely happens unless two supported Mac’s and calling on another. Overall, worth a purchase if you find yourself calling family and friends often on the go, but stick to Skype or even iChat for those Mac-to-Mac calls.

## Evernote

Evernote is a true three-platform play: it works very well on desktop computers, mobile phones, and over the Web. Evernote really is a good note-taking application.

If you have the Ever note application open on your camera phone, it will automatically relay your snapshots to the Ever note server, creating a useful archive of them. But the killer feature is that it also does OCR on your images so you can find them later by searching for text in them.

Use this tool to snap pictures of products you see in stores and want to remember, to grab whiteboards in meetings, and to take pictures of people with name tags at conferences. It's one of those utilities that might just change your life (One of the advantages of optical character recognition).

Everything you do on your phone and on your computer gets synchronized to your Evernote account on the Web. Since it synchronizes as soon as you log on, and regularly thereafter, reinstalling the software or losing data because of a crash are nonfatal problems. Do note that the Web-based text editor isn't keystroke compatible with the PC-based editor. It makes switching between the two experiences confusing. The free version offers 40MB per month for uploading and unpredictable OCR performance, while \$45 a year gets you a 500MB a month allowance, priority OCR, better security features, and support.

Mac App Store review Be warned, it's very easy to fill your basket at the Mac App Store Apple's much-anticipated Mac App Store has made its debut, promising easy access to new software for customers and exposure to a large customer base for software developers.

To access the Mac App Store, you must download the latest version of Snow Leopard, because access is granted through a system update – Mac OS X 10.6.6 to be exact. We were able to download and install the update on a 2.33GHz Core 2 Duo 15 in MacBook Pro using Software Update. The installation required a restart and took a little more than 10 minutes.

The Mac App Store is not a part of iTunes in the way the iOS App Store is. Instead, the OS X 10.6.6 update installs the App Store program (a 7.4MB file) in the Applications folder, and a store icon appears in the Dock; a new App Store selection is also available under the Apple menu. In our opinion, making the Mac App Store separate from iTunes is the right decision, because it separates Mac OS X software from iOS application. it also prevents iTunes becoming even more cluttered and bloated than it already is. Navigating the Mac App Store will be familiar to iTunes Store shoppers, because it's designed much like the iTunes Store. One exception: there's no sidebar where iTunes lists your media library, playlists, and so on. Across the top of the Mac App Store window are Back and Forward buttons on the left, and middle buttons for Features, Top Charts, Categories, Purchases, and Updates. The top marquee spot features a rotation of various apps; to the right of that are three smaller marquee spots. Quick Links for your account, redeeming gift cards, and support are under the three small marquee spots.

When you first launch the Mac App Store, the application asks for the iTunes ID you use for iTunes Store purchases and asks for your password. (You can also create new accounts.) Our iTunes account had £5 credit, which the Mac App Store recognized. The rest of your account information looks exactly like the information listing in your iTunes account.

Installed...or not Like the iTunes Store, if an app is installed on your Mac, it should be listed as Installed. We say should be because, on one of our Macs, the Mac App Store didn't recognize an installation of Pages '09 (or the rest of iWork '09). We're not sure if this was because of the version we have installed or a registration problem. The Mac App Store did recognize iMovie, iPhoto, and GarageBand as installed on the Mac.

We had a similar problem with Evernote. We were using the free version of Evernote 2.0, which was listed as an up-to-date app, but the Mac App Store didn't recognize Evernote as installed. When we clicked to buy Evernote from the Mac App Store, the Store recognised that Evernote was open and told us to quit the app. Once we let the Mac App Store do its thing, Evernote 2.0.1 was and listed as installed on the Store. (All Evernote data was preserved.)

Making a purchase App product pages are much like the ones you'd find in the iTunes Store. Product pages feature a description; an Information box with version number, file size, requirements and so forth; links to the developer's website; screenshots; and customer ratings.

When we 'bought' Twitter 2.0 (the Twitter client is free), the Mac App Store listed it as Installing, and an animation showed the app's icon floating from the Store to the Dock.

Unfortunately, there's no way to tell the Store not to automatically add apps to the Dock, but luckily you can remove them from the Dock easily.

Another vitally important step currently missing is that the Mac App Store doesn't ask for confirmation when you buy an apps.

When you make a purchase right after launching the Store, you're asked to enter your account password, so that acts as a confirmation; cancelling the password entry cancels the transaction. But if you enter your password and complete that purchase, subsequent purchases are completed once you click the Buy button. So keep the Mac App Store away from click-happy hands. After the installation finishes, the Store will list your newly purchased app as installed. In the case of the Twitter 2.0 download, the app was installed in our Applications folder – there was no way to tell the Mac App Store to install in a different location. We moved several purchased apps from the Applications folder to a different folder, and they all continued to work. You can also install apps bought from the Mac App Store on any Mac that you personally own and use. When you click on the Purchases button at the top of the Mac App Store window, you see a list of the apps you've bought through the Store. This list is basic, showing only the app, the date of purchase, and its installation status. To get more details about your purchases, you have to go into the iTunes Store. When you click on Purchase History in your iTunes account, you can see a detailed description of your Mac App Store purchase, which includes the amount you paid, the order ID, the date and time, and the item details.

And you don't have to worry if your Mac crashes or hard drive dies, you won't have to pay for them again. Like iOS App Store apps, if you try to buy an app you've previously bought, the App Store realises this and offers to let you download it again for free.

Pros: Easy to navigate; buying apps is easy; indicates if you already own an app (usually); offers peace of mind due to rigorous vetting by Apple

Cons: Some issues with installed apps not being recognized; no trial or 'lite' versions; doesn't ask for confirmation when you buy an app; Updates section only recognizes apps bought at the Mac App Store.

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