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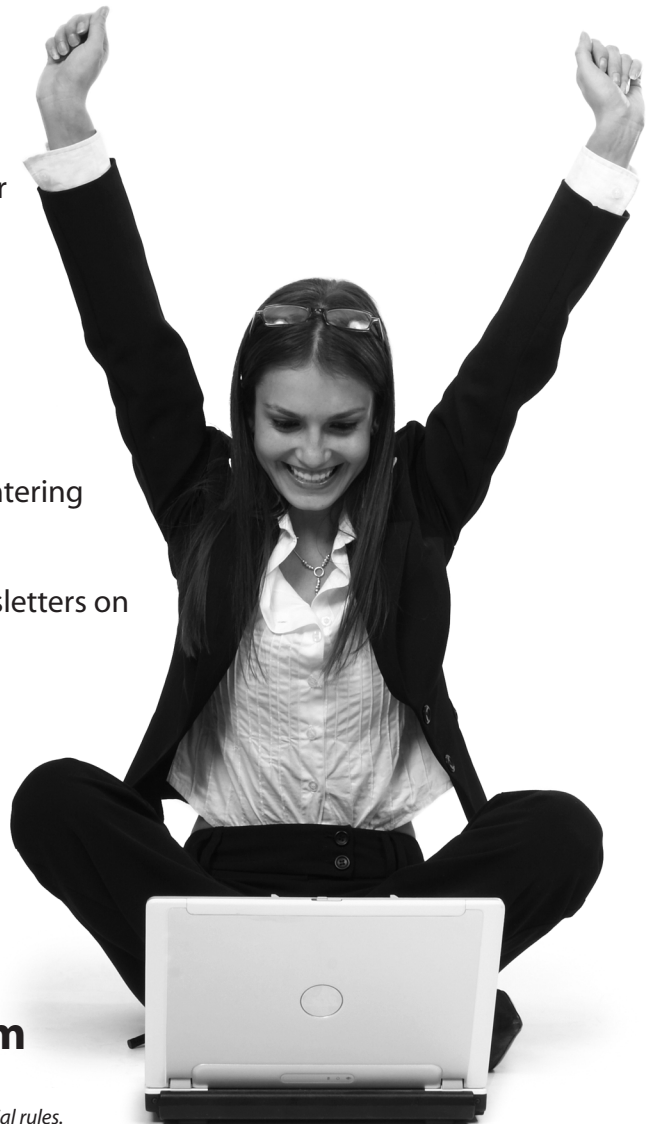
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Switching to a Mac®

FOR

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MAC OS® X LION™ EDITION

by Arnold Reinhold



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About the Author

Arnold Reinhold has more than three decades of experience in the software industry. His first Apple product was a Mac 512. Arnold helped found Automatrix, Inc., a pioneer in robotics and machine vision, and is coauthor of *The Internet For Dummies Quick Reference*, *E-Mail For Dummies*, *Green IT For Dummies*, and *Mac mini Hacks & Mods For Dummies*. He developed and maintains Diceware.com, widely regarded as the gold standard in password security, and The Math in the Movies Page (<http://mathinthemovies.com>).

Arnold studied mathematics at City College of New York and the Massachusetts Institute of Technology and management at Harvard Business School. You can check out his home page at <http://arnoldreinhold.com>.

Dedication

To Max and Grete, who put me here, and Josh, who keeps me going. B”H.

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Introduction



Maybe you love your iPad, iPhone, or iPod and are curious about Apple's Macintosh computers. Maybe you've had one virus scare too many and are fed up with Windows. Maybe the daunting prospect of upgrading to Windows 7 has made you open to other possibilities. Maybe you're a Mac fan who wants to help a friend discover how easy and productive Macs can be. Wherever you're coming from, I hope you find that this book meets your needs.

Apple, Inc., of Cupertino, California, is more than 35 years old, and few brands in the history of business generate such fierce customer loyalty as Apple and its Macintosh line of personal computers. That loyalty runs both ways. Apple knows that the people who decide to buy its products are, for the most part, the ones who have to use them. Offering products that satisfy and even delight its users is a matter of survival for Apple.

Many virtues of the Macintosh are a matter of taste: its easy-to-use graphical interface, its elegant industrial design, and its integrated suite of software. But one virtue is a simple matter of fact: In recent years, when Windows users endured wave after wave of computer viruses, worms, spyware, bot-nets, and other types of evil software, Mac users were essentially immune. 'Nuff said.

About This Book

Macintosh computers and the OS X operating system have more in common with Windows than all the hoopla would suggest. Still, differences exist, big and little, that can cause problems for newcomers to the Mac.

In this book, you find helpful guides for every aspect of your switch, from deciding that you do in fact want to switch to a Mac, to making buying decisions, to setting up everything. You also find help getting started with all the cool software that comes with your Mac, including iPhoto for organizing your snapshots and iMovie and GarageBand for making your own media extravaganzas. I tell you how to use your Mac with other Apple products you may

own, such as the iPad, iPhone, iPod, and Apple TV. You even find suggestions, responsible and irresponsible, for what to do with your old PC.

This book looks at switching to a Mac from a Windows user's perspective. You find out the best way to transfer your information from Windows to a Mac, as well as tips on how to do common Windows tasks the Mac way. But most any new Mac user can find help here. I also address the needs of both home and business users who are making or considering a switch. And if you have an older Mac and want to move stuff on it to OS X, check out the bonus chapter available on this book's web page: www.dummies.com/go/switchingtoamac.

OS X often provides more than one way to accomplish a task. I try to describe one straightforward method for each task, perhaps with a keyboard shortcut, rather than confuse you with lots of options.

If you've already decided to buy a Mac, you can skip the first chapter. If you've already bought a Mac, start with the second part of the book.

You can read this book from cover to cover if you're that kind of person, of course, but I try to keep chapters self-contained so that you can go straight to the topics that interest you most. Wherever you start, I wish you and your new Mac well.

Foolish Assumptions

Try as I may to be all things to all people, when it comes to writing a book, I had to pick who I thought would be most interested in *Switching to a Mac For Dummies*. Here's who I think you are:

- ✓ **You're smart.** You're no dummy. Yet the prospect of switching to a new computer platform gives you an uneasy feeling (which *proves* that you're smart).
- ✓ **You own a personal computer based on an operating system different from Apple OS X.** This book is aimed mostly at Windows XP users, but I think it will be helpful to users of Windows 7, Windows Vista, and even older Windows editions.
- ✓ **You're considering buying or have bought an Apple Macintosh computer.** You want to transition to your new computer expeditiously. I suggest straightforward methods and don't attempt to cover every possible solution.

- ✔ **Alternatively, you're a Mac user who knows OS X well but wants a resource to give (okay, even lend) to friends who are considering abandoning the dark side.** What a good friend you are.
- ✔ **You've used the Internet and know about browsers (such as Internet Explorer) and search engines (such as Google).** I briefly cover getting your own Internet connection in case you're not hooked up at the moment or it's time to update your service.
- ✔ **You're looking to buy a new machine.** This book addresses only the Intel Macs (ones based on microprocessors from Intel Corp.), which are all Apple has sold since 2006. It also focuses on the Lion version of the Macintosh operating system, OS X, which comes with new Macs and the iLife '11 application suite.

Whoever you are, welcome aboard. I think this book can help you.

How This Book Is Organized

I divide this book into the following highly logical (to me) parts. Each is self-contained, for the most part. Feel free to skip around.

In **Part I, “Informed Switching Starts Here,”** I explain why the Apple Macintosh is a big deal and why you should consider buying one. I also introduce you to the Apple product line and present a few different approaches to conversion (no dunking in water involved).

Part II, “Making the Switch,” helps you decide what to buy and find what you can reuse from your old setup. Then I hold your hand as you make the big leap, moving your computing life to a Mac. OS X is a little different from Windows. I tell you what you most need to know to get started.

Part III, “Connecting Hither and Yon,” tells you that Macs are to networking what ducks are to swimming: It comes naturally, but a few tricks are involved. I describe what you need to do to get your Mac online and talking to any other computers you have, including that old PC, as well as your iPad, iPhone, iPod, and Apple TV.

In **Part IV, “More Software, More Choices,”** you find out that your Mac is supplied with a ton (0.907 metric ton) of preloaded software, and you can buy — or even download for free — a lot more, especially from Apple's Mac App Store. Windows advocates complain that little software is available for the Mac, but so much is out there that I could write several books about Mac software. And yes, lots of cool games are available, too.

Kids, people with special needs, and businesses all have a lot to gain from the Mac way of doing things. In **Part V, “Specialty Switching Scenarios,”** I dive a bit deeper into OS X.

If you’ve read other *For Dummies* books, you’re no doubt familiar with **Part VI, “The Part of Tens,”** which consists of entertaining lists containing ten (more or fewer) elucidating elements. They’re fun to write; I hope they’re fun to read.

There’s more! In addition to providing all these elements, I’ve included a glossary in the back. The Mac world uses a vocabulary all its own, and you may encounter other technical terms on your switching journey. (Everything is a journey these days.) I think you’ll be happy to have this guide to Mac jargon on your bookshelf. There’s also a Cheat Sheet listing common commands and shortcuts (found at www.dummies.com/cheatsheet/switchingtoamac) and a bonus chapter that’s aimed at helping people still using old, pre-OS X versions of the Mac operating system (found at www.dummies.com/go/switchingtoamac).


Typographic Conventions

For the most part, stuff that you need to do on a Mac is graphical, but from time to time, I may ask you to type something. If it’s short, it appears in boldface, like this: Type **elm**. When I want you to type something longer, it appears like this:

```
terribly important text command
```

Be sure to type the line just as it appears; then press the Enter or Return key. Capitalization usually doesn’t matter on a Mac. But OS X is based on Unix (as I discuss in Chapter 19), and Unix considers the uppercase and lowercase versions of the same letter to be totally different beasts.

In the text, web addresses are shown in this typeface: `www.ditchmypc.com`. I leave out the geeky `http://` part, which Mac browsers don’t need you to type, anyway.

Apple keyboards have a special key with a fan-shaped squiggle that looks like this: . It has various nicknames — fan key, propeller key, Apple key — but in the text I use its formal name, the *Command key*.

You also see the Apple logo () in menu commands. It refers to the Apple menu, headed by that symbol, in the top-left corner of your screen.

Icons Used in This Book



A tip is a little tidbit that can save you time or money or make life a little easier. (“Avoid jackrabbit starts to save gas.”)



Pay attention. Trouble lurks here. (“Never open the radiator cap on a hot engine.”)



Keep these words of wisdom in mind, and save your derriere in the future. (“Have your car battery checked before each winter.”)



Macs keep the gears and pulleys pretty well hidden. This icon marks under-the-hood stuff for the technically inclined; if that’s not you, you can skip it. (“Regenerative braking converts your hybrid’s kinetic energy back to electricity.”)

Where to Go from Here

Hey, it’s a Mac. You’re set. If you have problems not covered in this book, lots of resources are available online to help you. You can visit my website: www.ditchmypc.com. I’d be happy to hear from you directly at switchtomac@ditchmypc.com. I’d love to know what you think of this book and how it can be improved, but I can’t promise individual advice.

Meanwhile, use your new Mac to build a Facebook page, create a business, solve the world hunger problem, write the great novel of the 21st century, produce your first feature film, meet some cool people, or just have fun. After all, the rest of your computing life has just begun.

Occasionally, technology books require updates due to changes in hardware or software. If this book does have any technical updates, you can find them at dummies.com/go/switchingtoamacfdupdates.

Part I

Informed Switching Starts Here



In this part . . .

Perhaps you're fed up with Windows and are ready to try something different or maybe you're a happy Microsoft user who's curious to read what silly justifications I come up with for switching to a Mac. In this part, I suggest some reasons for switching that I find compelling and address common objections. Then I introduce you to the Mac family and help you figure out what to buy when you're ready to take the plunge.

Chapter 1

Why Switch? Demystifying the Mac Mantra

In This Chapter

- ▶ Why switch?
 - ▶ Overcoming objections
 - ▶ Advantage Apple
 - ▶ It's okay to switch
-

Apple Macintosh computers aren't perfect. They can't cure bad breath, save your marriage, or fix a bad hair day. Talk to enough Mac owners, and you'll find one who thinks he got a lemon and wasn't satisfied with Apple's service. You can probably find a cheaper computer that will do what you really need. The majority of computer users get by using Microsoft Windows, and you can, too.

So why even think about switching? Macs offer a far better experience, that's why. Value matters in tight economic times. In big ways, such as security and industrial design, and in countless little details, Apple makes the extra effort to get things right — right for the user, not for some corporate purchasing department. For those of us who spend a good part of our lives in front of a video display, those easier-to-use controls, well-thought-out software choices, and better hardware fit and finish all add up to create a tool that lets us do what we want and doesn't get in our way. For more casual users, the simpler Mac design means less head-scratching while you figure out how to perform that task.

Life is too short for Windows aggravation. Computers are now integral parts of our lives: We use them for work, for play, and for communication; we use them to find mates, to shop, to express ourselves, to educate our children, and to manage our money. They help us fix our homes, cure our diseases, and make new friends. No one has time to fuss over them, fix crashes, fight viruses, clean out hard drives, figure out why the printer won't work, reload the software, or press Ctrl+Alt+Delete. We need computers to be there when we want them. For the most part, Macs *are* there when we need them. Macs just work.

Steve Jobs' other company

Steve Jobs helped found Apple and is widely credited with creating the company culture of excellence. For ten years, Jobs moonlighted in another job: running Pixar Animation, now part of Disney. There have been many movie studios in the history of film, but few have produced ten smash hits in a row: *Toy Story*; *Toy Story 2*; *Toy Story 3*; *A Bug's Life*; *Monsters, Inc.*; *Finding*

Nemo; *The Incredibles*; *Cars*; *Ratatouille*; and *Wall-E*. All were critically acclaimed box-office successes that made extensive use of the very latest in computer animation technology. But the key to their popularity was subordinating the gee-whiz special effects to the telling of a compelling story. Want to know what makes Macs different? Rent one of these movies.

Microsoft isn't run by a bunch of idiots. The company is managed by some very smart people, and it hires top-notch engineers. Just getting a product as complex as Windows out the door takes extraordinary talent. But Windows is designed for corporations. A Microsoft engineer revealed in his blog that one of the company's corporate users had 9,000 programs for Windows. The user simply couldn't afford to update them for new releases. Microsoft Windows has to support all the old software that's out there. Apple is better able to let go of the past and therefore is more nimble in developing new ways to make your life easier.

Apple sees its mission as harnessing the rapid advances in computing hardware to create revolutionary new products that improve our lives. The Macintosh, the iPad, and the iPhone are all filled with groundbreaking innovations. They're cool to look at and to own. Why buy boring?

Taking Your Best Shot

The question of which is a better personal computer — a Macintosh or a Windows PC — provokes passion matched by few other controversies. Were the world less civilized, Apple fans would long since have been burned at the stake by the more numerous Windows users who are fed up with hearing how great Macs are. Instead, the debate rages over claims that Macs aren't suitable choices because they're too this or can't do that. The following sections outline the principal objections.

“Macs are too expensive”

These days, every dollar counts. At this writing, you can buy a new Windows computer for as little as \$300. Netbooks sell for even less. But a cheap product that causes you daily aggravation — and has to be replaced in a couple of years — is no bargain. When you price configurations from quality manufacturers that match the standard features on a Mac, the difference in price drops and often disappears. In the United States, you can buy a complete and very usable Mac desktop setup for less than \$600 (assuming that you already own a suitable display, keyboard, and mouse), and you can buy an ultralight MacBook Air laptop for less than \$1,000. If those prices are too much for your budget, see the tips in Chapter 3 for getting a Mac for less.



The arguments for buying a Mac are based on quality and total cost of ownership, not on initial purchase price. PCs have hidden costs, such as virus-protection software and periodic disk rebuilding, and they generally are replaced more often than Macs are. Few people boast about how cheap their car is or how little they spent for their home entertainment center. Quality matters, and when cash is scarce, quality matters even more.

“Switching is too hard”

I’m not saying that switching from a Windows PC to a Mac is painless. If you’ve been using Windows for a while, you’re used to its idiosyncrasies. You made a big investment in learning how to use all that Windows software, not to mention the amount you paid for it. You may find some aspects of the Mac hard to get used to, though I guide you through them all in Chapter 4. But on the whole, switching isn’t that bad. Macs and Windows PCs have more commonalities than they have differences. And Apple has new tools to make switching even easier, including a Windows Migration Assistant, described in Chapter 6, and an optional One-to-One program at the Apple store that does the file transfer work for you. All in all, I think that you’ll find a switch easy enough and worth the effort.

“I’ll be left with no software”

Many Windows advocates claim that less software is available for the Macintosh. The standard smart-aleck Mac-user answer is “Yeah, we really miss all those viruses and spyware programs.” But some truth to this objection exists. Certain highly specialized programs run only in Windows. Where equivalents exist for the Mac, you may have fewer choices.

On the other hand, thousands of software titles are available for the Mac, and they cover the needs of most users quite well. In fact, some great software is available only for the Mac. Every new Mac comes with the following:

- ✓ **Apple applications:** These applications handle your e-mail, instant messaging, address book, calendar, and (of course) iTunes.
- ✓ **The Apple iLife suite:** This collection of programs lets you manage photos, make movies, authoring DVDs, create websites, and compose your own music. It even teaches you how to play an instrument.
- ✓ **The Mac App Store:** An easier way to buy quality, inexpensive software. Pioneered for the iPhone. It attracts an army of developers, big and small.
- ✓ **A built-in camera and powerful FaceTime videoconferencing software:** All new Macs (laptops and iMac desktops) that have a built-in display have the camera, and the software works with industry standards.

Some longtime Windows-only software is now available for the Mac, as developers have realized that they were missing an important market. One example is AutoCAD, widely used by architects and mechanical designers. Another is the popular QuickBooks accounting system for small business, though it lacks some features of the Windows version. Moreover, the Mac OS X operating system is built on top of Unix, and Apple follows the Single Unix Specification (SUS). Therefore, a large amount of software developed for Unix and Linux operating systems can run on your Mac, including many popular, free open-source packages. Much of that software *doesn't* run in Windows.

Finally, Macs can also run Windows, so you can still run the odd program for which an equivalent isn't available on the Mac. All new Macs run on Intel microprocessors — the same ones that power most Windows machines. In fact, any Mac sold since mid-2005 is also a full-fledged, strictly kosher PC, one that can run the Windows 7 operating systems as well as any PC on the market. So if you must run software that's available only for Windows, you can use it on a Mac, too. Yeah, you have to buy and install Windows separately, but I walk you through that task in Chapter 16.

“Macs are dying out”

Macs *were* close to dying out in the 1990s. Their share of the personal computer market was less than 3 percent. That share has been climbing steadily, however, and at last report was 15 percent in the United States. Market share doesn't tell the whole story, however. Apple commands some 35 percent of all profits made from selling personal computers. Its competitors are locked in a death spiral, competing on price and doing everything they can to shave costs at the expense of quality. The success of the iPad, the iPhone, the iPod, and the iTunes Store makes more PC users consider Apple. More than half of all new Macs are purchased by people who were using Windows, and 40 percent of college students buy Macs.