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—— Kevin Kelly, 《Wired》杂志联合创办人

Switching to the Mac

开始Mac: 实战手册 (影印版)

the missing manual[®]

The book that should have been in the box[®]

Snow
Leopard
Edition

开始Mac: 实战手册

Snow Leopard Edition

Switching to the Mac Snow Leopard Edition



(影印版)

David Pogue

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The Missing Credits

About the Author



David Pogue (author) is the weekly tech columnist for *The New York Times*, Emmy-winning correspondent for *CBS News Sunday Morning*, weekly CNBC contributor, and the creator of the Missing Manual series. He's the author or coauthor of 50 books, including 25 in this series, six in the "For Dummies" line (including *Macs*, *Magic*, *Opera*, and *Classical Music*), two novels, and *The World According to Twitter*.

In his other life, David is a former Broadway show conductor, a piano player, and a magician. He lives in Connecticut with his wife and three awesome children.

Links to his columns and funny weekly videos await at www.davidpogue.com. He welcomes feedback about his books by email at david@pogueman.com.

About the Creative Team

Julie Van Keuren (copy editor) is a freelance editor, writer, and desktop publisher who runs her "little media empire" from her home in Billings, Montana. In her spare time she enjoys swimming, biking, running, and (hey, why not?) triathlons. She and her husband, M.H., have two sons, Dexter and Michael. Email: little_media@yahoo.com.

Phil Simpson (design and layout) works out of his office in Southbury, Connecticut, where he has had his graphic design business since 1982. He is experienced in many facets of graphic design, including corporate identity/branding, publication design, and corporate and medical communications. Email: pmsimpson@earthlink.net.

Brian Jepson (technical consultant) is a senior editor for O'Reilly Media. He cowrote *Mac OS X for Unix Geeks* and has written or edited a number of other tech books. He's the cofounder of Providence Geeks and serves as an all-around geek for AS220, a nonprofit, unjuried, and uncensored arts center in Providence, R.I. Email: bjepson@oreilly.com.

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—David Pogue

The Missing Manual Series

Missing Manuals are witty, superbly written guides to computer products that don't come with printed manuals (which is just about all of them). Each book features a handcrafted index; cross-references to specific page numbers (not just "see Chapter 14"); and an ironclad promise never to put an apostrophe in the possessive word *its*.

Here's a partial list of current and upcoming titles.

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- *Photoshop Elements for Mac: The Missing Manual* by Barbara Brundage
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- *Office 2007: The Missing Manual* by Chris Grover, Matthew MacDonald, and E. A. Vander Veer
- *Photoshop Elements 8: The Missing Manual* by Barbara Brundage
- *Quicken 2009: The Missing Manual* by Bonnie Biafore

Table of Contents

Introduction	1
What Mac OS X Gives You.....	3
What Mac OS X Takes Away	5
About This Book.....	6
The Very Basics	8
 <i>Part One: Welcome to Macintosh</i>	
Chapter 1: How the Mac Is Different.....	11
Power On, Dude.....	11
That One-Button Mouse.....	12
On, Off, and Sleep.....	14
The Menu Bar	16
Finder = Windows Explorer	17
Dock = Taskbar	17
Menulets = Tray.....	18
Keyboard Differences	20
Disk Differences.....	26
Where Your Stuff Is	27
Window Controls.....	29
Terminology Differences	37
 Chapter 2: Folders, Dock, & Windows.....	 39
Getting into Mac OS X.....	39
The Four Window Views	41
Icon View	43
List View.....	50
Column View.....	54
Cover Flow View.....	57
Quick Look	59
The Dock.....	62
The Finder Toolbar	73
Getting Help in Mac OS X.....	75

Chapter 3: Files, Icons, & Spotlight	79
Renaming Icons	79
Selecting Icons	81
Moving and Copying Icons	83
Aliases: Icons in Two Places at Once	88
Color Labels	89
The Trash	92
Get Info	95
The Spotlight Menu	98
The Spotlight Window	104
Customizing Spotlight	113
Smart Folders	114
Chapter 4: Documents, Programs, & Spaces	117
Opening Mac OS X Programs	117
The New, Improved "Alt-Tab"	120
Exposé: Death to Window Clutter	121
Spaces: Your Free Quad-Display Mac	129
Hiding Programs the Old-Fashioned Way	134
How Documents Know Their Parents	136
Keyboard Control	141
The Save and Open Dialog Boxes	146
Universal Apps (Intel Macs)	149
Installing Mac OS X Programs	151
Dashboard	155
Web Clips: Make Your Own Widgets	160
Power Typing in Snow Leopard	162
The Many Languages of Mac OS X Text	166
Data Detectors	171
 Part Two: Making the Move	
Chapter 5: Seven Ways to Transfer Your Files	175
Transfers by Apple Genius	176
Transfers by Network	177
Transfers by Disk	177
Transfers by File-Sending Web Site	179
Transfers by Email	179
Transfers by iDisk	179
Transfers by Bluetooth	180
Where to Put Your Copied Files	180
Document Conversion Issues	183

Chapter 6: Transferring Email & Contacts	185
A Reminder That Could Save You Hours	186
Transferring Your Outlook Mail	187
Transferring Your Outlook Addresses.....	193
Transferring from Outlook Express (Windows Mail).....	197
Email Settings.....	198
Life with Microsoft Exchange.....	200
 Chapter 7: Special Software, Special Problems.....	 205
ACDSee.....	205
Acrobat Reader	206
ACT	206
Ad Subtract (Pop-up Stopper)	207
Adobe [your favorite program here]	208
America Online.....	208
AIM (AOL Instant Messenger)	209
Children's Software.....	209
Easy CD Creator.....	209
Encarta.....	210
Eudora.....	210
Excel	210
Firefox	210
Games.....	211
Google Desktop Search.....	211
ICQ.....	211
Internet Explorer.....	211
iTunes.....	211
Limewire.....	212
McAfee VirusScan.....	212
Microsoft Access.....	212
Microsoft Money	213
Microsoft Office	215
Microsoft Publisher	215
Microsoft Visio	216
Minesweeper	216
MSN Messenger	217
NaturallySpeaking.....	217
Netscape.....	217
Newsgroup Readers.....	217
Norton AntiVirus.....	217
Norton Utilities.....	217
Notepad.....	218
Outlook/Outlook Express/Windows Mail	218
Paint Shop Pro	218

Palm Desktop.....	218
Picasa	219
PowerPoint.....	219
QuickBooks	219
Quicken.....	219
RealPlayer.....	220
RssReader.....	220
Skype.....	220
SnagIt	221
Solitaire.....	221
Street Atlas USA.....	222
TaxCut, TurboTax	222
WinAmp, MusicMatch	222
Windows Media Player.....	222
WinZip.....	223
Word	223
WordPerfect	223
Yahoo Messenger.....	223
Chapter 8: Windows on Macintosh.....	225
Boot Camp	226
Windows in a Window	234
Chapter 9: Hardware on the Mac.....	237
Printers and Printing	237
When all your settings look good, click Print (or press Return) to send your printout to the printer.	244
Faxing.....	247
PDF Files	250
Fonts—and Font Book	252
Digital Cameras	256
Disks.....	256
Burning CDs and DVDs.....	259
iTunes: The Digital Jukebox.....	263
DVD Movies.....	273
Keyboard	276
Mouse	276
Monitors	277
Time Machine Backups	277

Part Three: Making Connections

Chapter 10: Internet Setup & MobileMe..... 291

Network Central—and Multihoming	292
Broadband Connections.....	294
Cellular Modems	299
Dial-up Modem Connections.....	300
Switching Locations	302
Internet Sharing.....	304
MobileMe	306
Internet Location Files	314

Chapter 11: Mail & Address Book..... 315

Checking Your Mail	315
Writing Messages	319
Stationery	325
Reading Email	328
The Anti-Spam Toolkit.....	342
RSS Feeds	343
Notes.....	345
To Dos	347
Address Book.....	349

Chapter 12: Safari & iChat 359

Safari.....	359
Tips for Better Surfing.....	368
Tabbed Browsing.....	375
RSS: The Missing Manual.....	378
iChat.....	381
Making a List.....	385
Let the Chat Begin	387
Text Chatting.....	388
Audio Chats.....	392
Video Chats	392
iChat Tweaks	400

Part Four: Putting Down Roots

Chapter 13: Accounts, Parental Controls, & Security 405

Introducing Accounts.....	405
Creating an Account	407
Parental Controls.....	414
Editing Accounts	421
Setting Up the Login Process.....	422

Signing In, Logging Out	424
Sharing Across Accounts	425
Fast User Switching	427
Five Mac OS X Security Shields	429
Chapter 14: Networking, File Sharing, & Screen Sharing	445
Wiring the Network.....	445
File Sharing	448
Accessing Shared Files.....	454
Networking with Windows.....	458
Screen Sharing.....	465
Chapter 15: System Preferences.....	471
The System Preferences Window.....	471
Accounts	473
Appearance.....	473
Bluetooth	475
CDs & DVDs.....	477
Date & Time	478
Desktop & Screen Saver	480
Displays.....	486
Dock	488
Energy Saver	488
Exposé & Spaces	491
Keyboard	491
Language & Text	492
MobileMe	492
Mouse	492
Network.....	493
Parental Controls.....	493
Print & Fax	494
Security	494
Sharing.....	494
Software Update.....	494
Sound	495
Speech	498
Spotlight.....	498
Startup Disk.....	498
Time Machine	498
Trackpad	498
Universal Access	501

Chapter 16: The Free Programs.....	505
Address Book.....	506
Automator.....	506
Calculator.....	506
Chess.....	508
Dashboard.....	509
Dictionary.....	509
DVD Player.....	511
Font Book.....	511
Front Row.....	511
GarageBand.....	513
iCal.....	513
iChat.....	525
iDVD.....	525
Image Capture.....	525
iMovie, iPhoto.....	530
iTunes.....	531
Mail.....	531
Photo Booth.....	531
Preview.....	534
QuickTime Player.....	540
Safari.....	548
Stickies.....	548
System Preferences.....	550
TextEdit.....	550
Time Machine.....	556
Utilities: Your Mac OS X Toolbox.....	556

Part Five: Appendixes

Appendix A: Installation & Troubleshooting.....	579
Getting Ready to Install.....	579
Two Kinds of Installation.....	580
The Automatic Installation.....	580
The Erase & Install Option.....	582
The Setup Assistant.....	583
Troubleshooting.....	586

Appendix B: The “Where’d It Go?” Dictionary.....	595
---	------------

Appendix C: The Master Mac OS X Secret Keystroke List	609
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Introduction

What's going on with the Mac these days?

Apple was the only computer company whose sales actually increased during the recession. The Mac's market share has tripled since 2005. And Mac how-to book sales are up about 35 percent over two years ago (woo-hoo!).

And then there's the most significant statistic of all: you, sitting there reading this book—because, obviously, you intend to switch to (or add on) a Mac.

What's going on?

Maybe the coolness of all those iPods and iPhones is rubbing off onto the rest of Apple's product line. Maybe people have grown weary of boring beige and black boxes. Maybe it was the "I'm a Mac/ I'm a PC" ads on TV, or the convenience of the Apple Stores. Maybe potential switchers feel more confident to take the plunge now that Macs (because they contain Intel chips) can run Windows programs.

Or maybe people have just spent one Saturday too many dealing with viruses, worms, spyware, crapware, excessive startup processes, questionable firewalls, inefficient permissions, and all the other land mines strewn across the Windows world.

In any case, there's never been a better time to make the switch. Mac OS X version 10.6 (Snow Leopard) is gorgeous, easy to understand, and virus-free. Apple's computers are in top form, too, complete with features like built-in video cameras, built-in Ethernet, DVD burners, illuminated keyboards, and two different kinds of wireless connections. If you're talking laptops, the story is even better: Apple's laptops generally cost less than similarly outfitted Windows laptops, and weigh less, too. Plus, they look a lot cooler.

And then there's that Intel processor that sizzles away inside today's Macs. Yes, it lets you *run Windows*—and Windows programs—at blazing speed, right there on your Macintosh. (Hell really has frozen over.) Chapter 8 has the details.

That's not to say, however, that switching to the Mac is all sunshine and bunnies. The Macintosh is a different machine, running a different operating system, and built by a company with a different philosophy—a fanatical perfectionist/artistic zeal. When it comes to their missions and ideals, Apple and Microsoft have about as much in common as a melon and a shoehorn.

In any case, you have three challenges before you. First, you'll probably want to copy your Windows stuff over to the new Mac. Some of that is easy to transfer (photos, music, Microsoft Office documents), and some is trickier (email messages, address books, buddy lists).

Second, you have to assemble a suite of Macintosh programs that do what you're used to doing in Windows. Most programs from Microsoft, Adobe, and other major players are available in nearly identical Mac and Windows formats. But occasionally, it's more difficult: Many second-tier programs are available only for Windows, and it takes some research (or Chapter 7 of this book) to help you find Macintosh replacements.

Finally, you have to learn Mac OS X itself; after all, it came preinstalled on your new Mac. In some respects, it resembles the latest versions of Windows: There's a taskbar-like thing, a Control Panel-like thing, and, of course, a Trash can. At the same time, hundreds of features you thought you knew have been removed, replaced, or relocated. (If you ever find yourself groping for an old favorite feature, see Appendix B, The "Where'd It Go?" Dictionary.)

Note: In Mac OS X, the X is meant to be a Roman numeral, pronounced "ten." Unfortunately, many people see "Mac OS X" and say "Mac Oh Ess Sex." That's a sure way to get funny looks in public.

FREQUENTLY ASKED QUESTION

All About "Snow Leopard"

What's this business about big cats?

Most software companies develop their wares in secret, using code names for new products to throw outsiders off the scent. Apple's code names for Mac OS X and its descendants have been named after big cats: Mac OS X was Cheetah, 10.1 was Puma, 10.2 was Jaguar, 10.3 was Panther, 10.4 was Tiger, and 10.5 was Leopard. Since 10.6 is considered "only" a refinement of the existing Leopard version, it's called Snow Leopard.

(The real snow leopard is an endangered species, native to Central Asia. It has no larynx and so it can't roar. It can kill

animals three times its size. Insert your own operating-system metaphor here.)

Usually, the code name is dropped as soon as the product is complete, whereupon the marketing department gives it a new name. In Mac OS X's case, though, Apple thinks its cat names are cool enough to retain for the finished product.

You do have to wonder what Apple plans to call future versions. Apple increases only the decimal point with each major upgrade, which means it has four big cats to go before it hits Mac OS XI.

Let's see: Bobcat, Cougar, Lion...um...Ocelot?

What Mac OS X Gives You

These days, a key attraction of the Mac—at least as far as switchers are concerned—is security. There isn't yet a single widespread Mac OS X virus. (Even Microsoft Word macro viruses don't run in Mac OS X.) For many people, that's a good enough reason to move to Mac OS X right there.

Along the same lines, there have been no reported sightings of *spyware* (malicious software that tracks your computer use and reports it back to a shady company) for Mac OS X. Mail, Mac OS X's built-in email program, deals surprisingly well with *spam*—the unsolicited junk email that's become the scourge of the Internet.

If you ask average people why the Mac isn't overrun by viruses and spyware, as Windows is, they'll probably tell you, "Because the Mac's market share is too small for the bad guys to write for."

That may be true (although 50 million machines isn't too shabby, as targets go). But there's another reason, too: Mac OS X is a very young operating system. It was created only a few years ago, and with security in mind. (Contrast that with Windows, whose original versions were written before the Internet even existed.) Mac OS X is simply designed better. Its built-in firewall makes it virtually impossible for hackers to break into your Mac, and the system insists on getting your permission before *anything* gets installed on your Mac. Nothing can get installed behind your back, as it can in Windows.

But freedom from gunkware and viruses is only one big-ticket item. Here are a few other joys of becoming a Mac fan:

- **Stability.** Underneath the shimmering, translucent desktop of Mac OS X is Unix, the industrial strength, rock-solid OS that drives many a Web site and university. It's not new by any means; in fact, it's decades old, and has been polished by generations of programmers. That's precisely why Apple CEO Steve Jobs and his team chose it as the basis for the NeXT operating system, which Jobs worked on during his 12 years away from Apple and which Apple bought in 1997 to turn into Mac OS X.
- **No nagging.** Unlike Windows, Mac OS X isn't copy-protected. You can install the same copy on your desktop and laptop Macs, if you have a permissive conscience. When you buy a new Mac, you're never, ever asked to type in a code off a sticker. Nor must you "register," "activate," sign up for ".NET Passport," or endure any other friendly suggestions unrelated to your work. And you won't find any cheesy software demos from other companies clogging up your desktop when you buy a new Mac, either. In short, Mac OS X leaves you alone.
- **Sensational software.** Mac OS X comes with several dozen useful programs, from Mail (for email) to a 3-D, voice-activated Chess program. The most famous programs, though, are the famous Apple "iApps": iTunes for working with audio files, iMovie for editing video, iPhoto for managing your digital photos, GarageBand for creating and editing digital music, and so on. You also get iChat (an AOL-,

Jabber-, and Google Talk-compatible instant messaging program that also offers videoconferencing) and iCal, a calendar program.

- **Simpler everything.** Most applications in Mac OS X show up as a single icon. All the support files are hidden away inside, where you don't have to look at them. There's no Add/Remove Programs program on the Macintosh; in general, you can remove a program from your Mac simply by dragging that one application icon to the Trash, without having to worry that you're leaving scraps behind.
- **Desktop features.** Microsoft is a neat freak. Windows XP, for example, is so opposed to your using the desktop as a parking lot for icons that it actually interrupts you every 60 days to sweep all your infrequently used icons into an "Unused" folder.

The Mac approach is different. Mac people often leave their desktops absolutely littered with icons. As a result, Mac OS X offers a long list of useful desktop features that will be new to you, the Windows refugee.

For example, *spring-loaded* folders let you drag an icon into a folder within a folder within a folder with a single drag, without leaving a wake of open windows. An optional second line under an icon's name tells you how many items are in a folder, what the dimensions of a graphic are, and so on. And there's a useful column view, which lets you view the contents of many nested folders at a glance. (You can think of it as a horizontal version of Windows Explorer's folder tree.)

When your screen gets cluttered with windows, you can temporarily hide all of them with a single keystroke. If you want to see *all* the windows on your screen without any of them overlapping, Mac OS X's Exposé feature is your best friend (page 127).

A speedy, system-wide Find command called Spotlight is accessible from any program. It searches not only the names of your files and folders, but also the words *inside* your documents, and can even search your email, calendar, address book, Web bookmarks, and about 100 other kinds of data, all at once.

Finally, Mac OS X offers the Dashboard (which inspired the Sidebar in Windows Vista and Windows 7). It lets you summon dozens of miniprograms—a calculator, weather forecaster, dictionary, and so on—with a single keystroke, and dismiss them just as easily. You can download thousands more of these so-called widgets from the Internet, making it even easier to find TV listings, Google search results, local movie showtimes, and more, no matter what program you're using at the moment.

- **Advanced graphics.** Mac programmers get excited about the set of advanced graphics technologies called *Quartz* (for two-dimensional graphics) and *OpenGL* (for three-dimensional graphics). For the rest of us, these technologies translate into a beautiful, translucent look for the desktop, smooth-looking (*antialiased*) onscreen lettering, and the ability to turn any document on the screen into an Adobe Acrobat (PDF) file. And then there are the slick animations that permeate every aspect of Mac OS X: the rotating-cube effect when you switch from one logged-in person to another, the "genie" effect when you minimize a window to the Dock, and so on.

- **Advanced networking.** When it comes to hooking up your computer to others, including those on the Internet, few operating systems can touch Mac OS X. It offers advanced features like *multihoming*, which lets your laptop switch automatically from its cable modem settings to its wireless or dial-up modem settings when you take it on the road.

If you're not so much a switcher as an *adder* (you're getting a Mac but keeping the PC around), you'll be happy to hear that Macs and Windows PCs can "see" each other on a network automatically, too. As a result, you can open, copy, and work on files on both types of machines as though the religious war between Macs and PCs had never even existed.

- **Voice control, keyboard control.** You can operate almost every aspect of every program entirely from the keyboard—or even by voice. These are terrific timesavers for efficiency freaks. In fact, the Mac can also read aloud *any text in any program*, including Web pages, email, your novel, you name it.
- **Full buzzword compliance.** You can't read an article about Mac OS X without hearing certain technical buzzwords that were once exclusively the domain of computer engineers: *preemptive multitasking*, *multithreading*, *symmetrical multiprocessing*, *dynamic memory allocation*, and *memory protection*, for example.

What it all adds up to is that Mac OS X is very stable, that a crashing program can't crash the whole machine, that the Macintosh can exploit multiple processors, and that the Mac can easily do more than one thing at once—downloading files, playing music, and opening a program, for example—all simultaneously.

- **A command-line interface.** In general, Apple has completely hidden from you every trace of the Unix operating system that lurks beneath Mac OS X's beautiful skin. For the benefit of programmers and other technically oriented fans, however, Apple left uncovered a tiny passageway into that far more complex realm: Terminal, a program in your Applications→Utilities folder.

This isn't a Unix book, so you'll find only the basics of using Terminal here. Still, if the idea of an all-text operating system gets you going, you can capitalize on the *command-line interface* of Mac OS X by typing out commands in the Terminal window, which the Mac executes instantly and efficiently. Think DOS prompt, just faster and more useful.

What Mac OS X Takes Away

Besides quirks like viruses, spyware, and the Start menu, there are some substantial things on a PC that you lose when you switch to the Mac:

- **Programs.** As mentioned above, there are certain programs that are stubbornly Windows-only. You can always search for replacements—using Chapter 7 of this book as a guide, for example—but you may end up having to pay for them. And, of course, there are *certain* programs—like some proprietary accounting and laboratory software, and lots of games—where the Windows versions are simply