

Mac Toys



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Session S105

Who says?
“The Mac is not a Toy.”





Shameless Self-promotion

Mac Toys

by John Rizzo and Scott Knaster

Wiley Publishing

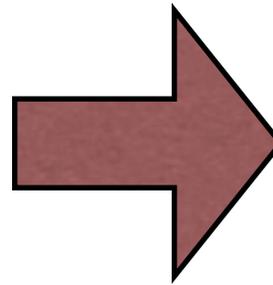
February 2004

www.amazon.com/mactoy

Today's Toys

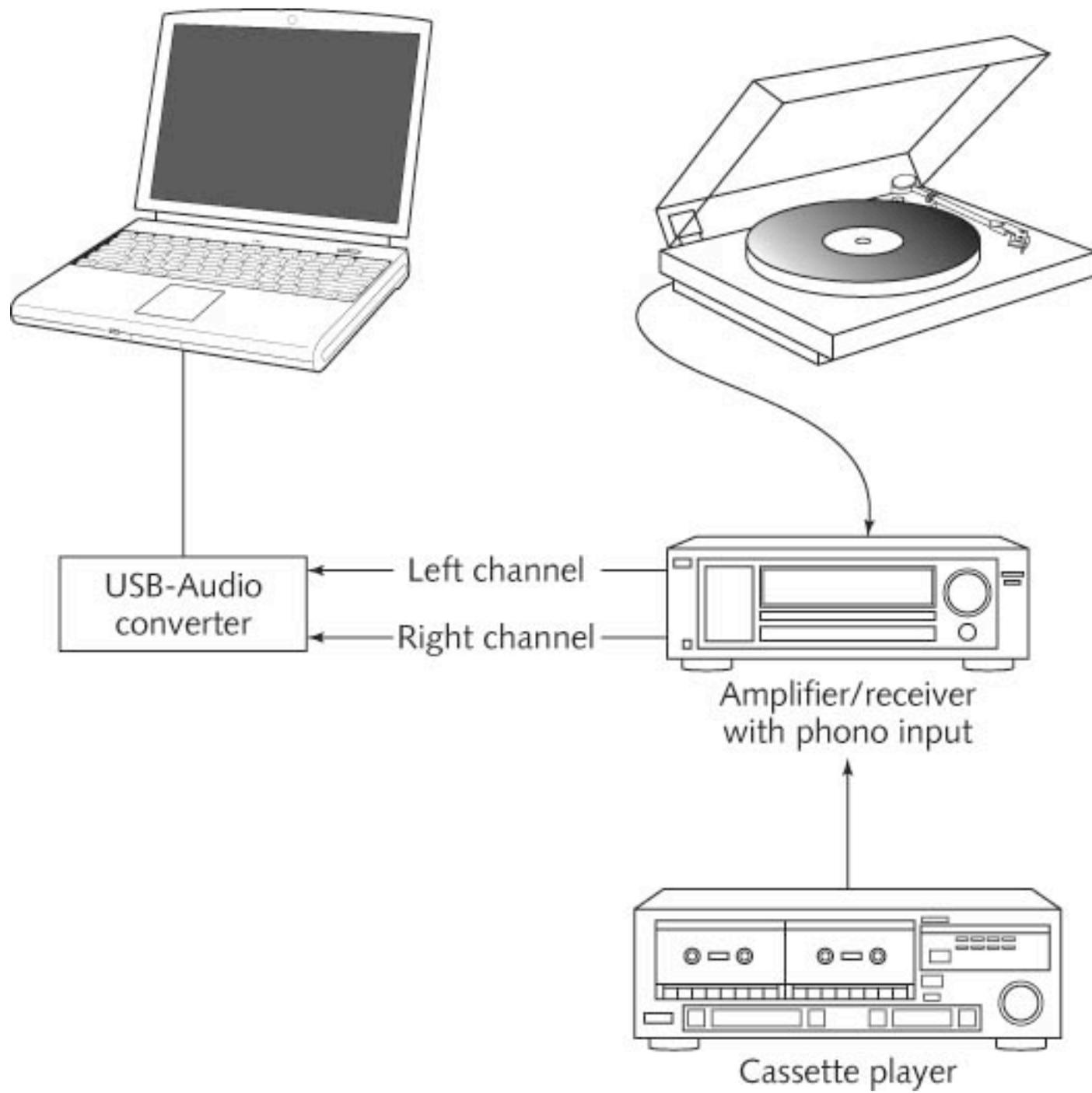
- ☑ *Convert Your Vinyl LPs to CDs*
- *Classic Video Games on Mac*
- ☑ *Build a Digital Picture Frame*
- ☑ *iPod Toys*

Convert LPs to CDs (& iPod)



Process in a Nutshell

- ❑ *Reduce noise where you can*
 - ❑ *Ground equipment*
 - ❑ *Clean your records*
- ❑ *Convert analog signals to digital*
- ❑ *Record with software*
- ❑ *Clean noise (more software)*
- ❑ *Normalize*
- ❑ *Separate Tracks*



USB Audio Converter

- *iMic from Griffin Technology*
- \$35
- *CD quality
(44 KHz, 16 bit)*



USB Audio Converter

- *M-Audio's Transit*
- *96 KHz, 24 bit*
- *\$100*



Your Turntable

- *Belt-driven better than direct-drive*
- *Get a phono pre-amp if your amp has no “Phono in” port.*
- *Change Your Belt*
- *Adjust tone arm*

Recording Software

Lots of choices:

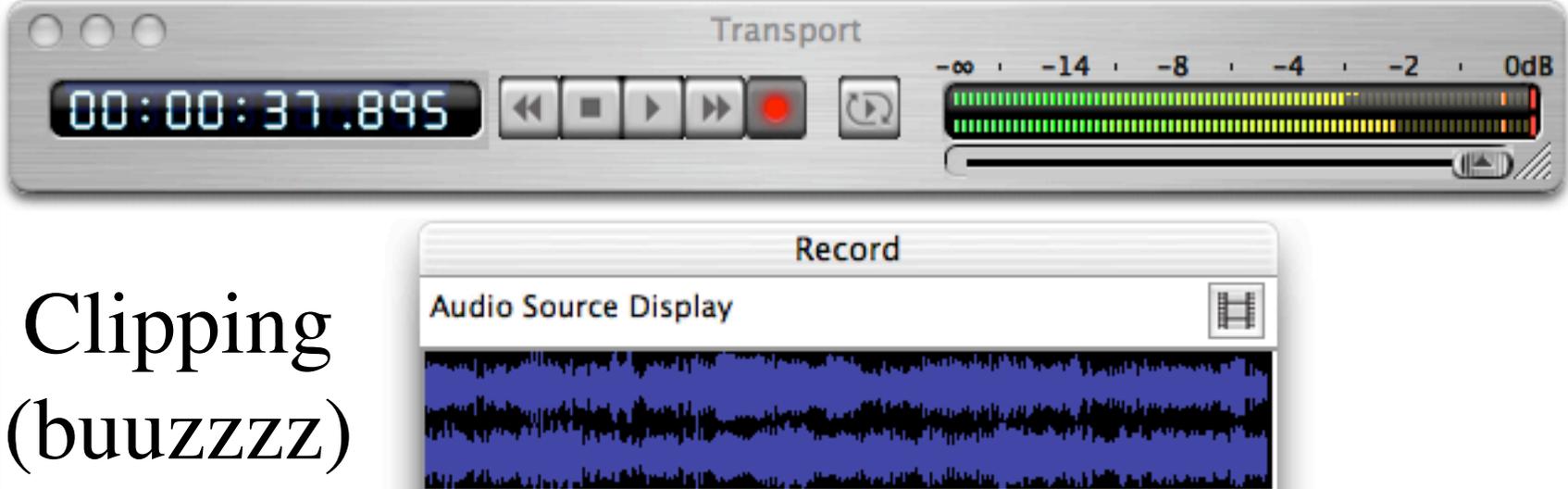
- ☑ *Amadeus II, HairerSoft (\$25 www.hairersoft.com)*
- ☑ *Sound Studio from Felt Tip (\$50 www.feltpip.com)*

Recommended:

- ☑ *Peak LE from BIAS (\$99 <http://BIAS-inc.com/>)*
 - ☑ *Handy normalization feature*
 - ☑ *Markers for dividing tracks*
- ☑ *Noise reduction — Sound Soap (\$99)*

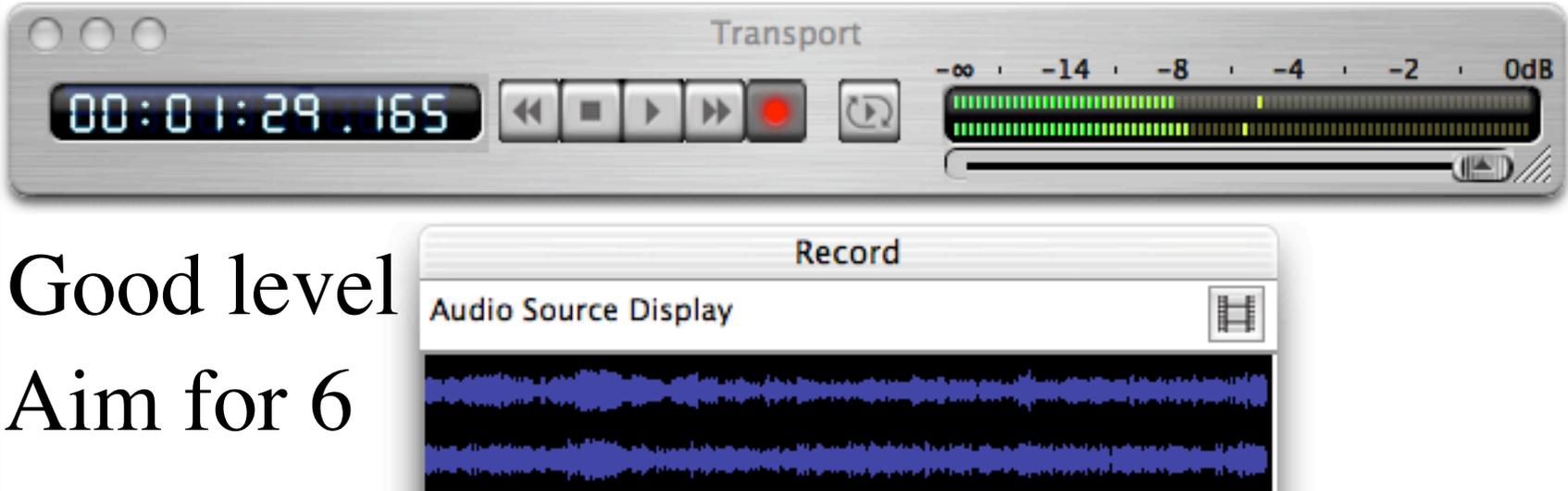
Set Recording Levels to Prevent Clipping

Clipping
(buuzzzz)



The screenshot shows a recording interface with a Transport window at the top. The time is 00:00:37.895. The level meter on the right shows a red indicator at 0dB, indicating clipping. Below the Transport window is a Record window with an Audio Source Display. The waveform in the Audio Source Display is heavily distorted and flat-topped, indicating clipping.

Good level
Aim for 6

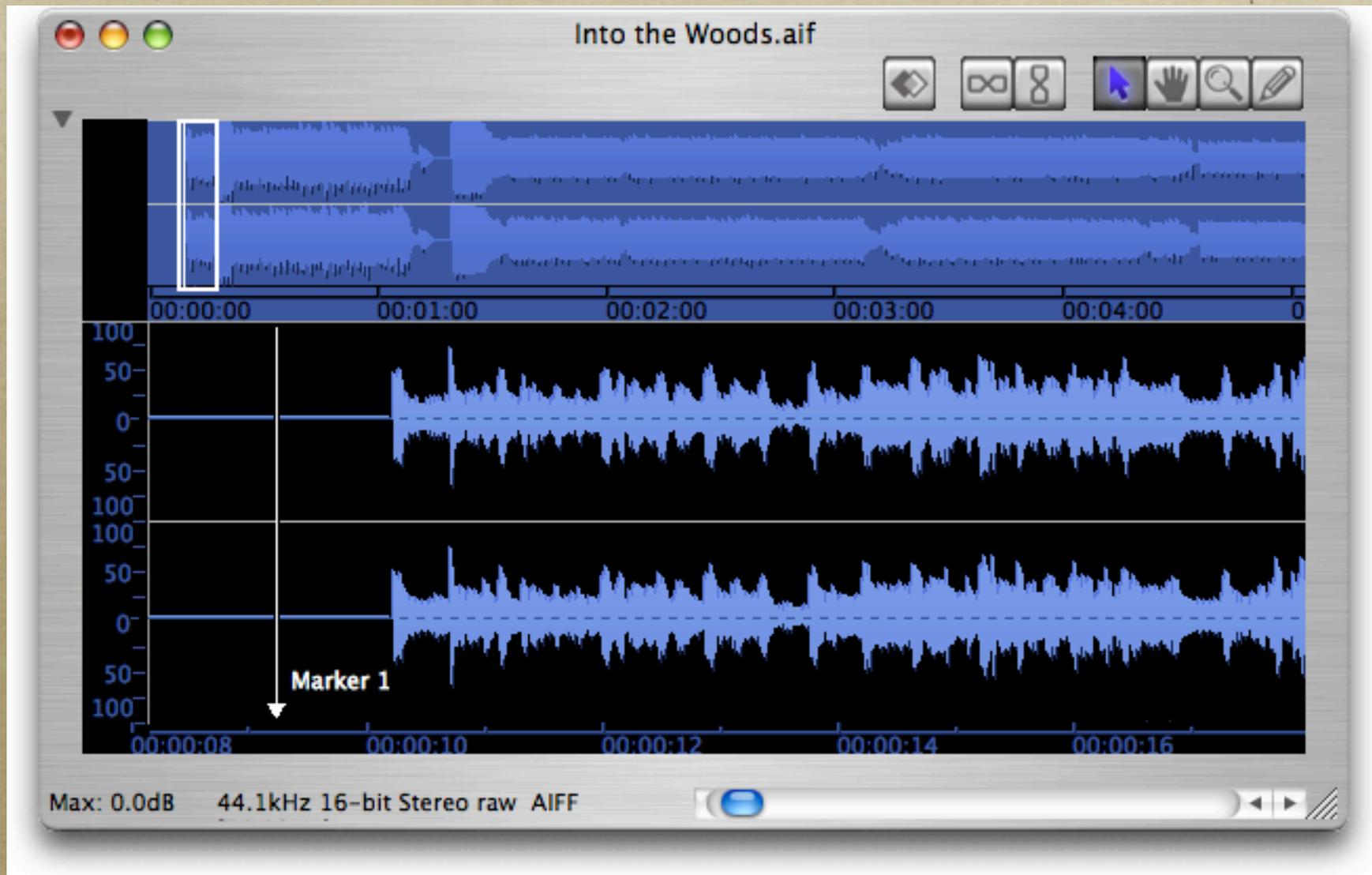


The screenshot shows a recording interface with a Transport window at the top. The time is 00:01:29.165. The level meter on the right shows a green indicator at approximately -6dB, indicating a good recording level. Below the Transport window is a Record window with an Audio Source Display. The waveform in the Audio Source Display is clean and undistorted, indicating a good recording level.

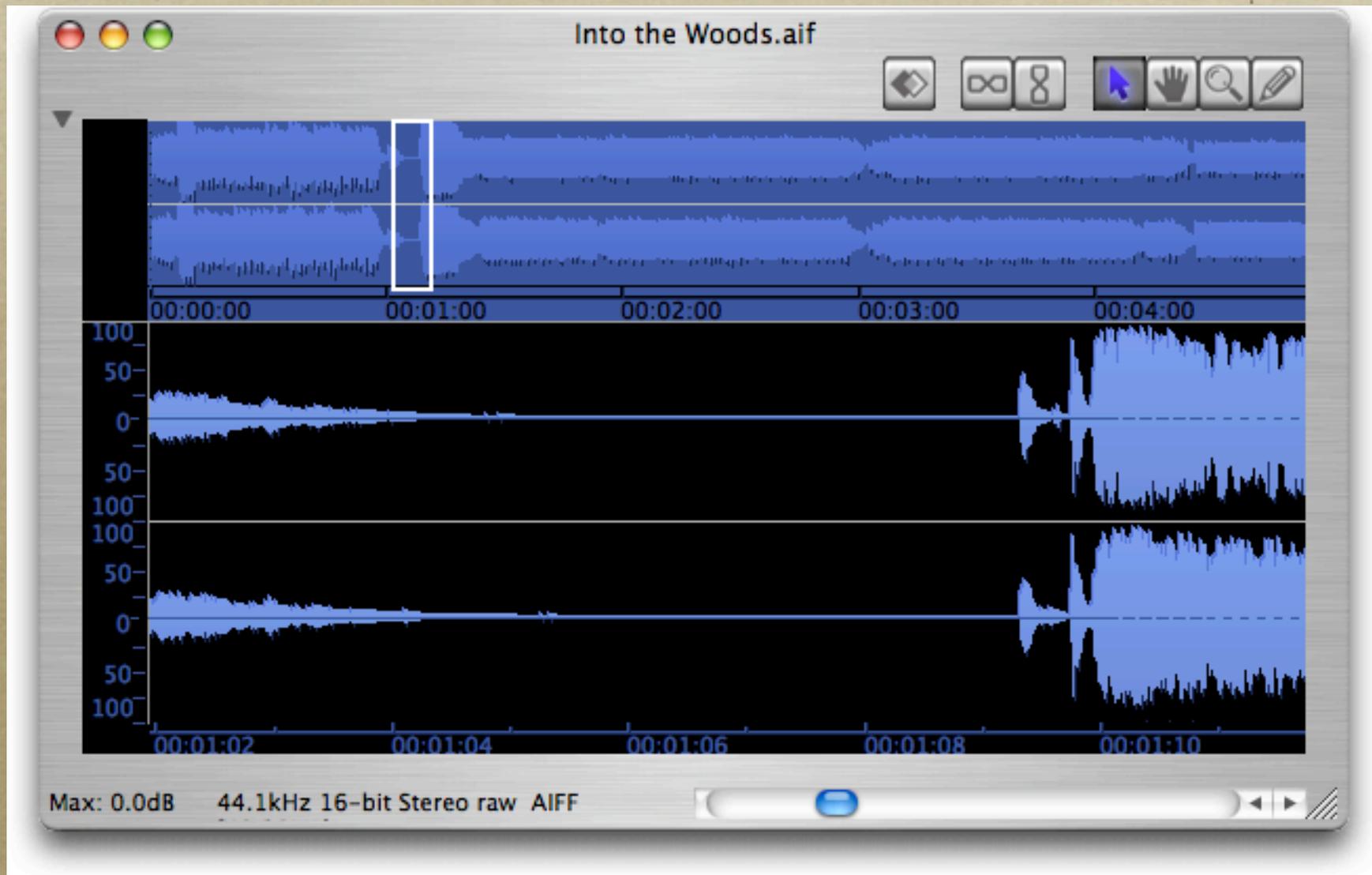
Recording

- *Hit record button first; Then start LP*
- *Record entire album side, or multiple sides in one file*
- *Noise reduction*
- *Normalize entire album file*
- *Separate into tracks after all processing*

Separating Tracks



Separating Tracks



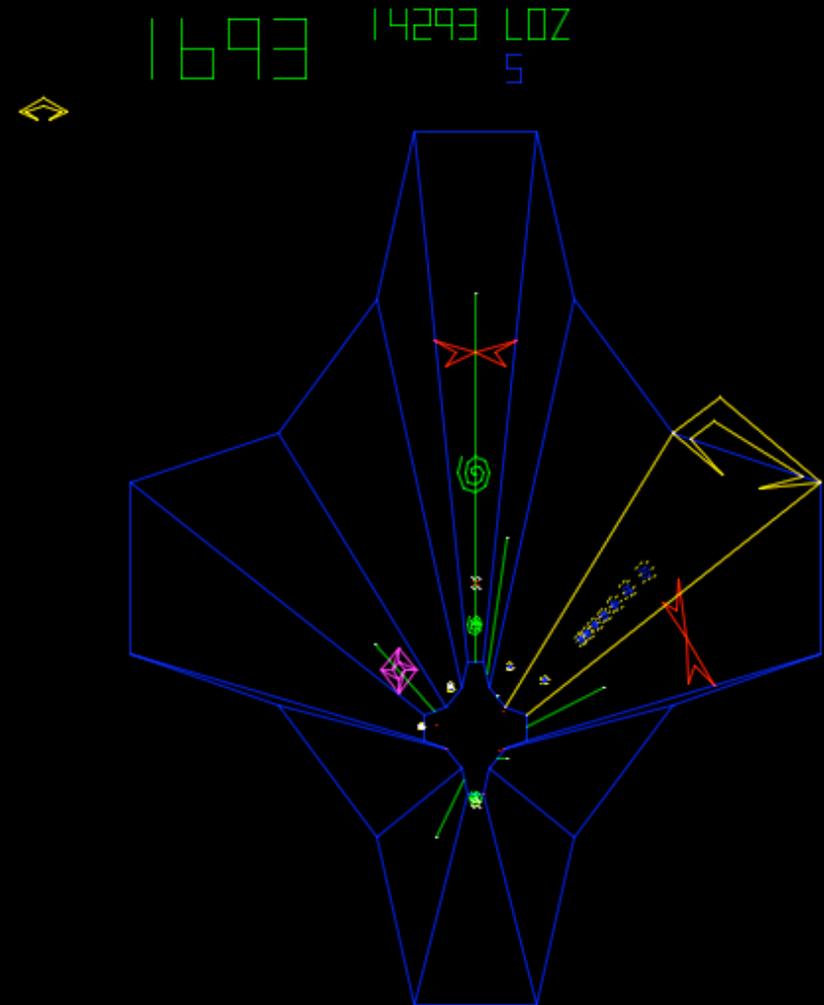
Saving Files

- *Save as uncompressed AIFF for disc*
 - *For creating audio CD, 44 kHz, 16 bit*
 - *When burning, NO gaps between tracks*
- *Convert to AAC or MP3 for iPod*

Classic Video Games

MameMAME

www.mamame.org



MacMAME

Group by year

- 1978
 - Space Invaders
- 1979
 - Lunar Lander (rev 2)
- 1980
 - Tempest (rev 3)
- 1981
 - Frogger
 - Ms. Pac-Man
- 1982
 - Tron (set 1)
- 1983
 - Discs of Tron (Upright)
 - Discs of Tron (Environmental)*
 - Discs of Tron (Upright alternate)*
 - Star Wars (rev 2)
- 1985
 - The Empire Strikes Back

Info

Video

Audio

Reports

Misc

Cabinet Art



Options...

Quit

Play

SCORE
00



3 WAVE



SHOOT FIREBALLS







X-Arcade

- *\$180 2-player; \$130 single player (USB)*
- *www.xgaming.com/apple.shtml*





INSTRUCTIONS FOR PLAY

1. The game is played by two players. Each player uses a joystick and a button to control their character.

2. The objective of the game is to defeat the enemy by hitting it with the ball.

3. The game is played on a rectangular field. The ball is located in the center of the field.

4. The enemy is located at the top of the field. The player's character is located at the bottom of the field.

5. The player's character can move left and right using the joystick. The player can shoot the ball using the button.

6. The enemy can move left and right using the joystick. The enemy can shoot the ball using the button.

7. The game ends when the enemy is defeated. The player who has the highest score wins.

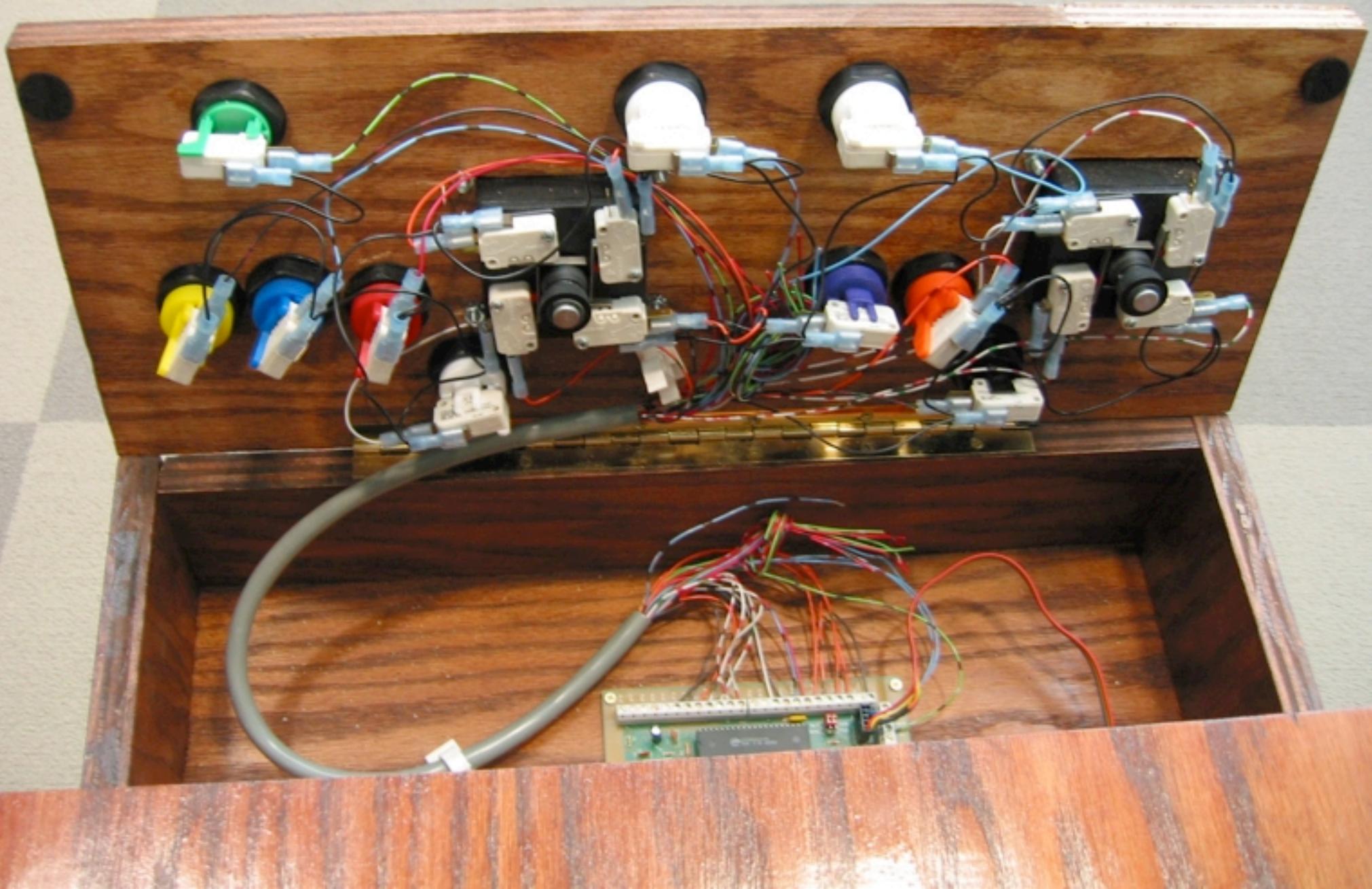
8. The game is played on a rectangular field. The ball is located in the center of the field.

9. The enemy is located at the top of the field. The player's character is located at the bottom of the field.

10. The player's character can move left and right using the joystick. The player can shoot the ball using the button.

11. The enemy can move left and right using the joystick. The enemy can shoot the ball using the button.

12. The game ends when the enemy is defeated. The player who has the highest score wins.







Enhancing Your iPod

- *Power savers*
- *In the car/traveling*
- *Cramming more functionality into iPod*

Stretching iPod Battery Life

- *Turn off Equalization (EQ)*
- *Don't use AIFF files (files over 9 MB)*
- *Avoid Previous/Rewind and Next/Fast-Forward buttons*
- *If you must use backlighting, set backlight timer*
- *Keep iPod warm*

FUKUSHIMA
LP325-305 P4H
10KHI03F

+

|

MODEL: LIS1225APP (TW)

E73362

Internal iPod Battery

- *Replacement battery ~\$60*
 - *Laptops for Less (www.ipodbattery.com)*
 - *PDA Smart (www.pdasmart.com/ipodpartscenter.htm)*
- *What's better: frequent charging or let it drain?*

Answer: Frequent Charging

Belkin External Battery Pack

- *\$60*
- *12-15 hours*
- *AA Batteries*



BTI iPod Battery

- *External rechargeable clip-on battery*
- *Also \$60, but 40 hours*
- *BTI Technology (www.batterytech.com)*
- *Shipping in February*



Play iPod over Car Stereo

Griffin Technology

iTrip \$35



Transpod II

- *iPod holder, power, and wireless connection*
- *\$80*
- *www.netalog.com*

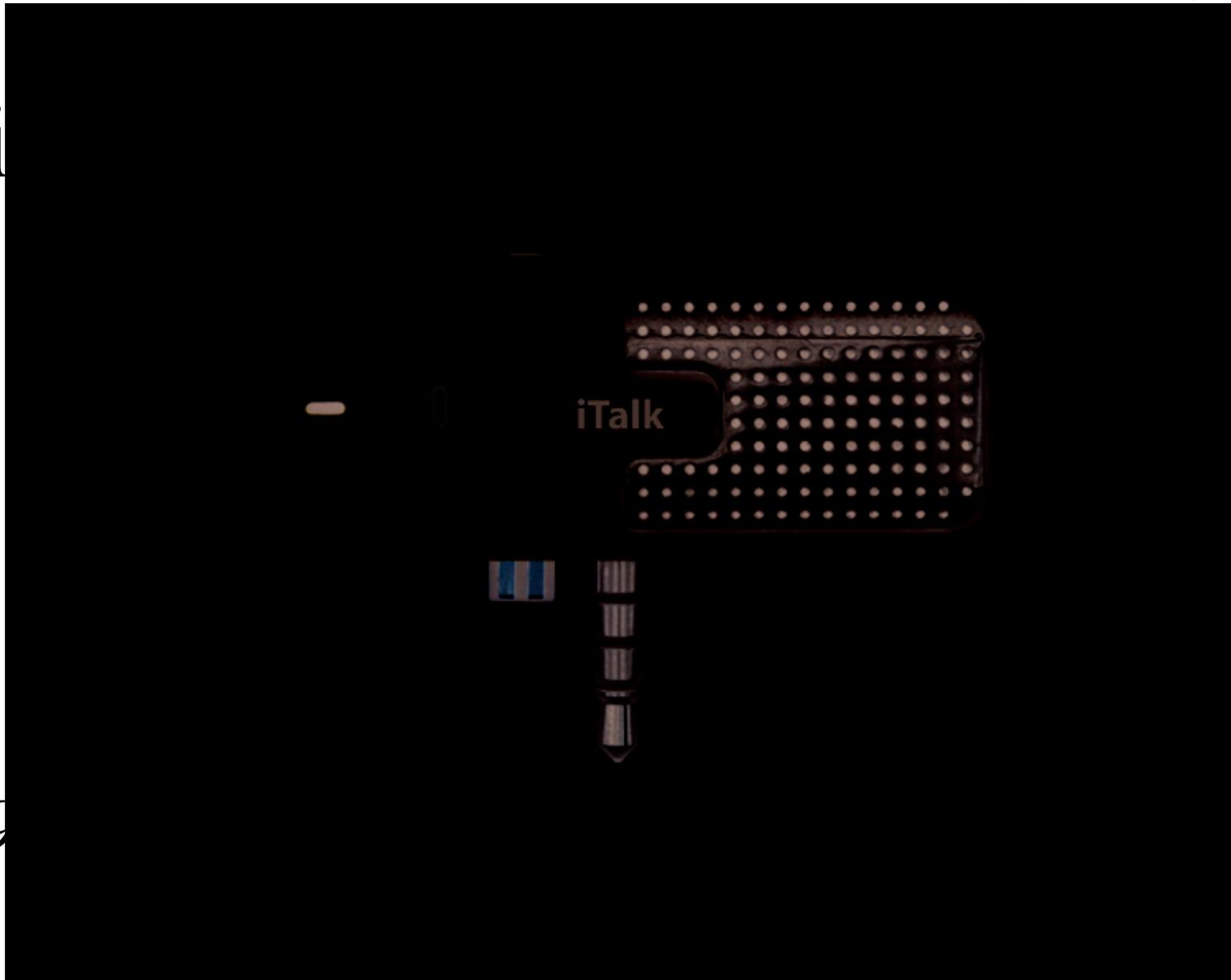


Expanding Functionality

- *Download driving directions: MibaSoft's PodQuest (\$10, www.mibasoft.dk/podquest.html)*
- *iPod as Backup for iTunes: iPod.iTunes (\$35, www.crispsofties.com). Restores songs and playlists.*

iPod as Dictation Machine

Gri

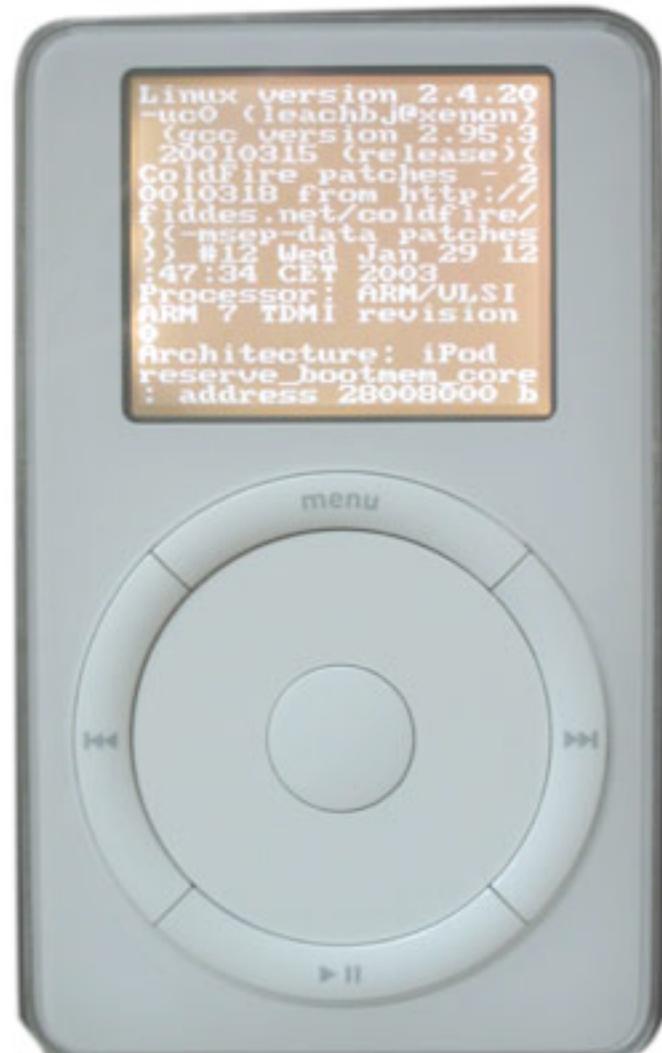


\$39





Linux on iPod



Linux on iPod

- *Who?* Bernard Leach
- *Why?* Because it's there.
- *Where?* <http://ipodlinux.sourceforge.net/>

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