“Mac® OS X is the first true 21st century platform. The BSD Unix underpinnings bring stability and a rich open source heritage; the Aqua® interface brings Apple’s longstanding expertise in user experience. The iApps, 802.11 wireless support, and peer-to-peer features like Rendezvous® show that Apple hasn’t lost its touch when it comes to putting the future of computing into a ‘sleek, insanely great’ package.

“Any developer who isn’t tracking Mac OS X ought to have his head examined.”

— Tim O’Reilly
O’Reilly & Associates, Inc.
Don't let your immersion in Mac OS X end with this conference. Drop by the conference bookstore—or your local bookseller—and bring back these recommended Mac OS X titles.

**Essentials**
- AppleScript in a Nutshell • Learning Carbon
- Learning Cocoa with Objective-C • Building Cocoa Applications
- REALbasic: The Definitive Guide, 2nd Edition
- Mac OS X Pocket Reference • Learning Unix for Mac OS X
- Mac OS X for Unix Geeks

**Missing Manual Series**

**Unix Essentials**
- Unix in a Nutshell, 3rd Edition • Unix Power Tools, 3rd Edition
- Using csh & tcsh • Learning the vi Editor, 6th Edition
- Learning GNU Emacs

**Mac OS X Programming**
- Practical C Programming • Learning Java, 2nd Edition
- Java in a Nutshell, 4th Edition • Programming with Qt, 2nd Edition
- Developing Java Beans • Java I/O • Java Network Programming
- Java Cookbook • Learning Perl, 3rd Edition
- Perl in a Nutshell, 2nd Edition

**Mac OS X Administration**
- Essential System Administration, 3rd Edition • sendmail, 3rd Edition
Welcome to our first conference focusing on Mac OS X, one of the most visionary yet practical things happening in the industry today. Mac® OS X is a flexible foundation that supports many of the technologies that engage our imagination here at O’Reilly. Just as programming tools and applications now share common ground in Mac OS X, this conference brings Mac, Unix/open source, Java™, and other practitioners into the same space. We hope you’ll take full advantage of this opportunity to share ideas and knowledge, and to learn from the people here who are pushing the envelope.

We’ve put together a conference that features the many traditions and technologies that come together in this new crossroads. It’s an event designed to speed your transition or introduction to the first 21st century operating system. While you’re here, take the time to get acquainted with the different communities represented at the conference. You just might forge new ways of working together to accelerate technical innovation and enterprise development.

What is Mac OS X’s role in the frontiers of computing? We all have our opinions—some of the people leading the discussions at this conference include:

- Apple/FreeBSD project’s Jordan Hubbard reviews the new opportunities Mac OS X represents for the Unix development community
- Journalist Dan Gillmor leads a panel on Apple’s forward-looking stance on digital rights management
- James Gosling explains why the future is exciting for Java developers on the Mac OS X platform
- New York Times columnist David Pogue takes video lovers on a hilarious, real-time iMovie™ crash course
- Author Rob Flickenger explores the possibilities of using Mac OS X to build wireless community networks
- David Mash of the Berklee College of Music leads a Mac OS X Music evening
- O’Reilly Network columnist Michael Beam introduces the new Cocoa® features in Jaguar
- Writer Ted Landau describes end-user troubleshooting for fun and profit

In addition, you’ll have two days to explore an exhibit hall filled with leading-edge products. Apple has once again provided us with a sleek, state-of-the-art Connectivity Room. And be sure to join us for evening events and Birds of a Feather sessions, which run the gamut from thoughtful to playful.

We’re very excited about our first conference on Mac OS X. We hope it puts the right tools in your hands to get the job done, energizes you with valuable information, ideas, and passion, and takes your creativity to another level.

Thanks for coming.
General Information & Services

Tutorials
Monday, September 30, 8:45AM–5:15PM
Winchester, Stevens Creek, Lafayette, San Tomas/Lawrence, Bayshore, Camino Real

Keynotes and Sessions
Tuesday, October 1, 8:30AM–6:30PM
Wednesday, October 2, 8:30AM–6:30PM
Thursday, October 3, 8:30AM–4:15PM
Winchester, Stevens Creek, Lafayette, Bayshore, Camino Real

Hotel Address
The Westin Santa Clara
5101 Great America Parkway
Santa Clara, CA 95054
Phone: 408-986-0700
Fax: 408-980-3990

Parking
Self-parking is free.
Valet parking is $11.00 per night.

General Registration
Magnolia Room
Sunday, 6:00AM–9:00PM
Monday, 7:00AM–6:00PM
Tuesday & Wednesday, 7:00AM–7:00PM
Thursday, 7:00AM–5:00PM

Stop by the registration area for the following services:
• Badge and attendee material pickup
• On-site registration and customer service
• Message board
• Tutorial notebook
• Conference T-shirt

Speaker Registration
Rutherford Room
Sunday, 6:00AM–9:00PM
Monday, 7:00AM–6:00PM
Tuesday & Wednesday, 7:00AM–7:00PM
Thursday, 7:00AM–5:00PM

Connectivity Room
Sponsored by
Apple Developer Connection
Visit the Connectivity Room and try
Safari Tech Books Online® for free during the conference.
Napa Rooms
Sunday, 6:00AM–10:00PM
Monday, 7:00AM–10:00PM
Tuesday & Wednesday, 7:00AM–10:00PM
Thursday, 7:00AM–2:00PM

Wireless Network
Sponsored by
Apple Developer Connection
We are providing open wireless connectivity to the Internet at this conference via 11Mb high-speed devices. You are welcome and encouraged to use your own wireless equipment to access our network, available throughout the conference area in the hotel. We are unfortunately unable to provide technical support or assistance with wireless connectivity.
To connect, be certain that you are running the latest drivers and firmware for your wireless device. In practice, the overwhelming majority of connectivity issues have been resolved by installing the latest drivers and firmware.
Please take note that each user on the network is responsible for his or her own security. As this is an open network, you are advised to disable any open ports or shares you do not want exposed. For privacy, we recommend that you use a secure tunnel through a trusted server when accessing network services such as email and web sites.

Exhibit Hall
Cypress Room, Second Level
Tuesday & Wednesday, 10:00AM–4:00PM
Meet and greet the exhibitors during the afternoon breaks. Get an in-depth look at our exhibitors in the Exhibit Hall Tuesday and Wednesday.

O’Reilly Bookstore
The O’Reilly Bookstore is located on the south end of the Mezzanine on the second level. Drop by on Wednesday at 6:30pm to chat with O’Reilly authors.
Bookstore Hours:
Sunday, 6:00AM–9:00PM
Monday, 8:00AM–6:00PM
Tuesday, 10:00AM–4:00PM
Wednesday, 10:00AM–7:30PM
Thursday, 10:00AM–4:00PM

Food Function Locales
Breakfast and lunch sponsored by
Apple Developer Connection

Breakfast
Monday–Thursday, 7:00AM–8:30AM
Served on the Mezzanine, second floor

Lunch
Monday–Thursday, 12:15PM–1:30PM
Served poolside on the Terra Court, weather permitting

Morning Breaks
Monday–Thursday, 10:15AM–10:45AM
Served on the Mezzanine, second floor

Afternoon Breaks
Monday and Thursday, 3:00PM–3:30PM
Served on the Mezzanine, second floor

VIP Meeting Room
Mendocino Room
Sunday, 6:00AM–9:00PM
Monday, 7:00AM–7:00PM
Tuesday & Wednesday, 7:00AM–7:00PM
Thursday, 7:00AM–5:00PM

Need a place to convene? The O’Reilly VIP Meeting Room is available for private meetings on a first-come, first-served basis. Sign up on the clipboard outside the Mendocino Room to reserve a time slot.

Conference Session Files Online
For a limited time after the conference, session files will be available for download at:
conferences.oreilly.com/archive.html

Pagers and Cell Phones
Please be considerate of others. While in session rooms, please turn down the volume on your cell phones and pagers and take your calls into the hallways.

Daily Conference Coverage:
macdevcenter.com/mac/osx2002
Birds of a Feather Sessions
BOFs are face-to-face gatherings of those interested in the same projects, topics, and concepts.

*Monday, 6:00pm—10:00pm*
*Tuesday, 7:00pm—8:00pm*
*Wednesday, 8:00pm—10:00pm*

Check online for scheduled BOFs. To moderate your own BOF sign up on-site on the BOFs board, located just outside of Registration.

Nightcap Gatherings
Still awake after the BOF sessions end? Meet up with other attendees and discuss what you heard in the conference sessions. Check out the Nightcap Gatherings board (next to the BOF board) to see who might be lolling in the hotel bar or sipping a cappuccino at the nearest café. These gatherings are completely informal and left to your discretion.

Our Environmental Commitment
O’Reilly & Associates is committed to holding environmentally responsible events. We choose venues willing to partner with our Green efforts. Together we purchase 100% recycled products and manage the recycling of as many materials related to our event as possible.

Green products that you’ll receive at the O’Reilly Mac OS X Conference include:
- Messenger bag, made of 100% recycled cotton, printed with recycled ink
- T-shirt, made from 100% recycled cotton
- Pad of paper, made from 100% post-consumer recycled paper, printed with soy-based inks
- Pen, made of recycled plastics

To learn more about how our Green Commitment is making a difference, please visit: conferences.oreilly.com/pub/w/19/green.html

See & Do

Apple Store in Santa Clara Whether you left your power cord at home or you simply want to window shop the cool aqua displays of Apple merchandise, you will want to visit the Apple Store. The Apple Store is conveniently located at the Valley Fair shopping center in Santa Clara. For hours or directions call 408-551-2150.

Paramount’s Great America Located within walking distance of The Westin Santa Clara, Paramount’s Great America turns a lazy afternoon into a thrill-seeking adventure. Bring the kids to meet Eliza and Donnie from Nickelodeon’s “The Wild Thornberrys.” For adults seeking a new rollercoaster experience, take a ride on the “Stealth”—no floors, no walls, no ceilings...breathtaking!

Intel Museum Experience first hand the evolution and power of the computer chip. Walk through a self-guided tour and view exhibits such as “Memory Technology,” “How Microprocessors Work,” “How Chips Are Made,” and the “History of the Microprocessor.”

Restaurants The Tresca Restaurant, located in The Westin Santa Clara, features Northern California cuisine blended with robust flavors of the Mediterranean. Enjoy your favorite cocktail in the Lobby Bar, or order room service at your convenience, 24 hours a day.

Out on the town, the city of Santa Clara offers an array of restaurants to satisfy your taste buds. Visit the Santa Clara Convention & Visitors Bureau online for a listing of restaurants sorted by cuisine: www.santaclara.org

Evening Events
One of the most exciting advantages of our conferences is the opportunity for people to meet and share ideas and knowledge face-to-face in fun and entertaining forums. Join us for these lively evening events.

Featured Birds of a Feather Session
Welcome to an O’Reilly Conference

*Monday, 8:00pm—9:00pm, Stevens Creek Room*

“What’s a BOF? Where do I get information about the wireless network? What time are the breaks? What’s for lunch? How do I give feedback to the conference team?” Join Conference Program Chair, Rael Dornfest, and Director of Conferences, Gina Blaber, along with other members of the conference team, for an introduction to an O’Reilly event. We’ll cover what makes an O’Reilly conference unique, each day’s special events, and answer all your questions.

Bay Area Wireless User Group (BAWUG) Meeting

*Monday, 8:00pm—9:00pm, San Tomas/Lawrence*

The Bay Area Wireless Users Group (BAWUG) will hold a special meeting at the Westin Santa Clara in conjunction with the O’Reilly Mac OS X Conference. BAWUG was founded to promote wireless use for the greater San Francisco Bay Area. This meeting is open to the public. Visit the BAWUG website for more information at www.bawug.org.

iMovie2: The Missing Crash Course

*Tuesday, 8:00pm—9:30pm, Santa Clara Ballroom*

David Pogue takes video lovers on a hilarious, real-time crash course based on his book. Audience members become cast members as Pogue shoots, edits, and produces a four-minute film with dialogue, action, music, and effects—live. He focuses on techniques that separate amateur work from polished, professional efforts.

Meet the Authors

*Wednesday, 6:30pm—7:30pm, O’Reilly Bookstore on the Mezzanine*

Grab a cold beer or soda and come to the O’Reilly bookstore to meet O’Reilly authors attending the conference. It’s a great time to get a book signed and chat with your favorite authors. Attending authors include: James Duncan Davidson, Rael Dornfest, Rob Flickenger, Tim O’Reilly, David Pogue, Chuck Toporek, and many more. See page 18 for details.

Mac OS X Music Evening with David Mash

*Wednesday, 8:00pm—10:00pm, Santa Clara Ballroom*

Join David Mash, Apple Master and VP of Instructional Technology at Berklee College of Music. Bring CDs of samples and musical instruments. Check out hot, new Mac OS X music tools, get inspired by your peers, and jam.

Software demonstrations by
Tuesday

8:30AM–9:15AM, Santa Clara Ballroom

Tim O’Reilly
The Future Is Built In

What’s so visionary about how Mac® OS X picks up the threads of a variety of technologies and spins them into a machine for the 21st century? Tim O’Reilly answers this question with a look at some of the top tech trends he sees reflected in the design and vision of Mac OS X.

9:15AM–10:15AM, Santa Clara Ballroom

David Pogue
Toward Mac OS XX

It’s taken 17 years to go from System 1.0 to Mac OS X, from 128K of memory to 128 megs, from 400K disks to 40 gigabytes. What will another 17 years bring? Pogue takes a funny, whirlwind look back, pauses to analyze the promise and perils of Mac OS X, and fast-forwards to 2020 to imagine what’s ahead on the road to Mac OS XX.

Wednesday

8:30AM–9:30AM, Santa Clara Ballroom

Jordan Hubbard
Mac OS X: Unix Moves Out

Jordan Hubbard discusses Unix’s long history in universities, research institutions, and server rooms, and explains the new opportunities Mac OS X represents for the Unix development community.

9:30AM–10:15AM, Santa Clara Ballroom

Discussion: Mac OS X: Unix Moves Out
Jordan Hubbard

4:00PM–4:45PM, Santa Clara Ballroom

James Gosling
Java™ on the Desktop

One of the under-appreciated strengths of Java is as a platform for building desktop applications. Mac OS X is a superb desktop. The combination is unbeatable. James Gosling describes why the future is exciting for Java developers on the Mac OS X platform.

Without a doubt, Mac OS X is a stunning technical achievement. In fact, it may be the most advanced personal-computer operating system on earth.”

- David Pogue
Thursday

8:30AM–9:30AM, Santa Clara Ballroom
Wilfredo Sánchez Vega
Project Hannah: The Origin of Darwin at Apple Computer
Wilfredo Sánchez Vega discusses the history that led up to the creation of Darwin, the obstacles that had to be overcome, and the process of putting together the first Darwin operating system distribution. He covers some of the results of this effort in the form of a case study: what worked and what didn’t.

9:30AM–10:15AM, Santa Clara Ballroom
Discussion: Apple and the Open Source Process
Wilfredo Sánchez Vega

3:30PM–4:15PM, Santa Clara Ballroom
Mark Frauenfelder
My Fantasy Hub
Mark Frauenfelder presents a slideshow of imaginary devices he would like one day to be able to plug into his iMac’s Digital Hub. He also answers questions about his experiences as an Apple Switch campaign star.

For biographies of keynoters, please see Speaker Biographies, beginning on page 18.
MONDAY MORNING TUTORIALS

8:45AM–12:15PM, Winchester
Introduction to Objective-C
James Duncan Davidson
Learn how Objective-C extends the ANSI C language with a highly dynamic set of object-oriented abilities as well as how strings, collections, and memory-management work in Cocoa. Even if you plan on programming Cocoa with Java or AppleScript, you’ll benefit from understanding how Objective-C works and the legacy that it has imparted to Cocoa.

8:45AM–12:15PM, Stevens Creek
AppleScript I: Fundamentals
Sal Soghoian
Gain a thorough understanding of the fundamentals used to create real-world AppleScript scripts, including the new tools and abilities found in Mac OS X v10.2. Sal Soghoian provides step-by-step, practical approaches, detailed techniques, and examples gleaned from over a decade of scripting the Mac OS and its core applications to aid you in developing a solid foundation in script writing.

8:45AM–12:15PM, Lafayette
Wireless Wonderland: Mac OS X and Short-range Networks
Glenn Fleishman
Glenn Fleishman walks through the major wireless standards, how to configure them, and how to cope with their shortcomings. Real-world examples and demos form the backbone of the presentation, with practical how-to’s for creating networks, encrypted connections, and working with Bluetooth.

8:45AM–12:15PM, San Tomas/Lawrence
Programming Perl on Mac OS X
brian d foy & Randal Schwartz
Use the full power of Perl and open source tools on Mac OS X. This session covers adapting Mac OS X installations for development, including installing Perl, working with applications like Adobe Photoshop, iTunes, and iPhoto, as well as programmatic ways to do the same things with Perl modules.

8:45AM–12:15PM, Bayshore
Java and Mac OS X
Daniel Steinberg
Every Mac OS X box ships with Java 2™ installed. From the familiar command line applications to Apple’s free IDE, we’ll examine how to develop Java applications on and for Mac OS X from three perspectives: configuring and using the best tools, the benefits of bringing Java application to Mac OS X, and tweaking a Java app to make it feel almost native.

8:45AM–12:15PM, Camino Real
Terminal.app: Unix for Mac Folk
Chris Stone & Brian Jepson
This tutorial covers Unix commands for navigating directories, copying and moving files, editing text files, and working with super-user privileges, as well as installation of the cron daemon, anacron, Fink package management system, and Streamripper.

Program subject to change without notice. Pick up a Daily News in the Registration area or visit conferences.oreilly.com/macoxcon.
MONDAY AFTERNOON TUTORIALS

1:30PM–5:15PM, Winchester
Programming Cocoa with Objective-C
James Duncan Davidson
Designed to teach Apple developers the key concepts of object-oriented programming for Mac OS X, this tutorial highlights the essential tools for porting existing code to the new operating system and lays the foundation for developers to create industrial-strength applications.

1:30PM–5:15PM, Stevens Creek
AppleScript II: Introduction to AppleScript Studio™
Sal Soghoian
Discover the tremendous power of the hottest and most important Apple® technology to be introduced in years: AppleScript Studio, a professional integrated development environment. Sal Soghoian shows you how to quickly develop and build Aqua-interfaced solutions. If you know how to write a script, you can easily create robust, native Mac OS X applications that have all the abilities of applications written in Objective-C or Java.

1:30PM–5:15PM, Lafayette
Community Wireless Networks with Mac OS X
Rob Flickenger
The Community Network phenomenon is bringing wireless broadband to the masses, and Mac OS X is well equipped to help you participate. We'll take a look at what Community Wireless Networks are, how to find one, and how to use them safely with Mac OS X.

1:30PM–5:15PM, San Tomas/Lawrence
An Introduction to WebObjects Tools and Techniques
mmalcolm Crawford & Scott Anguish
An overview of the tools and techniques used in WebObjects development, from the creation of a single dynamic page, through state management, to retrieving records from a database and manipulating relationships.

1:30PM–5:15PM, San Tomas/Lawrence
Programming Cocoa with Perl
Dan Sugalski
This tutorial covers the basics of writing a Cocoa application in Perl, including the use of the Interface Builder to build the interface, Project Builder to build and manage the project, and the fundamental concepts that underlie Cocoa. Sugalski also provides the concepts and skills needed to use the documentation and development tools that are available effectively.

Dig it. Bone up on Mac OS X.

Dig into macdevcenter.com for the latest on Mac OS X, the best Mac hacks, and articles by Mac power users.
# Tuesday Sessions

![Tuesday Sessions](image-url)

<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Session Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:00AM–8:30AM</td>
<td>BREAKFAST, Mezzanine</td>
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<tr>
<td>10:15AM–10:45AM</td>
<td>BREAK, Mezzanine</td>
<td></td>
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<tr>
<td>10:45AM–11:30AM</td>
<td>WINCHESTER</td>
<td>SERVERS AND NETWORKING</td>
</tr>
<tr>
<td>11:30AM–12:15PM</td>
<td>STEVENS CREEK</td>
<td>MULTIMEDIA/THE iAPPS</td>
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<tr>
<td>12:15PM–1:30PM</td>
<td>LUNCH, Poolside–Terra Court</td>
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<tr>
<td>1:30PM–2:15PM</td>
<td>WINCHESTER</td>
<td>PROGRAMMING</td>
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<tr>
<td>2:15PM–3:00PM</td>
<td>WINCHESTER</td>
<td>USER INTERFACE</td>
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<tr>
<td>3:00PM–4:00PM</td>
<td>WINCHESTER</td>
<td>EMERGING TOPICS</td>
</tr>
<tr>
<td>4:00PM–4:45PM</td>
<td>WINCHESTER</td>
<td>PLENARY: Mac OS X, a Digital Rights Management Operating System</td>
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<tr>
<td>5:00PM–5:45PM</td>
<td>WINCHESTER</td>
<td>QUICK BREAK (no refreshments)</td>
</tr>
<tr>
<td>5:45PM–6:30PM</td>
<td>WINCHESTER</td>
<td>HARDWARE</td>
</tr>
</tbody>
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## TUESDAY MORNING

### 10:45AM–11:30AM, Stevens Creek

**Shoot Like Ansel: Creating Stunning Images for iPhoto™**

Derrick Story

While Apple’s breakthrough image manager, iPhoto, helps you manage your photos like Martha Stewart, it won’t help you shoot like Ansel Adams. Learn the insider tricks to taking great digital images from working pro Derrick Story, and start building beautiful iPhoto libraries unlike any you’ve ever created before.

### 10:45AM–11:30AM, Lafayette/San Tomas/Lawrence

**Automating Mac OS X**

Matt Neuburg

Liberate yourself from repetitious, tedious, or specialized tasks by automating Mac OS X. Real-world examples demonstrate QuickKeys™, Terminal, BBEdit, Script Debugger, REALbasic®, and Cocoa® applications driven include FileMaker Pro®, Eudora®, Microsoft® Word®, and Excel®

### 10:45AM–11:30AM, Bayshore

**Cult of the Mac**

Leander Kahney

The 44 million people who use a Macintosh computer are sometimes compared to members of a brainwashed cult. Find out from a journalist why Steve Jobs is worshipped like a messiah, why Mac fans go to absurd lengths to upgrade obsolete machines, and the crazy things Mac fans do to acquire, configure, and customize their computers.

### 11:30AM–12:15PM, Winchester

**Open Directory/LDAP and NetInfo**

Tom Goguen & David O’Rourke

Jaguar Server includes a new LDAPv3 Directory Server, a SASL Password Server and Workgroup Manager, a powerful new directory-based tool for managing users, groups, and computers. Learn more about these exciting technologies and find out how your applications can take advantage of this new infrastructure.

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> Program subject to change without notice. Pick up a Daily News in the Registration area or visit conferences.oreilly.com/macosxcon.
In this tippy, tricky session, David Pogue, coauthor of *iPhoto: The Missing Manual*, takes you far deeper into *iPhoto* than you ever thought possible. Master the underlying folder structure of *iPhoto*’s digital shoebox, learn to use plug-ins and add-ons, modify the layouts of *iPhoto*’s spectacular photo books, and more.

**Getting Started with Cocoa: Developer Tools**

*PROGRAMMING*

James Duncan Davidson

Learn how to build applications quickly and effectively without complicating your life with lots of clutter. Davidson analyzes both Project Builder and Interface Builder, Apple’s powerful primary developer tools, and explains how to use them in the creation of Cocoa applications.

**Mac OS X Mail Clients for Every User**

*MAC OS X IN THE LARGE*

Paul Hoffman

Mac OS X comes with its own mail client ("Mail"), but there are dozens of other mail programs that are tailored to everyone from the ubergeek to the rank novice. Paul Hoffman covers all significant mail features, including sending XML-RPC/SOAP messages and integrating Mail application with Adaptive Latent Semantic Analysis-based junk mail filtering; and Sherlock® 3, the evolution of web searching that will change the way you use the Internet.

**What’s New in Jaguar**

*EMERGING TOPICS*

Chris Bourdon

Learn more about the significant enhancements that Mac OS X v.10.2, also known as "Jaguar," delivers to the modern Unix foundation of Mac OS X. Also discussed are great new features including iChat, Apple’s AOL compatible instant messaging application; an expanded, more powerful Mail application with Adaptive Latent Semantic Analysis-based junk mail filtering; and Sherlock® 3, the evolution of web searching that will change the way you use the Internet.

**What’s New In Jaguar: Rendezvous™**

*PROGRAMMING*

Michael Beam

One of the most interesting enhancements Jaguar brings to Mac OS X is the addition of Rendezvous, which enables automatic discovery of network services in a way that’s transparent to the user. In this session, we’ll take a look at support for Rendezvous in Cocoa, how it can change the way people use their computers, and how to use it in your application.

**Mac User Interface Design for New Developers**

*USER INTERFACE*

Brook Conner

Positing that the key to a new Mac application’s usability is its consistency with existing Macintosh applications, Conner outlines the principles of application organization so that new or ported applications can be designed from the start to meet the high expectations of experienced Mac users, and demonstrates how Interface Builder makes it easy to follow these conventions.

**End-user Troubleshooting for Fun and Profit**

*MAC OS X IN THE LARGE*

Ted Landau & Dan Frakes

Even an OS as wonderful as Mac OS X goes south occasionally. As a developer, especially if you are coming from another platform and are new to the Mac, it pays to know the common problems that can occur and how end-users can fix them. This session presents a troubleshooting overview, and offers a suggested list of utilities waiting to be developed that could make end-user troubleshooting a more friendly experience.
Tuesday Sessions

TUESDAY AFTERNOON, CONTINUED

5:00PM–5:45PM, Winchester
Jaguar, VPNs, and IPsec
■ SERVERS AND NETWORKING
Paul Hoffman
Jaguar contains a VPN for connecting to systems that use the IPsec protocol. Interoperability among the dozens of IPsec implementations is good, but far from perfect. This session briefly explains IPsec and shows how to set Jaguar’s options to interoperate with common VPN systems.

5:00PM–5:45PM, Stevens Creek
Mac OS X for the Common Unix Folk
■ UNIX
Jordan Hubbard
Get up to speed on the basics of Mac OS X from the perspective of a Unix user/developer. For Unix users, this session covers filesystem differences, application packages, prefs and defaults (user perspective), and advanced user issues. For Unix developers, it explores libraries and frameworks, application packaging and bundles, prefs and defaults (developer perspective), developer tools, and simple porting tips.

5:00PM–5:45PM, Lafayette/San Tomas/Lawrence
Porting an Open Source Carbon Application to Cocoa
■ PROGRAMMING
Christopher Nagel
Using an open source, Carbon®-based project as a jumping-off point, Nagel demonstrates how to rearchitect the application into its Cocoa equivalent, translating Carbon API into Cocoa API wherever possible. Much of the original code is preserved, but the result is a full-fledged Cocoa application built for Mac OS X.

5:00PM–5:45PM, Bayshore
Building a Cheap, Ugly Mac
■ HARDWARE
Dori Smith
You swore you’d never have a machine you hadn’t built yourself, but now you’re thinking about checking out Mac OS X. Learn how to build a Mac clone that’ll run Mac OS X for a fraction of both the price and the looks of an Apple-branded machine.

5:45PM–6:30PM, Winchester
WebObjects Technical Overview
■ SERVERS AND NETWORKING
Bob Fraser
A technical overview of WebObjects for new developers, highlighting key aspects of the WebObjects architecture, its technical advantages, and relevance to web application development. Topics include a discussion and demonstration of WebObjects tools, design and flow of a typical WebObjects application, and a review of deployment scenarios.

5:45PM–6:30PM, Stevens Creek
Mac OS X Is Just Another Unix: Writing Portable Applications
■ UNIX
Kevin Burton
There are a number of Unix applications that are available and work very well under Mac OS X. Unfortunately, the reverse is not true. Most Mac OS X applications take advantage of platform specific features which rely on proprietary technology that is not portable to other Unix systems. This session covers how to develop brilliant Mac OS X applications that are also portable to other Unix systems such as Linux®, BSD, and Solaris®.

5:45PM–6:30PM, Lafayette/San Tomas/Lawrence
An Introduction to REALbasic®
■ PROGRAMMING
Joseph Strout
REALbasic is a modern, object-oriented language and visual development environment that’s easy enough for beginners, yet powerful enough for professionals. Strout demonstrates how to build Mac OS X applications by exploring the development environment, code auto-completion, the Tips window, the platform library, and emphasizing features specific to Mac OS X.

5:45PM–6:30PM, Bayshore
Frankentosh: Creating Robots on Mac
■ HARDWARE
Ted Stevko
It’s a mad scientist’s dream! Delve into two ways to build your own robots: using Mindstorms®, the amazingly popular Lego® system, that can be programmed with intense detail, and Robocode, a new Java-based gaming system that pits your robot against other people’s code.

iMovie 2: The Missing Crash Course with David Pogue

Tuesday evening 8:00PM–9:30PM, Santa Clara Ballroom

Audience members become cast members as New York Times columnist David Pogue shoots, edits, and produces a four-minute film with dialogue, action, music, and effects—live. Pogue focuses not only on iMovie and your camcorder, but also on techniques that separate amateur camcorder and production work from polished, professional efforts.
零配置：使用Rendezvous网络
斯图尔特·切舍利和克里斯·波尔顿
ZeroConf承诺提供真正的即插即用的Internet Protocol (IP)网络，通过允许用户自动发现和连接到IP设备，使用Multicast DNS和基于服务的查找。了解更多关于ZeroConf和Apple的实现（即Rendezvous），以及如何发现和连接到IP设备的ZeroConf。了解“Mac Mechanical Mayhem,”或“How to Completely Void Your Mac’s Warranty”。

11:30AM–12:15PM

零配置：使用Rendezvous网络
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12:15PM–1:30PM

午餐，泳池--Terra Court

1:30PM–2:15PM

UNIX

移动从Linux到Mac OS X
David Wheeler

获取数据屏幕
Scott Anguish

将Mac用户社区引入Unix开发人员
Don Smith

2:15PM–3:00PM

Mac OS X中的大型

Mac OS X报告卡
Adam C. Engst

Mac OS X安全
Leon Towns-von Stauber

其他XP在Mac OS X
Daniel Steinberg

3:00PM–4:00PM

休息—在展台，展厅

4:00PM–4:45PM

欢迎使用Mac OS X

4:45PM–5:00PM

快速休息（无点心）
Wednesday Sessions

WEDNESDAY MORNING, CONTINUED

11:30AM–12:15PM, Winchester
■ SERVERS AND NETWORKING
How to Put Up Your Own TV Station on the Internet with Mac OS X
Damien Stolarz
Bring your webcam into the 21st century! Stolarz acquaints you with the full gamut of technologies and disciplines needed to get a 24x7 streaming station on the Internet with just a couple of Macs and an Internet connection.

11:30AM–12:15PM, Stevens Creek
An Introduction to Quartz™
■ USER INTERFACE
Brook Conner
An introduction to the core concepts of vector-based graphics and how they are used in Quartz. Conner surveys the API, and demonstrates how Quartz can be used inside both Cocoa and Carbon applications. Complete and useful examples will be provided so programmers can leave the session ready to begin using the powers of Quartz.

11:30AM–12:15PM, Lafayette/San Tomas/Lawrence
Getting Started with Cocoa: API Techniques
■ PROGRAMMING
James Duncan Davidson
Explore the design of the Cocoa Foundation and Application Kit frameworks, and learn how you can apply these basic techniques and conventions to get the most out of the frameworks, as well as applying them to your own code.

11:30AM–12:15PM, Bayshore
Tricked-out X: How Do Alpha Mac Geeks Arrange Their Mac OS X Workspaces?
■ MAC OS X IN THE LARGE
Cory Doctorow
Doctorow covers the partitions, haxies, command-line utilities, cron jobs, rsyncs, and indispensable apps. Don’t miss this tour of several turbo-Mac OS X-users’ machinery.

WEDNESDAY AFTERNOON

1:30PM–2:15PM, Winchester
A Lack of Conflicts in EOF, or “Hey Mom, Someone Overwrote My Data!”
■ SERVERS AND NETWORKING
malcolm Crawford
Crawford uses the database context, snapshots, conflict detection, and multiple database connections to show how to avoid being too optimistic in relying on Enterprise Objects Framework’s optimistic locking strategy.

1:30PM–2:15PM, Stevens Creek
Migrating from Linux to Mac OS X
■ UNIX
David Wheeler
Get Mac OS X running with all the Unix power tools you need for a seamless transition to full-time software development on Mac OS X. Topics include Apache, Perl, CVS, SSH, Emacs, RDBMSs, and Java.

1:30PM–2:15PM, Lafayette/San Tomas/Lawrence
Getting Data Onscreen with Cocoa
■ PROGRAMMING
Scott Anguish
This session provides users and developers with an insight into using Cocoa User Interface Elements to display data in windows. Anguish discusses basic data sources for NSTableView and NSOutlineView, using the NSTextView, and making a simple NSView subclass that draws and prints.

1:30PM–2:15PM, Bayshore
Introducing the Mac User Community to Unix Developers
■ MAC OS X IN THE LARGE
Dori Smith
Mac users are no less fervent about their platform of choice than Unix users, but after that, they’re a whole different breed. Smith explains what Mac users want, what they need, where they get their news, how to write applications they’ll want to run, and why you should care.

2:15PM–3:00PM, Winchester
Mac OS X Report Card
■ MAC OS X IN THE LARGE
Adam C. Engst
This session examines Apple’s performance with Mac OS X from a variety of different perspectives—stability, performance, security, interface, innovation, and more—and grades each one.

2:15PM–3:00PM, Lafayette/San Tomas/Lawrence
Mac OS X Security
■ UNIX
Leon Towns-von Stauber
This talk covers the full spectrum of security issues in Mac OS X, including privileged access, NetInfo features and shortcomings, packet-filtering firewalls, disabling or securing network services, securing network communications with SSH, IPSec, PPTP, Apple APIs: Common Data Security Architecture, Authorization, password protection, Kernel parameters, tools, and setup tasks.

2:15PM–3:00PM, Bayshore
The Other XP on Mac OS X
■ PROGRAMMING
Daniel Steinberg
The session begins with an overview of Extreme Programming and introduces the core practices of testing first, re-factoring working code, and user stories through code examples. The discussion also covers the implications of programming this way, the tools available on the Mac, and other resources that are available to support this methodology.
Wednesday Sessions

2:15PM–3:00PM, Bayshore
“Mac Mechanical Mayhem,” or, “How to Completely Void Your Mac’s Warranty”

Kent Salas

Are Mac mods insanely great or just insane? Kent Salas investigates different types of truly unique hardware modifications, their purpose, and possible usefulness, and touches on the tools and philosophy behind the mods.

5:00PM–5:45PM, Winchester
Mac OS Development Lessons from Bare Bones

Rich Siegel

A history of Bare Bones’ growth through the good and bad times of the last decade, and the lessons from it that can be applied to the new software ecosystem that is developing with the emergence and maturation of Mac OS X.

5:00PM–5:45PM, Stevens Creek
Building a Mac-Based Web Site

Derrick Story & Rael Dornfest

Learn how to leverage the sophisticated web tools that are available free to every Mac OS 9 and Mac OS X user. This session includes secrets for authoring lean, mean QuickTime video; how to publish iPhoto slide shows online; the best way to make large files available to others without ftp access; and more.

5:00PM–5:45PM, Lafayette/San Tomas/Lawrence
An Introduction to the Cocoa Document Architecture

mmalcolm Crawford & Scott Anguish

An overview of the main classes that are used in multi-document applications, and how to use the architecture supplied by Cocoa to develop applications that can create, open, load, and save multiple document files.

5:00PM–5:45PM, Bayshore
Mac OS X Server Hardware and Software

Tom Goguen & Alex Grossman

Check conferences.oreilly.com/macosxcon for session and speaker updates.

5:45PM–6:30PM, Winchester
Serving Your Site From a Mac

Dori Smith

Now that you have Mac OS X, you’ve also got Apache, a powerful web serving machine. Dori Smith describes the numerous available free tools in addition to the ones that came with your Mac. Learn what's available, what to use, and when. This session assumes some knowledge of web technologies.

5:45PM–6:30PM, Stevens Creek
Media Asset Management with MySQL

George Reese

A look at the role of MySQL and other Unix tools in solving the problems of digital media management. The session covers remote production with Final Cut Pro, the sharing of online and offline media assets among a team members, and searching and retrieving offline media assets.

5:45PM–6:30PM, Lafayette/San Tomas/Lawrence
Totally Hip

Michael Shaff

Check conferences.oreilly.com/macosxcon for session and speaker updates.

5:45PM–6:30PM, Bayshore
Your iPod: Mac in a Pocket

Doug Hanley

Turn your iPod™ into a mobile music library, portable storage unit, or even a full-fledged Mac that fits in your pocket. Covered are the troubleshooting tools and tricks to make the iPod a bootable drive that supports Mac OS 9, Mac OS X, or even Mac OS X Server.

Mac OS X Music Evening with David Mash

Wednesday, 8:00PM–10:00PM
Santa Clara Ballroom

Join David Mash, Apple Master and VP of Instructional Technology at Berklee College of Music, who will demonstrate the latest music software running on Mac OS X, briefly discuss the benefits Mac OS X provides for music and audio, and compose and perform in real time. Music, fun, questions, and answers.

Representatives from Apple Computer and Mac OS X music software developers, BIAS Inc., and Emagic will also be in attendance.

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THURSDAY MORNINGS

10:45AM–11:30AM, Winchester

Mac OS X Hacks
Rael Dornfest
Check conferences.oreilly.com/macosxcon for session and speaker updates.

Stevens Creek, 10:45AM–11:30AM

From Unix to Aqua: Porting Large Unix Applications to Mac OS X
Ed Peterlin
Following OpenOffice.org as an example and a work in progress, Peterlin shares technical and non-technical insights into the process of taking large Unix applications, migrating them to Mac OS X, and finally adapting them to use Mac OS X specific technologies and guidelines, with an emphasis on making the process more efficient.

10:45AM–11:30AM, Lafayette/San Tomas/Lawrence

What's New in Jaguar: The AddressBook Framework
Michael Beam
With the release of Jaguar, the Address Book is now an integral part of the Mac OS X user experience. The AddressBook framework allows Cocoa developers to access the same database of contacts used by Mail, Address Book, and iChat in their own applications. In this session, learn how to incorporate the AddressBook framework so that it is not isolated from the user's address book.

11:30AM–12:15PM, Winchester

Mac OS X Open Source Databases
Brian Jepson
Learn how to install and configure PostgreSQL and MySQL for Mac OS X from source or binary distribution. Additional topics include a demonstration on how to set up user accounts and databases, database-enabled web programming, GUI admin tools, and ODBC.

11:30AM–12:15PM, Stevens Creek

Using Fink: A Developer's How-To
David Morrison
The Fink project uses Debian tools to install open source Unix software, manage dependencies between packages, and keep track of versions. This session demonstrates an initial download of the source file, simple modifications to port the software to Mac OS X, and the creation of a Fink package.

11:30AM–12:15PM, Lafayette/San Tomas/Lawrence

The Pearlescent Macintosh: Programming Graphic Design Tools with Perl
John Labovitz
Every Mac OS X installation now includes Perl, creating the opportunity to fuse a great scripting language with great graphic applications, such as Adobe InDesign, Illustrator, and Photoshop. Learn how to harness Perl, with all its features and freely available software modules, for writing both simple scripts and full-scale programs.
11:30AM–12:15PM, Bayshore

**Multi-lingual Mac Programming**

*PROGRAMMING*

Brook Conner

Conner surveys Mac OS X’s huge diversity of programming languages, including Java, Objective-C, AppleScript, and hidden gems such as Haskell and Eiffel. See how Mac developers can make the best use of the most appropriate tool for the problem being solved.

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**Thursday Afternoon**

1:30PM–2:15PM, Winchester

**Rapid Application Development with WebObjects**

*SERVERS AND NETWORKING*

Bob Fraser

WebObjects enables you to leverage the power of Java to deliver sophisticated Web Services on top of existing data sources rapidly. Bob Fraser demonstrates WebObjects’ rapid prototyping technologies for Java, how to generate Web Services from an existing JDBC or JNDI source, and how to customize and develop these applications.

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1:30PM–2:15PM, Stevens Creek

**Outstanding Applications Graphics: A Developer’s Workflow**

*MULTIMEDIA/THE iAPPS*

Scott Nichol

Nichol shows developers how to leverage new technologies built into Adobe® Photoshop®, Adobe® Illustrator®, and Adobe® GoLive® to streamline graphics content creation for print, web, and Interface Builder. Learn to manage files using the collaboration features of built-in WebDAV services, and how scripting these applications can save time during the next release.

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1:30PM–2:15PM, Lafayette/San Tomas/Lawrence

**Java Media: QT or Not QT?**

*PROGRAMMING*

Chris Adamson

An overview of the major media technologies available to Mac-based Java developers—Apple’s QuickTime for Java versus JavaSoft’s media APIs. Talk covers the philosophies, features, and faults of each.

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1:30PM–2:15PM, Bayshore

**QuickTime and MPEG-4 in Mac OS X**

*EMERGING TOPICS*

Frank Casanova

Check conferences.oreilly.com/macosxcon for session and speaker updates.

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2:15PM–3:00PM, Stevens Creek

**Use of Unix Tools for Graphics Professionals**

*MULTIMEDIA/THE iAPPS*

Ted Stevko

Artists, graphics professionals, and graphic development groups have a great deal to gain using both Mac OS X and Unix’s robust toolset. Stevko proposes strategies for both print and web graphics developers to integrate Unix tools (CVS, Perl, Apache, PHP, and MySQL) into their workflow to reduce costs, increase speed, and make life more pleasant.

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2:15PM–3:00PM, Lafayette/San Tomas/Lawrence

**Objective-C++: Everything, plus the Kitchen Sink**

*PROGRAMMING*

Brook Conner

The standard Mac OS X compiler supports both Objective-C and C++ in a single source file, letting a programmer freely intermix the mechanisms and features of each language. Conner explains the differences between the class mechanisms of C++ and Objective-C, providing a solid understanding of when to use which capabilities to make your code easier to write, terser, and easier to understand.

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2:15PM–3:00PM, Bayshore

**Designing for Aqua®**

*USER INTERFACE*

Ivor St. John Clarke

Much ado has been made about the Aqua Interface, but the documentation on the design philosophies has been lacking. This session focuses on the philosophy of Aqua design, while guiding developers toward building a successful user interface.

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“Since Mac people tend to be so media-savvy, I’d like to help them see that if they’re Java programmers too, then robust media APIs are here today, they work, and that we should start doing great things with them.”

— Chris Adamson, Software Engineer
Chris Adamson is a Java consultant based in the Atlanta area, specializing in media GUI’s and distribution. He’s been a full-time Java developer since 1997, and has used Mac OS X exclusively for the last 12 months. In a previous career, he was a writer/associate producer at CNN Headline News.

Scott Anguish started developing for the Macintosh in 1984. The NeXT development environment inspired him to create Stepwise in 1994, a portal for information related to NeXT technologies. Anguish uses Cocoa and WebObjects to build better technology for higher education at the Center for Educational Technology in Middlebury College.

Michael Beam is the Cocoa columnist at the O’Reilly Network’s Mac DevCenter. He started programming in Cocoa with Mac OS X public betas. His columns focus on becoming productive in Cocoa, quickly and easily.

Chris Bourdon, product line manager for Mac OS X, markets and manages the Jaguar technologies and all core Mac OS X technologies, including Quartz graphics, printing, audio, AppleScript, and networking. Bourdon joined Apple in 1997 and was formerly a product manager for Netboot and for Mac OS X Server.

Kevin Burton is a long-standing contributor within the Apache Software Foundation, concentrating on open source, distributed systems, Java, XML, object-oriented design, performance analysis, scalability design, and security engineering. Open source projects he created include Reptile, Apache Jetspeed, and Apache Alexandria. Kevin cofounded the Apache Turbine project and is working on the OpenPrivacy project.

Frank Casanova, director of QuickTime Product Marketing at Apple, drives the strategy and marketing for QuickTime streaming technology products. Casanova joined Apple in 1988 and helped start Apple’s high-performance CPU group. In 1993, he moved into Apple’s Advanced Technology Group, working on ubiquitous computing and information access among other “Third Paradigm” technologies.

Stuart Cheshire is senior engineer at Apple and the architect behind Rendezvous, Apple’s home networking technology. He is also co-chairman of the IETF Zeroconf Working Group, and previously worked on IBM Token Ring with Madge Networks in the UK. Cheshire received degrees from Sidney Sussex College, Cambridge, UK, and Stanford University.

Ivor St. John Clarke is president of Simple Factors, a user interface design firm located in Boulder, CO. After graduating from Carnegie Mellon University with a degree in Human Computer Interaction, he joined Microsoft’s Macintosh Business Unit. There he worked on several versions of Office and finally guided the transition to Aqua for Office X.

Brook Conner is an author, freelance consultant, and faculty member at NYU. His next book is Programming Quartz: Advanced 2D Graphics on the Macintosh, forthcoming from O’Reilly. In the past, he worked at Novix Media, Sony, and the NSF Science and Technology Center for Computer Graphics and Scientific Visualization.

Meet and greet your favorite O’Reilly authors—and have a drink on us!

Free beer for the first 100 people; no-host bar thereafter.

Wednesday, October 2, 6:30PM–7:30PM
O’Reilly Bookstore on the Mezzanine

Participating authors include:
Ian Darwin, James Duncan Davidson,
Rael Dornfest, Rob Flickenger, Jason
Hunter, Brian Jepson, Brett McLaughlin,
Tim O’Reilly, David Pogue, George Reese,
and Chuck Toporek
mmalcolm Crawford is a certified Apple Cocoa, WebObjects, and Mac OS X trainer, and contributing editor for the Stepwise web site. Having worked in academia for almost a decade, he joined the business world after the NeXT and Apple worlds combined, and currently works as technical marketing and training manager for FrontBase, Inc.

ian Darwin, author of O’Reilly’s popular Java Cookbook and the in-progress Tomcat: The Definitive Guide, has worked with Unix since 1980, Java since 1995, and with Mac OS 7, 8, and X. He teaches for Learning Tree International and has presented tutorials at UniForum, the O’Reilly Open Source Convention, Geek Cruises’ Java Jam, and elsewhere.

James Duncan Davidson was the original author of Apache Tomcat and Apache Ant, and played an instrumental role at Sun in their donation to the Apache Software Foundation. He was an architect of the Java 2 Enterprise Edition Platform, and wrote several versions of the Servlet API and the Java API for XML Processing specifications.

Cory Doctorow co-edits the Weblog bOING bOING, writes for Wired, and won the John W. Campbell Award for Best New Science Fiction Writer at the 2000 Hugo Awards. Doctorow’s first novel, Down and Out in the Magic Kingdom, will be published by Tor Books in Fall 2002. Doctorow is also the cofounder of OpenCola.

Adam C. Engst is the publisher of TidBITS, one of the oldest and largest Internet-based newsletters, distributed weekly to hundreds of thousands of readers. He has written and coauthored numerous Internet books, including the bestselling “Internet Starter Kit” series, and many articles for magazines, including Macworld, where he is currently a contributing editor.

Glenn Fleishman is a freelance journalist who writes regularly for the New York Times, Fortune, and Wired, and is the Macintosh columnist for the Seattle Times. He has written and worked with wireless networking since October 2000. His Wi-Fi blog (80211b.webloger.com) has been the No. 1 match for 802.11b for several months running.

Rob Flickenger is the author of Building Wireless Community Networks, and systems administrator of the O’Reilly Network.

brian d foy has been a dedicated Mac user since a Quadra 650, which he still uses. Seven Macs later, he deals almost exclusively with Mac OS X for his Perl development work. He is also a Perl developer and trainer, and publishes The Perl Review, all from his Powerbook.

Dan Frakes is a Mac writer, shareware author, and long-time Mac user. He is a frequent contributor to Macworld magazine’s “Mac OS X Secrets” column, contributed to the book Mac OS X Disaster Relief by Ted Landau, and is currently writing his own book on Mac OS X (Mac OS X Power Tools). He is also the author of InformlINIT, a shareware guide to the Classic Mac OS, and a “ListMom” for some of the largest Mac-related mailing lists on the Net.

Bob Fraser is the primary product manager for WebObjects, the premier object-oriented application server. He brings broad experience in marketing servers and enterprise solutions to bear in helping make WebObjects the ultimate tool for three-tier Java technology-based development.

Mark Frauenfelder is a writer and illustrator living in Los Angeles. He cofounded bOING bOING magazine, was the founding editor-in-chief of WiredOnline, writes a monthly column, “Living Online,” for Playboy, and is the co-editor of ukulelia, a blog for ukelele fanatics. He recently wrote and illustrated Mad Professor, a book of bizarre science experiments for children.

John Geleynse, user experience evangelist in Apple’s Worldwide Developer Relations group, helps developers adopt and design for Aqua, the Mac OS X user interface. Geleynse has over fourteen years of experience as an assembly language programmer, a C/C++ programmer, and has held various marketing roles.

Dan Gillmor is technology columnist for the San Jose Mercury News and writes a daily web-based column for SiliconValley.com, an online affiliate of the Mercury News. His column runs in many other U.S. newspapers, and he appears regularly on radio and television, including NPR’s Morning Edition and CNN.

Tom Goguen is director of server software in Apple’s Worldwide Product Marketing group, marketing and managing Apple’s Mac OS X Server and Apple Remote Desktop products. Prior to joining Apple in 2001, Goguen was director of product management at Eazel, and held various positions at Sun.

James Gosling is a VP and Fellow at Sun Microsystems. In addition to the original design and implementation of Java, Gosling worked on the NeWS window system and the original Unix Emacs editor. He dedicated much of his time last year to working on the Real Time Specification for Java.

Alex Grossman is director of hardware storage in Apple’s Worldwide Product Marketing group, driving the development, marketing, and management of Apple’s server and storage products. Prior to joining Apple, Grossman was a vice president at MicroNet Technology, Inc. Grossman has contributed to several storage technology patents, and led the team that developed the first FireWire-based Storage Area Network.

Doug Hanley is a premier member of the Apple Consultant Network and founded VMUG, the Las Vegas Macintosh Users Group. He teaches Macintosh Troubleshooting & Maintenance at the Community College of Southern Nevada and is certified as an Area Certified Technical Coordinator, supporting Mac users for over 12 years.

Paul Hoffman is the director of the Virtual Private Network Consortium, the industry trade association for VPN manufacturers and service providers. He is also the author of 20 computer books including Netscape For Dummies and Perl For Dummies. He bought his first Mac in January 1984.

Jordan Hubbard, manager of BSD Technologies for Apple’s Core OS Engineering team, oversees the BSD Technology Base for Darwin, the Unix-based core of Mac OS X. Before joining Apple in 2001, Hubbard was a principal technologist for Wind River Systems and was responsible for the FreeBSD CD-ROM product line. He is also a cofounder of the FreeBSD project, which began in 1992.

Brian Jepson is a programmer, writer, and editor with O’Reilly & Associates, Inc. He is the author of several books on programming, including the Perl Resource Kit Utilities Guide and an upcoming Mac OS X book. He keeps a watchful gaze on many corners of technology, including Web Services, .NET, Mac OS X, portable computing, and wireless networking.

Jessica Kahn is the engineering team lead for Apple Help on Mac OS X.

Leander Kahney is a journalist who covers Apple and the Mac community for Wired News (www.wired.com). Before joining Wired, he was a senior writer at MacWeek. He has written for numerous publications, including Scientific American and the London Guardian.

John Labovitz is a photographer, programmer, and old-time netizen. He has been a typographer/designer and webmaster (working on O’Reilly’s GNN site way back in 1993). Since 1985, he’s switched back and forth between Mac and Unix. Now he’s happier not having to choose between the two.
Ted Landau is the author of *Sad Macs, Bombs, and Other Disasters* and *Mac OS X Disaster Relief*. He is the founder and original editor of the MacFixIt web site (www.macfixit.com) and a contributing editor for *Macworld* magazine. Landau has been twice listed by *Mac Developers Journal* as one of the 25 most influential people in the Mac community.

J.D. Lasica is senior editor of the *Online Journalism Review*. Previously, he was director of content for an e-commerce startup, editor of BabyCenter.com, and a senior manager with San Francisco Sidewalk. He writes a popular weblog, *New Media Musings* (jd.manilasites.com), and is currently writing a book about the clampdown on digital rights.

David Mash is vice president for information technology at Berklee College of Music in Boston, Massachusetts, charged with strategic planning and leadership in the successful integration of technology into all college processes. Mash was chosen by Apple Computer to be one of the first technology visionaries to be included in their Apple Masters program.

Gordon Meyer, ethnographer, writer, and instructional designer, works as an engineer in Apple’s Instructional Products Group. An original member of the Apple Help team, Meyer helps define the design, content, and future direction of Apple’s onscreen documentation and tutorials.

David Morrison teaches mathematics at Duke University. He has used both Mac OS and various flavors of Unix in his research and his teaching for many years. He began contributing to the Fink project in July 2001, when he discovered that learning the skills needed to bring his favorite Unix tools to Mac OS X were not so hard after all! His other professional interests include bringing the scientific literature online (www.arXiv.org), and superstring theory.

Christopher Nagel has been a consultant, developer, and mentor for 12 years. Nagel has worked on object-oriented software for the Department of Defense, Blue Cross, TIAA-CREF, and Apple. Currently Nagel is authoring O’Reilly’s *Cocoa Cookbook* and lending a hand on some very cool software projects.

Victor Nemechek is El Gato’s Director of Marketing since 2001, developed EyeTV Digital Video Recorder, allowing Macintosh customers to watch, record, and pause “live” TV, skip commercials, instant replay, or archive shows. Before joining El Gato, Nemechek led the development of Toast 5 Titanium (recording software for the Macintosh) at Roxio.

Matt Neuburg is the author of O’Reilly’s *REALbasic: The Definitive Guide*. He has been making computers do the work for him since 1968.

Scott Nichol is an independent Mac developer and the author of the shareware application *fx*. He also maintains the macmethod.com web site. At his real job, Nichol is a software engineer specializing in high-precision robotics and automation software for microchip assembly.

Tim O’Reilly is the founder and CEO of O’Reilly & Associates, thought by many to be the best computer book publisher in the world. O’Reilly also publishes online through the O’Reilly Network (www.oreillynet.com) and hosts...
conferences on technology topics. Tim is an activist for open source and open standards, and an opponent of software patents and other incursions of new intellectual property laws into the public domain.

**David O’Rourke**, engineering manager for Apple’s Directory Services, manages the development for directory client and server technologies in Mac OS X. The specific technologies he addresses include Open Directory, based on LDAP architecture, and Workgroup Manager. O’Rourke joined Apple in 1990 and has since held various quality assurance and engineering positions at the company.

**Edward Peterlin** is the lead Macintosh developer at BIOPAC Systems, Inc. by day and an OpenOffice.org contributor by night. He has worked on a variety of large Unix, Macintosh, and Win32 projects, and is currently helping to organize the community effort to complete the OpenOffice.org 1.0 port for Mac OS X.

**David Pogue** is the weekly technology columnist for the New York Times. He is also the #1 bestselling Macintosh author, having authored *Mac OS X: The Missing Manual* and several other titles in the Missing Manual Series, which he created.

George Reese is the author of *Database Programming with JDBC and Java*, 2nd Edition, *Java Enterprise Architecture*, and coauthor of *MySQL and mSQL*. He created the world’s first JDBC driver, the mSQL-JDBC (a.k.a. Dasein Soul) driver for mSQL and is now involved with the creation of the peer-to-peer open source personal digital asset management system, xS. He currently works for Imaginet, LLC.

**Kent Salas** (a.k.a. “Webmonkey Boy”) is a web producer for the Los Angeles Newspaper Group and is “Apple Product Professional” in Apple’s Learn & Earn program. His history with Mac started in 1985 with Apple’s “Fat Mac.” In his free time, he and his son devise ways to alter Mac and PC hardware.

**Wilfredo Sánchez Vega** spent three years as a senior software engineer at Apple Computer, working on the BSD subsystem in Mac OS X as a member of the Core Operating System group, and as engineering lead for Apple’s open source projects. He went on to join KnowNow, a startup in Mountain View, CA, as developer community manager. Sánchez Vega is a member of the Apache Software Foundation and graduate of MIT.

**Randal L. Schwartz** is an eclectic tradesman and entrepreneur, making his living through software design, technical writing and training, system administration, security consultation, and video production. Schwartz spent seven years at Tektronix, ServioLogic, and Sequent. Since 1985, he has owned and operated Stonehenge Consulting Services in his hometown of Portland, Oregon.

**Michael Shaff** Check conferences.oreilly.com/macosxcon for session and speaker updates.

**Rich Siegel** is the founder, president, and CEO of Bare Bones Software, Inc.

Speaker Biographies

Sal Soghoian is an AppleScript Product Manager, Worldwide Product Marketing for Apple. He began scripting in 1992, after discovering AppleScript could automate the publishing-related tasks at his service bureau. An early “online evangelist,” he is widely touted as “the” AppleScript Guru and driving force behind the continued expansion and acceptance of AppleScript.

Daniel Steinberg writes the “Java on Mac OS X” column for the O’Reilly MacDevCenter. He provides training and consulting for Java development and Extreme Programming. When he’s not cooking or relaxing with his wife and daughters, he’s probably up in his office working on his next book.

Ted Stevko has been a network administrator, graphic designer, programmer, cartoonist, and illustrator, usually all at once. Currently working as a Java developer using J2EE Web Services to develop high-availability web sites, he’s wrangled with graphics and programming problems for the last seven years, from both development and technical points of view.

Damien Stolarz is an inventor with a decade of experience making different kinds of computers talk to each other. After a stint at UCLA, Stolarz cofounded Blue Falcon Networks (formerly Static Online, Inc.), where he is the chief software architect. Stolarz has supervised and architected the development of networking software for the past seven years.

Chris Stone is the senior Macintosh systems administrator for O’Reilly & Associates, Inc., and has been an extremely avid Mac user, fan, and explorer for fifteen years. Stone wrote the two Terminal chapters for David Pogue’s bestselling Mac OS X: The Missing Manual, as well as several popular articles for O’Reilly’s Mac DevCenter.

Derrick Story is the managing editor of O’Reilly Network. Pet projects include the JavaScript/CSS and Macintosh O’Reilly DevCenters. Story’s experience includes more than fifteen years as a photojournalist, a stint as the managing editor for Web Review, and a speaker for CMP’s web conferences. In his spare time, he manages his online photo business, Story Photography.

Joseph Strout has been an engineer at REAL Software since the turn of the century. His particular areas of interest are graphics and imaging, including text rendering and game development. Strout also serves on the editorial board of RB Developer magazine (RBD), and writes freelance articles for both RBD and MacTech.

Dan Sugalski is the chief architect for Parrot, the interpreter engine for Perl 6, and has been a Perl 5 core developer for years. He’s a contributor to The Perl Journal and The Perl Review, and is the author of the upcoming O’Reilly book, Programming Cocoa Applications in Perl.

Leon Towns-von Stauber has been using and administering Unix systems for the past twelve years. The purchase of a NeXT workstation in 1991 introduced him to the operating system lineage that he would follow to Mac OS X. He is currently writing a book on Mac OS X system administration to be published by O’Reilly.

David Wheeler is a long-time Mac user and an experienced freelance software developer. His switch to Mac OS X came when he ported Bricolage, an open source content management system that he maintains, and started doing serious Java development on his TiBook. Wheeler is contributing to a forthcoming O’Reilly Mac OS X book.

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