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## [Xcode Developer Toolset Updated to Version 4.6](#)

Monday January 28, 2013 11:51 am PST by Jordan Golson



### Xcode 4.6

This is the complete Xcode developer toolset for Mac, iPhone, and iPad. It includes the Xcode IDE, iOS Simulator, and all required tools and frameworks for building OS X and iOS apps.

[Download Xcode 4](#)

Posted Date: January 28, 2013  
Build: 4H127  
Included iOS SDK: iOS 6.1  
Included Mac SDK: Mac OS X 10.8

Following the [release of iOS 6.1](#), Apple has updated its Xcode developer toolset as well. The new version, Xcode 4.6, includes improvements in code completion heuristics, new compiler warnings, and other coding improvements.

### What's new

- Includes SDKs for OS X 10.8 Mountain Lion and iOS 6.1.
- Code completion heuristics are more accurate, and use an optimized default data set.
- New compiler warnings help identify potential bugs when using ARC and weak references.
- C++11 support for 'user defined literals' and 'unrestricted unions' features.
- Debugger can inspect elements within NSArray or NSDictionary objects.
- Analyze now performs deeper cross-function static analysis of Objective-C and C++ code.
- The number of indexing passes is reduced due to improved dependency checking.
- Additional bug fixes and stability improvements.

Xcode 4.6 is available as a [free download](#) from the Mac App Store. ([Direct Link](#))

[ [24 comments](#) ]

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## ['Premeditated Flash Dump' of Apple Shares Behind Friday's Last-Second Slump, Says Trader](#)

Monday January 28, 2013 6:32 am PST by Ben Lovejoy

A [blog entry](#) at *Zero Hedge* suggests that a deliberate share dump in the final second of trading may have been partly responsible for yet another drop in Apple's share price on Friday.



The move brought Apple's stock price down by approximately \$5 in the waning seconds of the week's trading, where it sat throughout much of the after-hours trading period leading into the reopening of regular trading this morning. Apple's stock is down another \$3.50 as trading opens today.

[ [59 comments](#) ]

- XXL DRUCK**  
auf LEINWAND
- 10%  
RABATT**  
für FACEBOOK  
FANS
- 
- A blue square with a white lowercase 'f' logo, representing Facebook, is shown as if it's been torn out of the orange background.

Friday January 25, 2013 11:47 am PST by Juli Clover

Both the 11-inch and 13-inch MacBook Air models are discounted, giving the entry level 11-inch Air with 4GB of RAM and a 64GB SSD a price tag of \$799.99. The base model 13-inch MacBook Air, sporting 4GB of RAM and a 128GB SSD is \$999.99.

Additional configurations with more storage space are also available, and the 13-inch MacBook Air with a 256GB SSD is \$1299.99, while the 11-inch 128GB model is \$899.99.

The sale is available both online and in stores, and while the 11-inch \$799.99 variant is sold out online, it is possible that it is still available at retail locations.

Best Buy is also offering 30% off of [all OtterBox cases](#) and a free \$20 gift card with the purchase of a [16GB iPod nano](#).  
[ [45 comments](#) ]

- ## Valve's Original Half-Life Now Available on Steam for Mac

Friday January 25, 2013 10:31 am PST by Juli Clover  
Half-Life, the first person shooter originally released in 1998, skyrocketed [developer Valve](#) to fame and influenced an entire generation of first person shooters. Despite its popularity, the game has never been available through Steam for Mac, until today.

As discovered by [Cult of Mac](#), Valve released Half-Life for Mac on Steam this morning, though the company has yet to make an official announcement about the product.

Other Valve games [like Half-Life 2](#) and its episodes have been previously available on the Mac version of Steam, but users can now [add the original Half-Life](#) to their collections for \$9.99. It has also been bundled into several different value packs.

Half-Life was originally developed for the Mac back when the Windows version was released, but due to disagreements with Apple, [the Mac version was scrapped at the time](#).

The Half-Life page in Steam still indicates that the game is Windows only, but *Cult of Mac* bought and installed the game on a Mac to confirm that it functions. The game can be [purchased via Steam for Mac](#) for \$9.99.

[ [78 comments](#) ]

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## [Apple Relocating Tokyo HQ to Roppongi Hills](#)

Friday January 25, 2013 8:13 am PST by Ben Lovejoy

Apple is to move its Tokyo HQ from the Shinjuku district to a \$2.2 billion development in the more central area of Roppongi Hills, [reports Bloomberg](#).

Apple is said to be planning to take one or two floors of the 54-story building, which is home to Goldman Sachs and Barclays. Roppongi Hills is one of Japan's largest integrated property developments, the complex including a Grand Hyatt hotel, art museum, movie theatre, private club and apartments.

“Rents of large office buildings in central Tokyo peaked in the second quarter of 2008 and have fallen 40 percent from the peak,” Kayoko Hirao, the head of Japan research at DTZ Research in Tokyo, said in a phone interview today. “It is a good time to consider an office relocation to the central business area and it should be a good chance for Apple. The office rental market will recover this year.”

Apple is terminating the lease of its current Tokyo Opera City Tower offices as of June, and is said to be moving into its new HQ as early as April.

[ [33 comments](#) ]

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## [Analysts Share in Blame for Apple's Stock Drop, Says Fortune](#)

Friday January 25, 2013 7:37 am PST by Ben Lovejoy

The [10% drop](#) in Apple's share value following the company's earnings release earlier this week was not entirely the fault of Apple, *Fortune* suggests, but rather that of overheated analyst predictions.

*Fortune* assessed the [accuracy](#) of the [predictions](#) made by 68 analysts, and found that revenue figures ranged from \$51.7 billion to \$65.69 billion against Apple's actual performance of \$54.51 billion. It produced a ranking of the analysts by the percentage errors in their predictions for both revenue and earnings per share, as well as overall performance metrics.

The analysts responsible for the sometimes wildly optimistic forecasts were not, said *Fortune*, doing Apple any favors.

The company didn't have a bad quarter. In fact, it posted its best quarter ever ... But the stock market is an expectations game and Apple is expected to blow past analysts' estimates, not miss them.

The *Fortune* piece wryly observed that 'another way of looking at it is that Apple's analysts did worse than the company this quarter.'

Going forward, Apple has altered the way in which it provides guidance for upcoming quarterly performances. While the company had previously issued single "conservative" guidance estimates for both revenue and earnings that led to the expectation that Apple would always handily beat that number, it is now providing a range of guidance numbers for revenue and other factors.

Apple believes that the range will provide a more realistic idea of where the company expects performance to fall, although it is no longer providing any specific earnings per share guidance and instead allowing analysts to develop their own numbers based on the ranges of revenue, margin, expenses, and tax rate the company expects.

[ [45 comments](#) ]

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## [Apple Launches 'Get Stuff Done' Promotion for Mac App Store](#)

Thursday January 24, 2013 5:45 pm PST by Juli Clover

Apple today began a new 'Get Stuff Done' promotional sale, offering discounts on several popular productivity apps.

The sale, which will take place over three weeks, features three categories: Prioritize, Organize, and Utilize. This week's category is Prioritize, and features list making apps like Clear and Things at a deep discount. Here's a full list along with prices:

- [Clear](#): \$6.99 down from \$9.99 [[Direct Link](#)]
- [Things](#): \$24.99 down from \$49.99 [[Direct Link](#)]
- [2Do](#): \$14.99 down from \$29.99 [[Direct Link](#)]
- [Due](#): \$4.99 down from \$9.99 [[Direct Link](#)]
- [Todo](#): \$6.99 down from \$14.99 [[Direct Link](#)]
- [TaskPaper](#): \$11.99 down from \$24.99 [[Direct Link](#)]
- [The Hit List](#): \$24.99 down from \$49.99 [[Direct Link](#)]
- [BreakTime](#): \$2.99 down from \$4.99 [[Direct Link](#)]

The sale on these apps will last from January 24 to January 31. Next week, Apple will feature a new set of apps for sale.

[ [45 comments](#) ]

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## [EA Announces Origin for Mac Alpha Testing](#)

Thursday January 24, 2013 2:17 pm PST by Juli Clover

[Origin](#), Electronic Art's digital distribution platform, is available for Macs as of today via an open alpha testing period. Origin for Mac was initially announced in August of last year, when EA noted that the Mac version of its upcoming SimCity game was expected to [launch alongside the PC version](#).

SimCity will [no longer be released simultaneously](#) on the Mac and the PC, but EA will presumably release the final version of Origin for Mac before the game comes out in March.

Like Steam, EA's Origin allows users to purchase and download games, chat with friends, and continue saved games from any Origin-enabled computer.

According to EA, Origin for Mac will function like the PC version, with cloud storage, auto patching, and a friends list. For the alpha, the Origin Store tab is not active, but EA promises that the launch version will include "a great catalog of EA and partner titles."

EA is offering a free copy of PopCap's popular "[Bookworm](#)" game with the Origin alpha download, which is limited to a few thousand customers.

The alpha version of Origin is currently able to be downloaded [from the Origin website](#). To download the software, users will need to have a Mac running OS X 10.6.8 or newer plus an Intel Core 2 Duo processor or better.

[ [59 comments](#) ]

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## [Apple Seeds Build 12D58 of OS X Beta 10.8.3 to Developers](#)

Thursday January 24, 2013 2:06 pm PST by Jordan Golson

Apple today [seeded build 12D58](#) of OS X Mountain Lion 10.8.3 to developers, marking the eighth beta iteration of the newest version of Mountain Lion. 10.8.3 was first seeded to developers [in November](#).

Build 12D58 comes a week after [build 12D54](#), and like the previous build, contains no known issues or features. Build 12D54 brought significant changes to WiFi, and asked developers to focus on testing AirPlay, AirPort, Game Center, Graphics Drivers, and Safari.

*9to5Mac* notes that the new build [again contains significant changes to WiFi](#), but additional changes are unknown. Registered developers can download the update on [Apple's Developer Page](#).

[ [80 comments](#) ]

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## [Disney CEO Remembers Relationship with Steve Jobs](#)

Wednesday January 23, 2013 8:46 pm PST by Husain Sumra

Today at the Hollywood Radio and Television Panel, Disney CEO and Apple board of directors member Bob Iger discussed his relationship with Steve Jobs, [according to The Wrap](#).

Jobs became Disney's largest shareholder after he sold Pixar to Disney for \$7.4 billion, which also set the stage for Disney's acquisitions of Marvel and Lucasfilm later on. Iger recalled that the deal almost never happened because of Jobs' disagreements with previous Disney CEO Michael Eisner. When Iger took over, one

of the first things he did was call Jobs.

"I don't even remember it being totally premeditated," Iger said. "I just decided to call my parents and my grown daughters in New York and a couple of good friends and Steve."

He asked Jobs if their relationship could be salvaged, but Jobs responded that he felt that Iger was just more of the same, although he agreed to talk anyway. The rest is history as Pixar was sold to Disney and Iger and Jobs' relationship, and by extension Disney and Apple's relationship, improved.

Iger said Jobs was "relentlessly" honest and that he would call Jobs on Saturday nights to find out if the latest Disney movies "sucked." Iger went on to say that Jobs' directness was infectious and that he told Jobs how much Disney needed Pixar to improve its animation offerings. He later learned, after reading Walter Isaacson's biography of Jobs, that Jobs had been impressed by Iger's honesty.

Jobs has had a major impact in the world of animation as well as Disney and Pixar's fortunes. In November, Pixar [named its main building](#) after Jobs. [ [21 comments](#) ]

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## [\*\*Ashton Kutcher Movie 'jOBS' Coming to Theaters April 19\*\*](#)

Wednesday January 23, 2013 8:42 pm PST by Husain Sumra

The Ashton Kutcher-led *jOBS* film will be opening in theaters on April 19, [according to The Hollywood Reporter](#).

The biopic, directed by Joshua Michael Stern and written by Matthew Whitely, chronicles Jobs' ascension from college dropout to one of the most revered entrepreneurs of the 20th century. Part of the film was shot in the historic garage where Jobs first set up shop at his family's home in Palo Alto, Calif.

*jOBS* also stars Dermot Mulroney, Josh Gad, Lukas Haas, J.K. Simmons and Matthew Modine.

The film debuts at the Sundance Film Festival this Friday, January 25. Stars Kutcher and Josh Gad, who play Jobs and Steve Wozniak respectively, [will be at Macworld/iWorld](#) next week to kick off the event with a talk about playing the two Steves.

[ [25 comments](#) ]

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## [\*\*TwelveSouth Releases PlugBug World for International Charging\*\*](#)

Wednesday January 23, 2013 9:08 am PST by Jordan Golson

Just over a year after TwelveSouth [released its PlugBug](#) Mac and iDevice charger, it has gone international. The new [PlugBug World](#) is the same as the original, but includes five swappable prong adapters for use in the UK, Continental Europe, Australia, New Zealand, North America, Hong Kong, Singapore, China, Japan and a number of other countries.

PlugBug World is an international version of the popular Twelve South PlugBug. PlugBug World brings the dual charging convenience of PlugBug to Mac users everywhere. PlugBug uses the clever trick of attaching to any Apple MacBook Power Adapter by replacing its attached plug or extended power cord. When snapped into place, PlugBug not only allows for worldwide charging of MacBook, but also provides a separate 2.1-Amp USB charger for iPad/iPhone. Once attached, simply select your local plug, or use your extended cable, to power both your MacBook and iPad or iPhone from a single outlet. This powerful accessory is a lifesaver in locations where finding multiple wall outlets can be a challenge, and where charging your MacBook and iPad quickly is mission-critical to your next meeting or presentation.

The PlugBug World is [available at TwelveSouth.com](#) for \$44.99 / £39.99 / 44,99 €.

[ [38 comments](#) ]

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## [\*\*Apple to Open First Retail Store and Resume Online Sales in Indonesia\*\*](#)

Tuesday January 22, 2013 6:48 am PST by Eric Slivka

[NZweek reports](#) ([via The Next Web](#)) that government officials in Indonesia have revealed that Apple has submitted an application outlining plans to relaunch its online store in the country, to be followed by the opening of its first Indonesian retail store in Jakarta.

Chatib Basri, BKPM chairman, said BKPM has given official permission to Apple relating to its plan to open online store in Indonesia. "We have approved their (Apple) application," he said here on Tuesday.

Apple online store in Indonesia is expected to give shorter supply chain and distribution of its products.

Azhar Lubis, deputy chairman of BKPM said Apple will open its store in Indonesia's capital city, Jakarta. "The investment worth around 2 million to 3 million U.S. dollars," he said.

*The Next Web* notes that Apple previously operated an online store for Indonesia but [shut down the store](#) in early 2011 due to issues with shipping products from the store's central hub in Singapore. The store currently remains online only to provide pricing information and connect customers to resellers.

Apple has been focused on expanding its international retail store presence, and the company [revealed in job listings](#) late last year that it is making plans for its first stores in Brazil and Turkey. Apple has also been said to be looking at [expanding sales in Russia](#).

[ [18 comments](#) ]

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## [\*\*Shipping Estimates for 21.5-Inch iMac Begin Slipping to 2-3 Weeks\*\*](#)

Monday January 21, 2013 10:19 am PST by Eric Slivka

Shipping estimates for new orders of 21.5-inch iMac models began slipping in Apple's online stores in many European countries such as the [United Kingdom](#) today, moving from 7-10 business days to 2-3 weeks. The changes have not yet propagated to stores for other regions.

Estimates for the 21.5-inch models had remained steady at 7-10 business days since just after they became available for sale late last year. Apple has also been quoting even longer estimates for the 27-inch models, which are reportedly seeing more significant issues with display production due to a new lamination process. Estimates for new 27-inch iMac orders remain at 3-4 weeks for the time being, essentially in line with their status since [just after pre-orders went live](#).

(Thanks, Neil!)  
[ [48 comments](#) ]

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## [\*\*Tim Cook Ordered to Give Deposition in Employee-Poaching Ban Antitrust Case\*\*](#)

Friday January 18, 2013 6:28 am PST by Husain Sumra

*Bloomberg* is [reporting](#) that Apple CEO Tim Cook has been ordered by U.S. District Judge Lucy Koh to give a deposition in a lawsuit claiming that Apple and five other companies entered deals not to recruit each other's employees.

Koh told lawyers yesterday that Apple founder Steve Jobs was copied on e-mails at issue in the case, and that she found it "hard to believe" that Cook, as Apple's chief operating officer at the time in question, wouldn't have been consulted about such agreements.

The judge said she was disappointed that senior executives at the companies involved hadn't been deposed before yesterday's hearing over whether she should certify the case as a group lawsuit.

The case [goes back](#) to 2005 and alleges that Apple, Adobe, Pixar, Lucasfilm, Google, Intel and Intuit had agreements not to poach employees from the companies that were privy to the agreements. Employees were free to apply at jobs at any of the companies on their own volition, however.

The agreements were [investigated](#) in 2010 by the Justice Department and the claims were eventually [settled](#), with the companies agreeing not to enter employee-poaching bans for five years.

The current lawsuit is a class-action civil suit by employees who say they were harmed by the anti-competitive actions of the companies within the agreement.  
[ [44 comments](#) ]

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## [\*\*Black Pixel's Comparison App 'Kaleidoscope 2' Goes Live on Mac App Store\*\*](#)

Thursday January 17, 2013 4:10 pm PST by Jordan Golson

Black Pixel [today released](#) its first major in-house app, Kaleidoscope 2. The app that helps coders, writers and others to compare the differences in folders, images, text, and more. The app was [released as a beta](#) back in November.

At the time, [The Next Web spoke with](#) former Apple employee Michael Jurewitz and the rest of the Black Pixel team about Kaleidoscope 2:

Kaleidoscope 2 is a lovely comparison app that allows you to take two or more files, folders or images and compare them to one another. The applications are broad, with benefits that swing from developers on one end to those simply looking to compare two images side-by-side. It has full integration with Git, Subversion, Mercurial, and Bazaar. The app can be used as the default conflict resolver for code with its command line integration or simply to check the changed passages in a collaborative word document. It's beautifully designed, fast and wonderful to use. It's become an essential part of my toolkit already.

Black Pixel acquired [Kaleidoscope and Versions](#) last year, as well as the popular RSS reader [NetNewsWire](#). Version 2 of Kaleidoscope is the first major bit of software that Black Pixel has put its own name on -- previously, the company focused on developing apps for outside clients.

*Kaleidoscope 2* is currently available [on the Mac App Store \[Direct Link\]](#), [directly from Black Pixel](#) or as a [15-day trial](#). It's available for \$35 through January 30th, after which it will be \$70.  
[ [35 comments](#) ]

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## [Apple Seeds Build 12D54 of OS X 10.8.3 to Developers](#)

Wednesday January 16, 2013 12:44 pm PST by Juli Clover

Apple today seeded build 12D54 of OS X Mountain Lion 10.8.3 to developers, marking the seventh beta iteration of the newest version of Mountain Lion. 10.8.3 was first seeded to developers [in November](#).

Build 12D54 comes just eight days after [build 12D50](#), and like the previous build, contains no known issues or features. Build 12D50 brought only minor changes, and asked developers to focus on testing AirPlay, AirPort, Game Center, Graphics Drivers, and Safari.

[9to5Mac](#) notes that the new build contains significant changes to WiFi, but additional changes are unknown. Registered developers can download the update on [Apple's Developer Page](#).  
[ [109 comments](#) ]

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## [Other World Computing Building Pricey 3.5" 2TB SSD for Desktop Workstations](#)

Friday January 11, 2013 9:53 am PST by Jordan Golson

Later this year, Other World Computing [plans to release](#) a 3.5" SSD drive meant for tower-style PCs like the Mac Pro. The drive, called the "Mercury Viper", will allow OWC to build an SSD with capacities as large as 2TB, as well as transfer rates over 600MB/s over a SATA 3 connection.

Currently, OWC makes [2.5" SSD's](#) that can be installed in a laptop or desktop via a bracket, but the extra space in a 3.5" drive allow for four times the capacity as their current drives -- at a significant cost. A OWC spokesperson [told Ars Technica](#) that the drive was designed "performance and capacity, not price".

That's in stark contrast to where the rest of the market is headed, typically driving costs down and making the most of 2.5" and mSATA form factors used in notebooks and Ultrabooks. But workstation may care less about budget and more about getting work done. "We think the price will be right for the kind of user that spends \$6,000 on a computer," Dahlke said. "And you can't get this kind of capacity anywhere else."

Pricing and availability details are expected in March.

(Image courtesy [Ars Technica/Chris Foresman](#))  
[ [78 comments](#) ]

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## [A Behind the Scenes Look at a Steve Jobs Keynote](#)

Friday January 11, 2013 8:46 am PST by Jordan Golson

Former Apple employee Don Melton has been sharing a unique look [behind the scenes](#) of the Safari development team. Melton was the team leader on both the Safari and WebKit products that are now used by millions of users on iOS, the Mac, and Windows.

Previously, Melton explained [how the Safari name came about](#), and the [tale of Safari's User Agent string](#) and the strategies his team used to keep the project under wraps.

Today, he shared [details of the launch of Safari](#) some ten years ago at the Macworld Expo in 2003. One of the more revealing sections of the piece looks behind the scenes at Steve Jobs' rehearsals for his presentation and some of the things that could have gone wrong.

Of course, thanks to Jobs' impeccable preparation, the Safari presentation -- and everything else that was revealed that day -- went off without a hitch.

Until I watched that video I found and [posted of the Macworld keynote](#), I had completely forgotten what else was announced that day. Which is pretty sad considering I saw Steve rehearse the whole thing at least four times.

But you have to realize I was totally focused on Safari. And Scott Forstall, my boss, wanted me at those rehearsals in case something went wrong with it.

There's nothing that can fill your underwear faster than seeing your product fail during a Steve Jobs demo.

One of my concerns at the time was network reliability. So, I brought Ken Kocienda, the first Safari engineer, with me to troubleshoot since he wrote so much of our networking code. If necessary, Ken could also diagnose and duct tape any other part of Safari too. He coined one of our team aphorisms, "If it doesn't fit, you're not shoving hard enough."

[...]

Most of the time during those rehearsals, Ken and I had nothing to do except sit in the then empty audience and watch The Master Presenter at work — crafting his keynote. What a privilege to be a spectator during that process. At Apple, we were actually all students, not just spectators. When I see other companies clumsily announce products these days, I realize again how much the rest of the world lost now that Steve is gone.

The full article is [worth a read](#) for anyone who wants a peek behind the Apple curtain.

[ [28 comments](#) ]

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## [Xerox CFO Luca Maestri Joining Apple as Corporate Controller](#)

Friday January 11, 2013 6:16 am PST by Eric Slivka

Xerox today [announced](#) that Chief Financial Officer Luca Maestri is leaving the company to take the position of Corporate Controller at Apple. The move will be effective February 28.

"Luca is a stellar finance executive whose contributions have brought great value to the transformation of Xerox into a services enterprise," said Ursula Burns, Xerox chairman and chief executive officer. "He's helped strengthen our financial foundation, which will serve his successor, our company and our shareholders well for the long term."

At Apple, Maestri will succeed Betsy Rafael, who retired last October. Rafael had served as Corporate Controller and Principal Accounting Officer, and the role of Principal Accounting Officer shifted to Chief Financial Officer Peter Oppenheimer upon her retirement.

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## Mac Blog

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Microsoft today announced the launch of its latest Office software suite, updating its applications for Windows machines to new 2013 versions and launching a new Office 365 subscription option. ...  
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- [Apple to Launch 128 GB iPad on February 5 for \\$799/\\$929](#)

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In line with a stock database leak from earlier this week, Apple today officially announced a new 128 GB version of the fourth-generation iPad with Retina Display. "With more than 120 million iPads...  
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Rumored 5th Generation iPad (left) vs iPad mini (right) 9to5Mac has unconfirmed images of what could be the rear panel for the next iPad. The images match up very closely with a report from last...  
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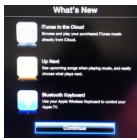
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In its iOS 6.1 press release today, Apple disclosed some impressive usage numbers for iOS 6 and the iOS platform. As of today, nearly 300 million iOS devices -- iPhone, iPad, and iPod touch -- are...  
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- [Apple Updates Apple TV with Up Next and Bluetooth Keyboard, New 'AppleTV3.2' Model Revealed](#)

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Alongside today's release of iOS 6.1, Apple also issued an update for the Apple TV. The new 5.2 software update includes a number of enhancements including direct iTunes in the Cloud music...  
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- [Apple Releases iOS 6.1 with New LTE Carriers and Fandango Siri Integration](#)

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Following this weekend's release of iOS 6.1 Beta 5 to developers, Apple has just released iOS 6.1 to the public. The update includes new LTE carrier support and Siri-based movie ticket purchases...  
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iLounge follows up its reports from last week about Apple's future iOS device plans with a new report sharing details on Apple's rumored lower-cost iPhone. According to the report, the new...  
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BrightWire summarizes a report [Google translation] from Chinese financial news site yicai.com noting that the city of Shanghai has officially announced Apple will open a new facility including some...  
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- [Apple Preparing to Launch 128 GB Versions of Full-Size iPad?](#) (220)
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