

22 September 2008

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MercuryMover logo  
Helium Foot Software

## [MercuryMover Developer Interview](#)

### *2.0 beta now over, final version available*

As some of you may have heard, Helium Foot Software's flagship Mac app, MercuryMover, is launching as version 2.0 today. It is a free upgrade to existing users, and can be acquired at an introductory price (\$20.00) by non-users. We've had the chance to talk to the head of Helium Foot Software, Keith Alperin, who was kind enough to tell us a little bit about his company, how creating MercuryMover came about, what new features are in the scope, and more.

Softpedia: Before we take on MercuryMover, why don't you tell our readers a bit about yourself.

Keith: I'm a recovering biologist, recovering philosopher and 100% Mac Geek. I'm a dad, a 20-year Mac user, a 30-year computer user and an Indie Mac developer. The tag line for my company [Helium Foot Software] is "Making your Mac more agile, more powerful and more fun" and I've always been drawn to applications that smooth out the Mac tasks that seem overly cumbersome. The best example of this type of app to me is [LaunchBar](#) and I strive to make apps as useful as this one. Our first product, [MercuryMover](#) really embodies this spirit.

Softpedia: MercuryMover lets Mac users move and resize windows on the screen using only the keyboard. This requires considerably less effort on behalf of those who mostly use their computers typing hours at a time, such as programmers, or writers. How did you come by creating an app like MercuryMover, and when did you realize a utility like this was definitely in order for the Mac?

### MercuryMover example

Keith: Although I grew up on the Mac in the OS 9 era, when the mouse was the conventional input device, I've always learned keyboard shortcuts to make small tasks seem even smaller. Watching someone reach for the mouse and drag it across the screen in order to select Edit -> Undo was always painful when the command-Z key combination was so much faster! Having already worked in software for a few years at the dawn of the OS X era (mostly as a web developer), I set about learning Cocoa in my free time and wrote a few tools that fed my need to squeeze more speed out of everyday tasks. Throughout this time MercuryMover was definitely on my radar; reaching for the mouse always slowed me down so much. Finally, after my daughter was born and I was home with her on paternity leave, I took some time to write the first version (fortunately, she was a champion napper, which left me with enough time to write the software). From there, I continued to refine it and once I felt like it was approaching the quality of a shipping product, I set up my company and released it to the world.



program supporting the National Cancer Coalition (NCC), through which your customers could opt to make a contribution to NCC when purchasing any Helium Foot product. Tell us more about your initiative.

Keith: In addition to biology and philosophy, I'm also a bit of a recovering do-gooder. As a kid I had plans to change the world by curing cancer. It turns out that cancer is a really hard problem and, while I loved science, my experiments always failed! As a software developer I was bothered by the fact that my occupation no longer had the same kind of impact on other people. After starting my own company, I realized that I can have whatever impact I want to. As I prepared the MercuryMover v1.1 release, I started the NCC matching program. Every contribution given by our users is matched dollar for dollar by Helium Foot Software. Right now, our monthly contributions are still pretty small, but it's a start and I'm really proud to have created the program.

Summing up the interview, Keith told us he was "extremely grateful" to have had the chance to talk to us and, thus, establish a connection with our readers. In light of MercuryMover's 2.0 release, but not only, we could not but feel the same.&nbsp;Here, [try it out yourselves](#), see how it works for you, and let us know what you think.