# Apple*byte*

## October 2013
(including **September**)

They told me to back up my drive,
Which has crashed—it's no longer alive.
Had I heeded their warning,
I wouldn't be mourning
My data, which didn't survive.

**Waimairi School**
**October 30th 7:30 pm**

# Contents

# Meeting venue

Meetings are held on the last Wednesday of each month (except December) beginning at 7:30pm, at Waimairi School at the end of Tillman Avenue, off Bligh's Road.

Drinks and snacks are available while we all calm down after the excitement of the meeting.

Some members carpool to get to meetings. If you don't have a car and find it difficult to get to meetings, please contact a committee member to arrange transport. Usually there is someone living near you who can offer a lift.

# Meeting programme

## Wednesday 30th October 2013

**7:30 Monthly Meeting**
- Welcome and News
- Linux and 'Free' Software - Michael Kerrisk
- New things from Apple
- Questions and Answers
- Supper

Michael Kerrisk is a programmer, trainer, and writer who has been using and programming UNIX systems since 1987. He is the author of *The Linux Programming Interface*, (**http://www.man7.org/tlpi/index.html**). Since 2004, he has been the maintainer of the *Linux man-pages project*, which provides the manual pages used by thousands of Linux programmers.

Come along and share your passion for Apple products. Learn about the latest technology, and enhance your skills. And meet with old and new friends over supper. Visitors welcome.

# Submitting your article

Electronic submissions are preferred (to save wear and tear on my fingers). Just choose whatever format suits and send it to:

**editor@appleusers.co.nz**

One page is roughly 450 words. Most article are less than 4 pages, but longer articles may be accepted if of particular interest or relevance. Please ask in advance if you are planning a longer article.

Please write clearly; short sentences are recommended to help you do this. Use a spell-checker. If you are quoting some other article, please include an acknowledgment of your source.

Pictures can help explain your article, so by all means include one (or more) if appropriate. The format is not important - jpeg, tiff and gif are all fine, but try to provide a high quality image (300 dpi) if possible.

For screen shots, you can use the build-in Apple functions Apple-Shift-3 or Apple-Shift-4, or a utility such as Snapz Pro, available from:

**http://www.macdownload.com.**

# Next Deadline: 12 November 2013

# Prez sez

*Noel Strack*

Well, we're well into Spring and just about into Summer. We've had the hottest winter since 1909 (according to our usually reliable sources) and look likely to have lots of blisteringly hot Nor'westers for the rest of the year.

We have also had a blistering number of new apps appearing on our screens. They have distracted us from many 'older' programs that provide fundamental functions. This means that, at times, we are liable to forget how to get the best from the fundamentals - we are too tempted to play with these new novelties.
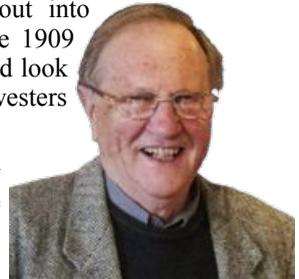
Perhaps we should have a session or so at our next few meetings about what some of the applications that came with our machine can <u>really</u> do , so we don't have to rummage around with these add-ons? I think particularly about Pages and, of course, the real workhorse, iTunes.

Any takers to take us into the finer points of these?, which seems to have sometimes been ignored?

# Jony Ive Interview

"The man who designed the iPod ponders the question with furrowed brow," Marco della Cava reports for *USA Today*. "'That's a good one,' says Jony Ive, when asked what he would turn his talents to if Apple no longer required them. There's a long silence, then a whispered, thoughtful and prolonged answer that boils down to one thing. He's not going anywhere."

In a rare interview, Ive, joined by Federighi, settles into a spartan meeting room with a simple black-and-white photo of a MacBook on one wall and the new lineup of iPhones on a counter. Over the course of an hour, the pair discusses their teamwork, personal philosophies and commitment to Apple's unwavering mission.

Some snippets:

• "This is terribly important and at the heart of what we do. We care about how to design the inside of something you'll never see, because we think it's the right thing to do." – *Jony Ive*

• "I would love, love, love to show you what we are working on now, but I'd lose my job." – *Jony Ive*

• "I've been here for years, and the way we're working is the same. Nothing's changed in terms of that. We're trying to solve problems in terms of future products that are incredibly complex, whose resolutions have no precedent." – *Jony Ive, on the post-Steve Jobs Apple.*

The is much more available in the full *USA Today* report - it is worth taking the time to read:

> http://www.usatoday.com/story/tech/2013/09/19/apple-jony-ive-craig-federighi/2834575/

# November Meeting venue

Once again we have a clash with using the School Hall for our November meeting, so please check your magazine before heading out on 27 November.

We will start the meeting sharing a little food together before the meeting.  You are encouraged to wear a hat with an Apple theme, so let your imaginations go wild.

There will be a lucky dip, so please bring a contribution - max $5.00.

*Adam & Tonya Engst*

## Take Control of Your Digital Photos on a Mac

Are you drowning in a sea of digital photos? Can you find that great picture from your vacation a few years ago? No? You're far from alone - we fully admit to suffering from a surfeit of photos too, and while iPhoto might have the necessary capabilities to organize them, we have years of photos that may as well be stuffed in a shoebox on a top shelf in a locked closet. It doesn't have to be that way.

This was the genesis for our latest ebook, Jeff Carlson's "*Take Control of Your Digital Photos on a Mac*," which helps Mac users build and maintain a digital photo workflow that makes it easy to import, tag, rate, and store photos so they can be found quickly and easily later. Many of you know Jeff from his years of work on TidBITS, but what you may not realize is that he has also turned himself into an award-winning photographer over the last decade. In this 135-page ebook, he combines his technical and organizational savvy with an appreciation of the realities of shooting picture after picture in pursuit of great images. The book normally costs $15, but the 30% MUG discount drops that to US $10.50.

**http://www.takecontrolbooks.com/digital-photos**

You'll start with learning to shoot smarter, by ensuring that your camera is doing all it can to help with organization. The next step is to choose the right photo-management app for your needs - Jeff explains the key features you should be looking for and how they're implemented in the four most popular Mac apps: iPhoto and Aperture from Apple, and Lightroom and Photoshop Elements from Adobe. (If you're not using the right app now, don't worry, since the last chapter walks you through migrating from iPhoto to Aperture or Lightroom, or from Aperture to Lightroom.)

After that, it's on to learning what to do when importing photos to reduce the amount of work later on, how to rate your photos quickly and cull the bad ones, and what you should do in terms of assigning additional metadata. What metadata, you ask? Keywords are, well, key, but it's also important to fix any incorrect dates and apply geotags to keep track of where your photos were taken. All that work comes into sharp focus next, as you build smart albums that automatically collect the desired photos based on the ratings, keywords, dates, geotags, and other metadata that now accompany each photo.

Last, but totally not least, Jeff turns his attention to helping you protect your irreplaceable photographic memories. An old printed photo is often precious because it's the only copy that exists, a problem that's not shared by digital photos that can be copied, uploaded to online services, or

reprinted multiple times. But bits are fragile too - a drive failure could wipe out all your photos in an instant. Backups are thus essential, and while you should first direct your efforts to a rock-solid backup strategy for all your data, Jeff also explains how to make specific backups of your photos, regardless of which photo-management application you're using. Looking further into the future, how will you view your photos in 5, 15, or even 50 years? Jeff offers a simple, sensible approach for making sure that your photos move forward through time with you.

Finally, although the book focuses on managing your photos rather than printing them, it does contain one neat bonus for you in that regard - a 20%-off coupon for SizzlPix!. SizzlPix! are high-definition photographic prints infused onto an aluminum base in sizes ranging from 18 to 72 inches. The hand-crafted prints are largely free of glare due to the lack of glass, are waterproof (some are installed in showers and pools), and have an ultra-hard coating that renders them virtually scratch-proof. The visual effect is stunning, even with photos from relatively low-end cameras, but SizzlPix! offers an unconditional 30-day money-back satisfaction guarantee, so if you aren't happy, you can return it for replacement or refund.

**http://www.sizzlpix.com/**

As always, thank you for your support of the Take Control series!

cheers... -Adam & Tonya Engst, Take Control publishers

PS: Check out other recently released ebooks, all at 30% off:
- Take Control of Your Online Privacy (Brand new, with a funny video!)
- Take Control of Your 802.11n AirPort Network (Now includes 802.11ac!)
- Take Control of Your Paperless Office (New second edition)
- Take Control of LaunchBar (Make your Mac do aerobatics from the keyboard)

**Note**: for the MUG discount coupon code, contact Editor.



Jerry was one of those people who didn't fully understand CAPS LOCK
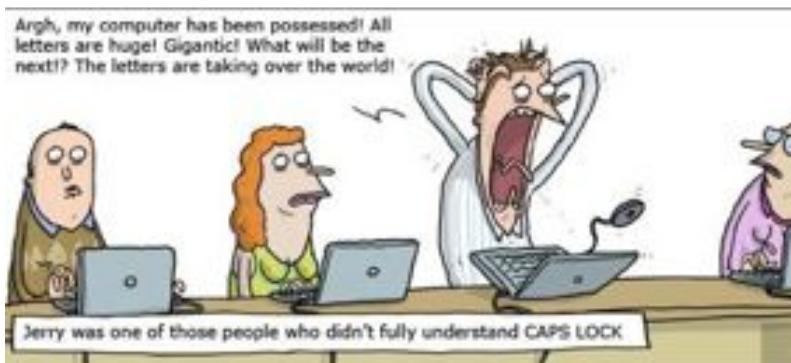
# Special offers

*Peter Fitchett*

**Note: These specials are available to all user group members. Contact Peter (web@appleusers.co.nz) for access or coupon codes.**

### Snapheal

From MacPhun, Snapheal (**http://www.macphun.com/snapheal**) easily gets rid of unwanted objects and fixes imperfections on your photos to make your shots look more professional than ever. With just a click, remove photobombs from your favorite photos, eliminate distracting objects, and perfect your shots with spot healing and retouching. Snapheal is loaded with a host of tools to reduce noise, sharpen and enhance your favorite photos like never before.

Apple user group members can save $5 (US) today by purchasing this downloadable program for only $9.99 (US), which is regularly sold for $14.99 (US). Recommended by many, at this very special user group price, Snapheal makes fixing your photos easy and fun.

This offer is valid through **October 31, 2013**.

### AgileBits: 1Password

Too many passwords to remember? 1Password 3 for Mac is a password manager that goes beyond simple password storage by integrating directly with your web browser to automatically log you into websites, enter credit card information, fill registration forms, and easily generate strong passwords.

As an Apple user group member, you are entitled to get new licenses of 1Password for Mac (**https://agilebits.com**) at 25% below the normal retail price. You also get a 25% discount on new licenses for everything else in the AgileBits store.

This offer is **ongoing**.

### Peachpit Press

Apple user group members receive a 35% discount when they shop at **http://www.peachpit.com**. Just enter the user group discount coupon code at checkout. Ground shipping is free! (This discount cannot be used in conjunction with any other coupon codes such as the Peachpit Club.)

This offer is **ongoing**.

**Note: These specials are available to all user group members. Contact Peter (web@appleusers.co.nz) for access or coupon codes.**

# From Photos to Cameras

The world seems to have discovered the camera in a smartphone, and is 'clicking' at an unprecedented rate. When you get away from the 'standard' snapshot, some of the limitations of the smartphone camera start to become apparent - multiple lenses, extended zoom capabilities and low light photography come to mind immediately. On the other hand, the display screen on a smartphone is vastly superior to pretty well any camera. So what if we could combine the two. This is what Sony is planning with theirDSC-QX100 and DSC-QX10 camera units. These are 'sort of' camera, in that they use a 'real' camera lens, but the lens also includes WiFi and a NFC (Near Field Communications) device to talk to an app in an attached smartphone (iOS or other). The phone app provides the camera viewfinder and extra camera controls.

The QX100 is rumoured to have a 1-inch, 20.2-megapixel Exmor R sensor with a 2/1.8 Carl Zeiss lens, with the QX10 sporting an 18-megapixel CMOS sensor with 10x zoom.

You will still be able to use the phone's camera, but probably not at the same time!

Also changing the look of your smartphone camera is iLuv's new camera case - turning your camera into a little Leica look-alike!

It's a little gimmicky, sure, but so what? The case comes with a matching strap (you can choose from tan or black) so you can have the iPhone at the ready, and while there's a faux lens-bulge on the back, the actual iPhone camera is left exposed so you really can get the shot quickly.

That bulge is actually a neat little storage pocket, big enough for some coiled-up earbuds or similar. It even has an elastic strap to stop your stuff from falling out.

# ephemerality

*Tony Mander*

## eBooks: yet another step towards ephemerality…?

*ephemerality (n) the quality or condition of being ephemeral; the property of lasting for a very short time. Ephemeral (adj) lasting for a markedly brief time.*

Since eBooks were developed we have seen the number of those titles increase at a great rate, although I doubt that there has been a similar increase in quality! But unlike printed books it is very unlikely that you could have a treasured eBook on a shelf for 40 years or more to revisit the pleasure of reading it. Printed books exist which are hundreds of years old; eBooks by their nature are ephemeral.

We have seen the trend to ephemerality in art. The oldest art is over 30,000 years old, perhaps as old as 100,000 years. Pictures carved in stone or on clay have survived for millennia and their exquisite detail gave us valuable information about life in those times. We have paintings on stone walls, and later on paper, animal skins and cloth. In more modern times we developed the ability to capture images formed by lenses on to photosensitive substrates, capturing fine details in that moment of time, although not capturing the generalities that an artist may have done.

A film camera could work fine for 40 years or more, as long as there was film, and prints could last perhaps up to 200 years if stored carefully. For previous generations a film camera could document their entire life. Not so today. No digital camera is likely to work for 40 years; most are likely to be unusable after 10 years because their batteries are no longer available. Even digital image files are unlikely to still be around in 40 years, needing copying to new media, and even if they are, will there be software to open them? The life of digital files can be surprisingly short. For example, I need to be able to open FreeHand files less than 10 years old, but the CS6 version of Illustrator (and presumably also Illustrator CC) can no longer do that, so I'll keep CS5.5 as it can.

The life of an eBook is tied to the life of a computer, and they are certainly ephemeral. Forgot to transfer files from a 3.5 inch floppy? Tough! Transferred them and find you can no longer open them? See above.

With the life of eBooks dependent on secure storage and on the format still being readable, they probably have a life of around 10 years or so. The oldest known literary texts date from the 27th or 26th century BCE (Wikipedia). Like eBooks, this is related to the media used for the writing. Incisions on clay tablets (no, they weren't the first iPads!), writing scratched on beaten gold, or carved in stone, are on media obviously able to survive for a long time. Actual ages for much of

humankind's writings and art are of course difficult and uncertain, but what is certain is the continually decreasing lifespan of our writings and pictures.

Some of us like printed books as physical objects, where handling a well-produced book is as important an enjoyable element as its contents. Some of us are more interested in the ease of locating information that an ebook allows. Some of us value all of these elements, the relative value of each element depending on its use.

I fall into the latter category. There are printed books I have enjoyed for the past 40 years, taking them off the shelf every few years to consult or to re-read. Try that with an ebook! A printed book obviously has no batteries to charge, no operating system to update, no digital rights management (DRM) issues, easy to loan (not so easy to get back perhaps!), and easily passes the "three Bs" test for reading (bed, bath and beach).

However, for some topics, ebooks are the better choice because the content is also ephemeral. Software manuals are an obvious area. You would be unlikely to read them from start to finish, generally using them to look up particular topics (and sadly often finding they are as useful as that other oxymoron: on-screen help). Software commonly has a life of only a few years before new versions, with their multitude of new features, useful or otherwise, and rearrangement of the interface make a new manual desirable. Trashing an ebook is much easier and more environmentally friendly that getting rid of a printed book. I also find having a software manual on the iPad is useful, in that I can have the software problem on the iMac screen while being able to read the manual separately – it must an age-related thing but I find I can't as easily switch from looking at the problem to a possible solution and back to the problem; being able to look at them both at once is much easier.

eBooks are also much cheaper, good for books on ephemeral topics. O'Reilly Media often have 24 hour sales of eBooks at half price (subscribe to their email alerts). I have bought eBooks in the "Missing manuals" series on Mountain Lion and Adobe CS6 this way. Apart from no disposal problems when they are no longer needed, lifetime updates are also included, so you effectively get the latest reprint – and the corrections are often significant. That's not really practicable with a printed book, as it would mean buying the new edition.

I prefer to have eBooks in PDF format as there are no hassles on either the iMac or iPad. While it my not provide the best "reader experience" in contrast to (eg.) EPUB, I find the lack of problems with PDF is a major contributor to using eBooks easily. For reference books like these the ability to quickly search for a topic in a PDF is a major advantage.

On holiday recently it was interesting to take several eBooks in the iPad. I had several photography books to catch up on (and at US$4 per book they weren't expensive) and the illustrations in them were certainly

excellent on the iPad, especially with the ability to enlarge them. I wouldn't have taken that pile of printed books with me.

I also found that the various electronic map apps more useful than the paper versions, especially with the enlargement and additional information aspects (these are off-line apps).   Maps are another ephemeral topic area, especially maps of cities and roads.

So do eBooks really spell the end of printed books? Or are they just another way of disseminating information? When radio arrived the pundits of the time said it would be the end of newspapers; when film arrived the end of theatre; TV was forecast to be the end of movies; and so on. Yet each medium simply found its appropriate niche and became just another channel. While there was a big initial peak in the uptake of eReaders and eBooks, that has tailed off and books are still being printed, although possibly in reduced numbers (but is that a reflection of the impact of eBooks or from people reading less because they have less time due to the myriad of other distractions?). The only constant has been that each new medium has been a more ephemeral way of recording and transmitting information.

Many of us think that writing is the greatest invention in human history. I'll finish with a quote from Galileo Galilei (15/2/1564–8/1/1642), and note that the current letters in our alphabet weren't always there; eg. J, the separation of U and V, W are recent additions.

*"But above all the wonderful inventions whose eminent mind was it who imagined finding a way to communicate his most recondite thoughts to any other person even though distant for the greatest interval of time and space? To speak with those who have not yet been born and those who will not be born for a thousand and ten thousand years. With what ease? With the various jumbles of twenty little letters on a piece of paper?"*

But would that be possible with eBooks?

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*Editor:*  Tony makes some good point to think about, but until ebooks can talk for themselves (yes, I know some are audio-books that talk), I would like to suggest a few lines for the defense:

We have seen some rare arts and writings from 100,000 or 30,000, or even 1000 years ago; but all the rest has disappeared in time, much as many ebooks (and digital photos) may do. Written works may survive 5 millennium or more, but who can read them? In fact, how many can still read written English from as little as 500 years ago?

Cameras may not last long, but neither did most tools that chipped the ancient artwork. And I wouldn't want to use any that did!

Digital works haven't been around 30,000 or 100,000 years yet, so we have no idea what will survive - we may be surprised!  Shall we come back and have a look?  What do you think?

# A Thousand Words

*Patrick Rhone*

## Worth A Thousand Words

The camera in the iPhone 5S basically moved the needle two years ahead of the *entire* camera industry. Not just smart phone cameras — *all* cameras. There is a well known photography adage that states "the best camera is the one that's with you". Well, if you have an iPhone 5S that statement will remain true no matter what other camera you may have available. This is largely because the new 64bit processor means that they have all the raw processing power they need to be able to execute features and techniques that not even the most expensive professional SLR (Single Lens Reflex) cameras can deliver.

And, what is interesting and absolutely marvelous about what Apple is doing here is that, when approaching how to make the best camera available today (and, I feel the need to stress, not just the best phone camera), they knew that did not mean specs. That it was not about who had the most megapixels, or biggest lens, or largest sensor. They know that none of that, at the end of the day matters. What mattered, in fact, was the one thing that, in a race to equate more megapixels with "better", even most of the camera industry had too long overlooked. Apple focussed solely on how they could use that massive and fast 64bit processor combined with industry first features and ideas to do one thing — give you the best *looking* photos. And, if you can get that right when you take the photo, you don't need a bunch of software to "fix it in post". It's all about capture.

So, what did they do?

First, instead of packing in *more* megapixels they packed in a sensor that delivered bigger pixels. Because, as Phil Schiller so pointedly stated, Bigger pixels = better picture. Bigger pixels mean more light, better range of color, and less noise.

Second, before you even take the picture it automatically sets the white balance, exposure, creates a dynamic local tone map, and matrix metering autofocus for fifteen focus zones (a feature not even all dSLRs have). Then, once you take the shot it actually takes three and then analyzes each in real time for which is the sharpest and that is the one you see.

Third, the new True Tone Flash. Now, I want you to understand something, there are photographers who spend thousands of dollars on flash and lighting equipment alone to achieve what this flash can do. It combines both a cool white and warm amber LED and, in real time analyzes the color of the surrounding and fires the flash to suit, thus giving you the best possible flash for that environment (over 1000

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possible color variations). No other flash in any camera ever produced can do this. Let that sink in.

Next, auto image stabilization that, in real time, analyzes those multiple photos it takes with each shot and then — if they are all a bit blurry from movement or shaking, selects the sharpest portions of each image and combines them into the best possible picture.

Throw in burst mode at ten frames per second with the added bonus of allowing the camera to select the best of the shots based on a dozen variables, slow motion ability in the video shots (which captures at HD, 720p, 120 fps), and the fact you wont have to spend a thousand dollars on some dSLR that would only get you half of these features because the rest are world first and not available in any other camera, and you know what you have?

Disruption. Apple just put the point and shoot camera industry (and some of the "Pro-summer" dSLR ones) out of business.

You see, for any camera manufacturer to give you many of those same features would mean they would have to build (or buy) a low-power, super fast, 64bit processor to build into their cameras and then write the software to deliver these things. In other words — it will not happen. Ever. They don't have the resources. And, anyone who has not yet seen the writing on the wall in that industry will surely have to see it now.

The sad thing is that they will be likely left wondering what happened, like so many other industries Apple has disrupted before. They will be asking themselves why people no longer valued megapixels and fancy lenses. Or why they can't seem to sell any of those thousand dollar dSLRs. They will think it is because Apple is so big and powerful, or the giant pile of cash, or the innovation they brought to the table. Or they will think that the consumer was "satisfied" with phone photos. That they chose the ease, convenience, and economy of not having to carry a "real" camera around. They will point the finger everywhere but at the truth…

People just want great photos and the iPhone 5S delivers that.

# About Time

*Peter Fitchett*

## FAA committee recommends lifting in-flight tech restrictions

We have "known" for years that the airline restrictions on using most technical equipment during take-off and landing is just the authorities showing that they can control us. Digital cameras a flight risk ... really?

In fact, while searching the internet, I have been unable to find anything that documents an incident where a consumer electronic device has interfered with the controls of the plane. (Did you know that dictaphones and electric shavers are exempt from the FAA ban?) Today, on some airlines, iPads and similar devices are regularly used in the cockpits by the flight crew - and the 'inverse square law' applies ... half the distance results in 4 times the effect of the device. From my seat in coach, the crew are at about 1/50 the distance, so their iPad would have 2,500 times the effect of mine (if I had one)!
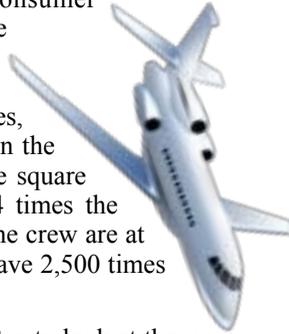
Well eventually, the FAA has set up a committee to look at these restrictions, and do you know what .... they agree!  Yes, the advisory panel suggests relaxing the ban on device usage at takeoff and landing.

The Federal Aviation Administration (FAA) will be taking another look at its rules preventing passengers from using electronic devices during takeoff and landing from next week. A high-level 28-member advisory committee examining the issue has recommended that the FAA relaxes the rules, with the formal report on the discussions being presented to the FAA at the end of September.

Current rules ask for mobile devices to be switched off for both take-off and landing, until the plane reaches an altitude of 10,000 feet and higher. The Associated Press reports that these new recommendations will at least allow for the devices to be switched on and used during these periods, but Wi-Fi and access to a mobile phone network will still be forbidden for these periods.

While the move is promising, the rules are still far from being changed. The FAA can go against the recommendations of the committee, though this is unlikely. If the FAA does adopt the changes, then restrictions on device usage at the start and end of flights could be lifted by early 2014, or later if it requires carrier-by-carrier approval.

It's a brave new world coming!
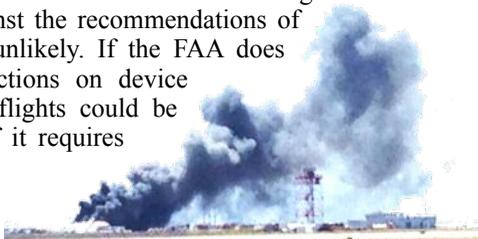
# Psykopaint

*Peter Fitchett*

**Psykosoft** has announced **Psykopaint 1.2.1 for Mac**. **Psykopaint**, (the most popular painting app on the **chrome web store**), is a painting application with a twist that allows you to paint while the colors are selected automatically based on a photo. Until now the app was accessible exclusively online and now as a fully packaged app for **Mac**. The application allows anyone to become a great artist with very little skills. And one can quickly achieve striking results. This has led to the app being used widely as a tool for art teachers and as an art therapeutic tool. The web version receive more than a million visits per month, created an entirely new category in between painting and photo-editing, and is according to **Chrome Store** reviews the best painting experience on the web today.

**Features round up:**
- 6 brushes : Paint Brush, Spraycan, Ribbons, Cannon, Knife, Pointillist and Eraser
- 72 built-in presets (variations for a brush): like Monet, Van Gogh, Renoir etc.
- Apply some FXs: Saturate, Black & White, Brightness, Hue, Old Style and more
- Colorize your photos
- Paint with or without photo
- Layers: with blend modes

**New features include:**
- Complete design overall
- Support for Retina display
- Available in French, German and Spanish
- Up to 8000px image support
- New interactive persona giving you tips

**System Requirements:**
- OS X 10.6 or later,  63.6 MB

**Pricing and Availability:**

Psykopaint 1.2.1 is $29.99 USD through the **Mac App Store** in the **Graphics & Design** category.

Psykopaint 1.2.1:     **http://www.psykopaint.com**

Download Trial: **http://www.psykopaint.com/downloads/ PsykopaintMacTrial.zip**

**Comment:** A trial download (7 days) for a bit of a play may be entertaining, but if you are a bit heavy-handed like me, for US$30, I don't think so.  (There are plenty of other ways I can make a mess for a whole lot less than that!)

# Optical Disks ... Still

Some time ago, Apple dropped Optical disks (CDs, DVDs) from out iMacs, Mac Minis and MacBooks. Then the cries and teeth-nashing died down, because we realised that we actually were not using them. Well apparently, there is still a demand among some users, because one company has already announced a new optical drive for future users of the not-yet available, new Mac Pro.

NuMac (**http://numac.co**)is excited to announce the NMBDR6x, a single cable solution for burning optical discs with Apple's soon to be released Mac Pro. The round, low-profile design of the NMBDR6x allows the device to sit right beneath the Mac Pro, keeping clutter to a minimum. Built with a durable and sleek aluminum enclosure and non-skid base, the NMBDR6x is designed to sit directly beneath the 2013 Mac Pro, so it takes up no additional desk space. With both power and data being transferred via the single USB cable, there is no need for another clunky power adapter. And with the slot load design, the NMBDR6x has no tray to get in the way or break off. Just slide your media right in and start burning.

The **NMBDR6x** features Quad Layer burning support for Blu-Ray discs. This technology allows the burning of discs up to 128GB in capacity. 6x BDR burning (25GB & 50GB discs) and 4x burning for BDXL (100GB & 128GB discs). DVDs and CDs burn quickly and accurately on the NMBDR6x as well.

128GB seems a lot for a single disk, until you realise that you will need 8 of them to back up a 1TB hard disk ... or some 24 for my new 3TB disk. Still, someone must have a use for them.

**Pricing and Availability:**
Features Plug & Play compatibility with OS X 10.6 or later. The NMBDR6x stands less than 2 inches tall from top to bottom. Lifetime warranty. Assembled in the US. Available now for $149 (USD).

Hmmm ... I wonder how many you can stack under the Mac Pro?

# Mac 911

*Christopher Breen*

## Adding subscribed calendars to your iOS device

*I subscribe to a number of Google calendars and while those calendars appear on my Mac, they don't show up in my iPhone's Calendar app. How can I configure the iPhone so the events are added automatically?*

As you've likely noticed, in OS X's Calendar application you can select Calendar > Preferences > Accounts, select your Gmail account, click on the Delegation tab, and then enable any calendars you're subscribed to. This option doesn't exist in iOS.

Thankfully, with the help of your iPhone's copy of Safari, you can add these calendars.

On your iPhone go to **https://www.google.com/calendar/syncselect**. On the resulting page log into your Gmail account and tap Sign In. In the screen that appears you'll see listings for not only your Gmail calendars, but also those calendars you've subscribed to. Enable those calendars you'd like to sync with your iPhone and it's done. When you next open the Calendar app you'll see the events these calendars contain embedded in your calendar.

## Cure for a corrupt Calendar application

*When I started my Mac this morning I launched Calendar. Or, I tried to. Its icon bounced briefly in the Dock, my calendar appeared for a second, and then the application quit. I've restarted my Mac but this happens every time. It was fine yesterday but today, broken. What can I do?*

This isn't one of those problems that routinely plagues Macs. Rather, it's an example of The Kind Of Thing That Can Happen, which provides you with the sort of crack-your-knuckles-and-buckle-down-to-it experience that so many troubleshooters enjoy.

Normally in these situations you go after the application's preference file. Such files can usually be found by holding down the Option key, clicking the Finder's Go menu, choosing Library, and in the resulting window, opening the Preferences folder (or, if you prefer the path: ~/Library/Preferences). To locate the file just enter the application's name in the window's Search field and confine the search to the Preferences folder.

I use "normally" advisedly. Because, in this case, you find no com.apple.Calendar.plist file. Instead, there's just the com.apple.CalendarAgent.plist, which is for something else entirely. So if not in the Preferences folder, where might Calendar store the file that's causing your problem?

Take one step back to the Library folder and you'll find that this application has earned a folder all its own titled, aptly enough, Calendars. The fact that Apple went to the trouble to create an entire folder for one of its applications tells you that magic may lie within.

And how do we separate the dark magic from the light? Simple. Open the folder, choose List view, click the Date Modified heading, and see what floats to the top. In this case, I'll bet you breakfast that the Calendar Cache file is among the top two items. Drag this file to the Desktop and try launching Calendar again. In addition to breakfast I'll throw in lunch if the application doesn't launch as it should, update its database, and then correctly display all the events you've synced.

I make this offer not only because I've been there and done that, but in cases where something works perfectly one day and then less-so the next (and you've eliminated hardware as the cause), it's always a good idea to cock a keen eye at any files associated with the application that routinely change (such as a preference or cache file). They're easier to spot when you sort by Date Modified.

## The lazy man's guide to streaming iTunes movies to your iPad

*Okay, I'm lazy. But my Mac is upstairs and I'm downstairs on the couch with my iPad where I want to watch a movie. What's the best way for me to do that without having to plug my iPad into my Mac and sync the movie using iTunes?*

Never fear, Apple designed this stuff with you in mind. You have a couple of options.

The first requires that, if you haven't done so already, you sit down at your Mac and fiddle with an iTunes setting. Within iTunes choose File > Home Sharing > Turn On Home Sharing. Enter your Apple ID and password. Keep iTunes running and head back to the couch.

Launch the Videos app on your iPad and tap Shared. You'll see an entry for your iTunes library. Tap on it and wait while your library loads. Once that's finished, pick a video to watch and tap on it. It will stream to your iPad.

"*But,*" I can hear you mutter in a drowsy drawl, "*my Mac is running but iTunes isn't. Take pity on me and let me do this without having to launch iTunes.*"

Because I admire your Can't Do spirit, I'll provide an answer for this as well.

I've spoken fondly of Stratospherix's $5 FileBrowser app more than a time or two. This fine utility allows you to browse the contents of volumes on your local network and transfer files between those volumes and your iOS device. There are other utilities that let you do this as well,

but I like FileBrowser because it doesn't demand that you know the IP address of other computers or NAS devices on the network. Tap Scan and any accessible devices appear in its list of volumes.

Tap that Scan button, locate the volume where you store your media, tap the blue icon to the right of it, and choose Open In. The file will download to your iPad. Once it's downloaded an Open In window appears, which lists any apps that your iPad believes can play the file (note that not all of them can). Tap the app you'd like to use and the video may begin to play.

May!? Well, yes. There's the slightly sticky issue that protected media (videos you've purchased from the iTunes Store) won't play in third-party apps. They must be played in Apple's Videos app. Regrettably, this app is not one of your choices in the Open In window. In such a case you're stone out of luck. You must either stream the movie from iTunes via Home Sharing or copy the movie to your iPad via iTunes.

If you're in the clear because the video you want to watch is unprotected I can offer a couple of options for viewing it. NXP Software's $4 CineXPlayer HD can play a wide variety of video formats including those compatible with iTunes. But I might recommend instead Good.iWare's $5 GoodReader for iPad. Although the company touts it as a PDF reader, I keep a copy on my iOS devices because it can open most files I throw at it, including common audio and video files.

## Saving documents to your Mac rather than iCloud

*I'm running Mountain Lion on my MacBook Pro and using Pages. Since upgrading to Mountain Lion, Pages defaults to saving files to iCloud. I'd prefer that those files are saved to my Mac. Yet, even after choosing that option in the Save dialog box, the next time I save, iCloud appears again as the default location. Is there any way to convince Pages to always save files to my Mac?*

There is, but the method I'm about to describe affects all applications that save, by default, to iCloud. (They include Pages, Numbers, Keynote, TextEdit, and Preview.) Just do this:

Launch Terminal (found in /Applications/Utilities) and in the window that appears enter this text (all on 1 line) and press Return:

```
defaults write NSGlobalDomain
NSDocumentSaveNewDocumentsToCloud -bool false
```

This switches the default save location for iCloud-compatible applications to the Mac. Should you wish to later change this behavior back to the default, simply substitute **true** for **false** in the command above.

As for the new default location, when you save your next document, navigate to the folder where you'd like to always save your Pages

documents and click Save. When you save subsequent Pages documents, this same folder should be the selected destination.

If you find that this doesn't always work and you have $35 to devote to the problem, purchase a copy of St. Clair Software's Default Folder X. Among the many things it can do, it allows you to assign default folders on a per-application basis. Or, if you prefer to save documents to specific folders based on the project you're working on, you can assign keyboard shortcuts to those project folders. For example, Command-Option-F could be assigned to The Flanders Files. Just press that key combination while within a Save dialog box and you're transported to that folder.

*Macworld Senior Editor Christopher Breen is the author of "Secrets of the iPod and iTunes (6th edition)," and "The iPod and iTunes Pocket Guide (4th edition)" both from Peachpit Press. The Mac 911 content is generously provided by Chris and Macworld for use in Mac User Group newsletters.*

# Around, About

*Peter Fitchett*

Apple have done their bit in providing information to help fill Applebyte - just in time, as the printer is waiting. Of course, if you are waiting to discover what is new, the internet is full of the details, or you can go to Apple's website and see the original information ... but then you will miss the reporters and the bloggers "versions" of the truth!

So what should you be interested in? For Mac users, the one big thing is that the next version of MacOS is immediately available, **Mavericks**, and it is a free upgrade! So why should you consider upgrading ... in a word, performance. Through just software changes, you will get noticeably longer battery life from your Macbooks, anything displaying graphics (that is most things) will benefit from faster graphics functions, and by dynamically compressing memory of inactive running programs, the currently active programs will have more memory and will run faster. There are a lot more changes as well, the usual 200 changes comes to mind, and some will probably annoy you as they will change something that you are familiar with - but that is life. But new Maps and iBooks may help balance the books.

Will Mavericks, (MacOS X version 10.9), run on your computer? To find a list of compatible models, go to:

**http://www.apple.com/osx/how-to-upgrade/**

And you can directly upgrade from as far back as Snow Leopard. Apple really does seem to have tried to make it as easy as possible.

On the hardware side, there are new **Macbook Pro** models with Retina displays in both 13 and 15 inch available, and further details of the Mac Pro, coming in December - just in time for Christmas for a few lucky souls. (As well as being 1/8 the size of the current Mac Pro, the idle power requirement of the new model reduces the current 160Watts to just 43 Watts! And will it be fast ...!!)

The Mac Apps haven't been forgotten: the **iLife** and **iWorks** apps have finally received a attention - some major attention, with new versions of all the apps on both Mac and iOS - fully compatible!  And with free upgrades, and free with new computer purchases.

In the iOS world, the iPhones had their day last month, and today it was the iPads' turn in the spotlight. The 9.7" iPad is replaced by the **iPad Air** - why? When you lift it you will feel why. The old 1.4 lb model is replaced by the 'Air weighing in at just 1 lb; and just 7.5mm thick (oppps, thin). With the same A7 and M7 processors as the new iPhone 5s, the iPad Air is up to twice as fast as its predecessor.

The iPad mini is also upgraded with a Retina display and the same A7 and M7 processors to give up to 4x processor performance, 8x graphics and 10 hr battery.

The new iPads will be available in November, and both the old iPad and iPad mini will remain available, at a lower price. New smart covers, and smart cases in multiple colours will also be available.

In all this, there was no sign of a Champagne (Gold) model of the iPad, so you will have to stick with White/Silver or Space Gray/Black. The Touch ID home button was also noticeably absent.

# SeniorNet Mac

**Computer Training Lessons**: Two-hour sessions, once a week for four weeks. Course notes are provided. Classes are small with a maximum of six students and two tutors per lesson.

**Social Events**: Held on the fourth Tuesday of the month.

**Newsletter:** Supplied every two months.

We are now located at: 190 Worcester Str, Christchurch.

Contact: If you would like to join SeniorNet Mac and are in the 55-plus age group, please contact Allan Rutherford at (03) 352-4950, or email:
    **ajmr@xtra.co.nz**,
or else leave a message on the club's answerphone at (03) 365 2003.

# iPhone Tips & Tricks

**Apple** has added new '**Tips and Tricks**' sections to its iPhone marketing web sites.

The **iPhone 5s** page adds tips for
• **Photography** – Share photos, Panorama, Burst mode
• **Swipe Gestures** – Delete messages, Go Back in Mail, Spotlight search, Messages, and Weather
• **Facetime** – FaceTime audio
• **Maps** – Quick Route, Flyover, Tilt & rotate view, Share a pin
• **Siri** – who's who, locations, name pronunciation
• **Calendar** – New views, Swipe Gestures, Search for events
• **Music** – Playlists, radio stations, buy songs, Musical landscape
• **Mail** – Insert photo or video, treat messages in batches, draft
• **Safari** – Sign in to Facebook, manage Safari pages, Create web clips
• **AirPlay and Wireless** – AirPlay broadcast and iPhone Printing
• **Settings** – Enable emoji, Keyboard tips, Do Not Disturb
• **Compass** – Access a level or an inclinometer by swiping left
• **Find My iPhone** – turn it in under iCloud

The **5c** and **4s** are mostly the same, with a few changes.  By putting them as individual guides, the user can concentrate on their item without the need the words "except" for a particular phone.

>  **http://www.apple.com/iphone-5s/tips/**

>  **http://www.apple.com/iphone-5c/tips/**

>  **http://www.apple.com/iphone-4s/tips/**


# AUGC contacts

| | | |
|---|---|---|
| Website | **http://www.appleusers.co.nz** | |
| Mailing Lists | **Peter Fitchett** | (3) 960 8189 |
| | listadmin@appleusers.co.nz | |
| | The AUGC Discussion List is for members who wish to discuss club matters. | |
| | The HELP list is open to all Mac users who wish to give or receive assistance. | |
| Membership | **treasurer@appleusers.co.nz** | |
| | with printed Applebyte: | $45 per annum |
| | without printed Applebyte | $25 per annum |
| | ($5 discount for early renewal) | |

# About the user group
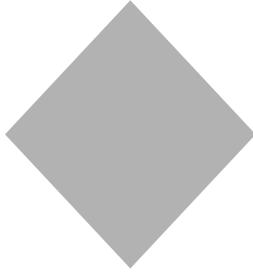
## Aims

*The Apple User Group of Canterbury Incorporated (AUGC) is a non-profit organisation which exists for the purpose of exchanging ideas and expertise about the use of Apple computers, the Macintosh operating systems, and related hardware and software.*

## Committee

| | | |
|---|---|---|
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| | |
|---|---|
| Help: | A full list of helpers and volunteers can be viewed in the Contacts section of our website. |
| Snail Mail: | PO Box 31–053, Christchurch, New Zealand. |
| Website: | http://www.appleusers.co.nz |

 Apple User Group