Apple*byte*

February 2014

30

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.

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 March 2014

Meeting programme

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.

7:30 Monthly Meeting

- Welcome and News
- Backing up and restoring

    Cloning, syncing, time capsule - all words associated with backing up. Keeping good back ups can save your bacon <u>when</u> your hard drive fails. Backing up is half the story -you need to be able to restore files as well. Find out when and how to back up files on your computer and share your own experiences.

- Future of AUGC

    Our membership numbers have been on a downward trend for some time. We need to discuss where we want our group to go:

    continue the organisation (in what form?),
    find some new members,
    let it fade away,
    or perhaps merge with senior-net mac.

    Discuss the various options and have your say over the next few months.

- Supper

And this month is the
30th Anniversary
of the formalizing of our group.

How the computers that we use, and the world, have changed in that time!

Do you have any ideas on how we should celebrate our achievements?

And we have had the **Mac** for over 30 years now, too.

Annual General Meeting

President

Notice is given that the **2014 AGM of the AUGC** will be held at **7:30pm** on **26th March 2014**, for the purpose of electing officers and committee for the coming year, and to consider any required business.

The AGM will elect:
>President,
>Vice-President,
>Treasurer,
>Secretary,
>Editor,
>Web Administrator, and
>up to 5 committee members.

Nominations will be accepted at the AGM for all positions.

Business: Setting of the membership fee for the next year. Committee recommends no change.

We really need your support and interest in running our group, and ask that you consider where you can give your assistance. We are a fairly small group, and any help you can give will be greatly appreciated.

For information on any position, please ask a committee member.

Speechless!

> The document "Read Me" could not be opened. AppleScript Editor cannot open files in the "AppleScript Editor.app Document" format.
>
> OK
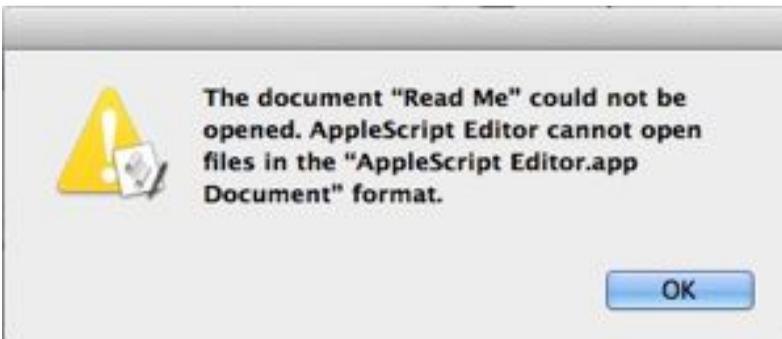
What is the alternative to the OK button?

24 Milestones in 30 Years of Mac

Computerworld

The 24th January marked the 30th anniversary of the arrival of the now-iconic Apple Macintosh computer. Columnist Ryan Faas looks back over the past three decades at some of the highlights and lowlights of the Mac's -- and Apple's -- evolution.

Today, it's easy to take the Mac for granted.The whole platform, along with Apple itself, has been reinvented time and again as the tech world has changed, and at the ripe young age of 30 it shows little sign of going away. But there were many times over the past three decades when the Mac's future, and Apple's, was far from certain.

Apple marked the anniversary by posting a lengthy and visually rich timeline on its website. And it even highlighted the date on its home page. Apple marked the Mac's 30th anniversary on its home page today.

Here are some of the most important milestones -- and some of the serious missteps -- in the Mac's 30-year history.

Original Mac introduction (1984): When Steve Jobs unveiled the original Mac on Jan. 24, 1984, he introduced the world to a new type of computing experience. Although GUI systems, including the Apple Lisa, had already been developed, the Mac was the first such system to be unveiled to the general public. Until then, such computers had largely been developed as experiment prototypes at labs like Xerox PARC or pitched to specific markets, often with a significant price tag. (The Apple Lisa originally sold for $9,995 in 1984 dollars.)

Test drive a Mac program: Despite the innovation it represented compared to other common PCS of the early 1980s -- the Apple II, Commodore 64 or IBM PC, for instance -- the Mac was priced higher than many of its early competitors. In an effort to show off the value of the Mac and its GUI, Apple CEO John Scully devised a program where potential buyers could borrow a Mac for a few days, take it home and test drive it. While the program was a successful in raising awareness about the Mac experience, it wasn't successful in jump-starting sales. Many would-be Mac buyers praised the computer when returning it -- then bought something less expensive.

The first expandable non-all-in-one Macs, The Mac II and SE (1987): Early Macs followed the same integrated all-in-one design as the original

Mac, including the limited screen size and lack of upgrade or expansion options. Apple broke with that trend in 1987 when it launched the Mac II, the first Mac to use an external display, and the all-in-one Mac SE. Together, they were the first Macs that could be upgraded with additional RAM or expansion cards that could extend the hardware feature set.

Mac user base reaches 1 million (1987): Three years after the Mac's rollout, the number of Macs in use worldwide topped one million.

Diversification gone awry (1987-97): The Mac II may have been the first major departure from the original Mac design, but it was far from the last. During the decade that followed, Apple released an incredible number of different models, eventually creating multiple product lines for a range of different markets. The Quadra range was for business, the Performa line went to home users and LC line aimed primarily at schools. Despite the different markets and occasionally different case designs, many of the Macs shared similar, if not identical, hardware regardless of name or model number. Things got even more confusing when Apple began selling Macs with model numbers in each line that differed only in the software that came pre-installed on them. The diversification became so pervasive that, at one point, Apple provided poster-sized product matrixes to Mac resellers just so they could keep the line-up straight.

The **PowerBook 100** (1991): Apple's first attempt at a laptop was a miserable luggable computer called the Mac portable that weighed 16 pounds and was the antithesis of today's sleek MacBooks. Following its dismal launch, the company retooled and developed the PowerBook 100, which featured the now iconic clamshell design of modern notebook computers with a pointing device (in those days a trackball) positioned between two built-in wrist rests. Several models followed, diversifying across price points and features. Apple eventually broke out some models with different designs to create the PowerBook Duo and PowerBook 500 series.

The **PowerBook Duo** (1992): The PowerBook 200 (a.k.a. the PowerBook Duo) was an early precursor to today's MacBook Air and ultrabook PCs. It was the thinnest and lightest notebook computer on the market when it arrived. Apple shaved weight and space from the design by eliminating many components and ports, including floppy or optical drives, support for external drives of any kind, any type of display connector, and the ADB port used for Apple keyboards of the time. The

only ports included were a single serial port for connecting to printers and other peripherals and a proprietary docking port. (An internal modem was an option, as well). When Duo users wanted access to other ports, they relied on an optional docking station called a Duo Dock that resembled a cross between a desktop Mac and a VCR into which the Duo was inserted, which allowed it to act as a desktop Mac with a full set of ports and other components. The PowerBook Duo line continued for several years and was, in many ways, ahead of its time. After canceling the Duo, Apple released a minimalist notebook in 1997 called the PowerBook 2400 and, of course, in 2008 the stunningly sleek and popular MacBook Air.

The first **Power Macs** (1993): Macs sold in the 1980s through the mid-1990s relied on Motorola's 680x0 processor family. In the early 1990s, Apple, Motorola and IBM teamed up to develop a new line of more powerful and modern processor designs that became known as PowerPC processors. Working together, the trio hoped to rival Intel and AMD in the PC market. Apple launched the new processors in a series of Power Macs across its various Mac lines. In transitioning to the newer processors, Apple needed to ensure backward compatibility with software -- including many parts of the Mac OS -- written for the earlier models. The process wasn't entirely smooth and it took several years to complete the transition, but it was ultimately successful. Apple's experience with this transition almost certainly came in helpful in two later transitions - the launch of Mac OS X in 2000 and the switch to Intel processors in 2006.

The **Copland fiasco** (1994-96): Along with ensuring modern processors for Macs, Apple faced a challenge in creating a modern version of Mac OS. Through the 1990s, Mac OS continued to run on a kernel and architecture designed for the original Mac. That OS received major updates and revisions, of course, but there were core computing capabilities in areas like memory management, multitasking and isolating processes so a single app crash wouldn't bring down the entire OS. These couldn't be added without a major overhaul. Apple made a serious attempt to develop a modern Mac OS under the codename Copland (intended to be shipped as Mac OS 8) that dealt with these issues, but the project spiraled out of control. Work was eventually halted, though some facets of its interface design and user-centric features were introduced in later Mac OS versions.

The **Mac clones** (1995-98): As Microsoft began to dominate the personal and business computing markets, it did so by licensing Windows and other software to many third-party manufacturers. Under pressure, Apple attempted to license the Mac OS under the belief that Mac clones would target markets outside of Apple's core customer base (education and design) and expand the OS's market share. Things didn't work out as planned and many clones began cannibalizing Apple's own sales. When Steve Jobs took over as Apple's "interim" CEO in 1997, he quickly

canceled the clone license agreements. To do this, Apple had to work around a clause in the agreements that permitted clone makers access to all versions of Mac OS 7 up to Mac OS 8.

Be vs. NeXT (1996-97): Following the failure to develop a modern OS for the Mac in-house, Apple went searching for a company that already had created such an OS, one that could be used as the underpinning for the Mac interface, user experience and software. In 1996, Apple had two options: NeXT, the academic-focused computer company that Jobs launched after being forced out of Apple in 1985, and Be, a company founded by one-time Apple executive Jean-Louis Gassee. At one point, Be looked like the option Apple would select, but during negotiations over the terms of a deal with Be, Apple unexpectedly announced its intention to acquire NeXT instead. That decision allowed Steve Jobs to return to the company and within months be installed as interim CEO after Apple's board fired then-CEO Gil Amelio.

The **Power Mac G3** (1997): The Power Mac G3 was the first Mac to use the PowerPC G3 processor designed specifically for Mac OS. The model also stands out because it was the first Mac released under a new strategy that eliminated the confusion of 1990s by breaking the Mac lineup into just four categories -- professional desktop, consumer desktop, professional notebook and consumer notebook. With minor exceptions like the Power Mac G4 Cube, Apple remained true to that strategy for several years and was successful with it.

Rhapsody and blue and yellow boxes: Figuring out how to integrate NeXT's Unix-based OS with the aging Mac OS was a complicated process, largely because it required more than just grafting a Mac interface onto NeXT's foundations. Apple also needed to provide a way to run older Mac apps in the new OS and to provide developers a road map and the tools needed to migrate their code. The initial strategy was called Rhapsody and involved two independent user environments running next to each other known as the blue box and yellow box that users would switch between. The blue box was conceived as an updated version of the old Mac OS along with its familiar interface while the yellow box represented the new OS along with all its modern computing underpinnings. Rhapsody never became a product as originally envisioned, but the blue box concept did find its way into OS X in the form of the Classic environment that could be used to run Mac apps that hadn't been updated for Mac OS X.

The first **iMac** (1998): The launch of the original iMac was one of the most significant moments in Apple's history. It represented a return to the ease and enjoyment of use that typified the original Mac. It also returned to the Mac's all-in-one roots and introduced the world to the design genius of Jonathan Ive. The iMac also illustrated Apple's commitment to the future by shipping without a floppy drive and with USB, then a new technology that had yet to become a major standard, as its only peripheral interface. With the focus on USB, a technology initially designed for PCs, the iMac also showed Apple's commitment to interoperability with PCs.

The **Blue &White G3** (1999): The second-generation Power Mac G3 followed in the iMac's design footsteps, but it was significant for a much different reason. It was easier to open, upgrade and expand than any Mac before it. Lift a simple latch and the side folded out to reveal the motherboard, processor (which was removable and upgradable), RAM slots, PCI expansion slots (another PC standard) and drive bays for as many as three hard drives. Apple maintained much of the extremely flexible and easy-to-work-with design in its Mac Pro towers for nearly 15 years, right up until it introduced the new cylindrical Mac Pro that went on sale in December.

The **digital hub strategy and iLife** (1999): In addition to announcing the Blue and White Power Mac G3, the next-generation iMacs and the original iBook in 1999, Jobs also articulated a new concept of everyday computing that he called the digital hub. The concept involved having the Mac serve as a centralized way for users to incorporate all of the digital content and media in their life -- including photos, home movies, music, and data. This strategy remains a guiding principle for Apple. In the years since Jobs first coined the phrase, Apple has pushed it forward with apps like iPhoto and iMovie as well as other products like the iPod. The digital hub is still a core part of the Apple experience and one that has transcended the Mac. The iPhone, iPad, Apple TV and iCloud features such as Photostream still align around the digital hub concept.

Mac OS X (2001): If the iMac represented a commitment to the future of the Mac as a piece of hardware, OS X represented that commitment to progress and innovation as a platform. Looking back to the initial release of OS X in 2001 (following a Public Beta in 2000), is to look at a very raw work in progress. It wasn't until Jaguar was released in 2002 that OS

X became the polished product we know today and it wasn't until Leopard's release five years later that many of the features we take for granted now were introduced. It's also worth remembering that OS X isn't just an operating system that runs on Macs. When Apple developed the iPhone and the original Apple TV, the company developed variants of OS X to power those devices, which gave rise to today's iOS.

Apple retail (2001): Before Apple opened its own retail stores beginning in 2001, the experience of shopping for a Mac, finding answers to questions, or troubleshooting problems was often a very different and difficult one. Unless you lived near an independent Apple reseller, finding hardware and getting answers was hard. Many retailers didn't carry Apple products, those that had them rarely showcased them in a positive light and most salespersons didn't have the knowledge to answer questions. (In fact, many would steer a buyer to PCs if you asked about Mac hardware.) Apple retail gave the company a way to change that dynamic and although it started as something of a quirky experiment, it has been successful beyond anyone's predictions.

The Xserve (2003): Alongside OS X, Apple introduced a server platform called OS X Server (the initial version of which actually shipped before OS X). In 2003, Apple set its sights on the server room and data center by introducing the Xserve, its first rackmount system designed for use in enterprise environments. Ultimately, Apple altered its approach to the enterprise and discontinued the Xserve with a focus on selling products not to IT departments, but to end users and making certain that its products can interoperate with little or no effort in major enterprise systems.

The iTunes Store (and App Store and iBookstore) (2003): The iTunes Store was significant for Apple in many ways and was the vehicle through which Apple transformed the music industry and established the dominance of the iPod. The iTunes Store has repeatedly been expanded, first to sell movies and TV shows, and later to sell iOS apps, ebooks and Mac software. In the process, Apple has revolutionized how we look for and purchase digital content and applications for both mobile devices and desktops. It's a model that's been replicated by virtually every major tech company, including Google, Amazon, Samsung, BlackBerry and Microsoft.

The switch to Intel (2006): In 2006, Steve Jobs introduced first Intel Macs. During the course of that year, Apple transitioned its entire Mac product line to Intel processors, an astounding feat for any company. The transition was generally smooth, thanks in part to a PowerPC to Intel translation feature called Rosetta that allowed users to run their old PowerPC apps on new Intel Macs. One major advantage of the switch

was the ability to run Windows and Windows apps on a Mac using either Apple's Boot Camp dual-boot feature or virtualization tools from Parallels and VMWare.

MacBook Air (2008): The MacBook Air remains one of Apple's most popular Macs of all time. The sleek notebook delivers incredible portability and battery life and is partly responsible for the creation of ultrabook PC laptops. In designing the MacBook Air, Apple jettisoned many traditional components, including an optical drive and a built-in Ethernet port (though the company provided USB versions of both). The company also embraced flash storage and developed its own battery design, moves that it later followed with other MacBook models.

Mobility brings more diversification (2007-2010): In 2007, the now-iconic iPhone revolutionized the smartphone market, upending the relationship between hardware makers and wireless carriers. Three years later, Jobs introduced the first iPad, and one again scrambled the moribund tablet market. Though both the iPhone and iPad are offshoots from the Mac, they are as important -- if not more so -- to the company's bottom line now than the company's traditional Mac line-up. They also mark a continuation of the company's digital hub strategy, since iCloud allows for the sharing of digital content across both mobile and desktop hardware.

The new **Mac Pro** (2013): At the 2013 Worldwide Developers Conference, Apple execs unveiled the new, completely revamped Mac Pro, a small, black, cylindrical desktop machine that makes a sharp break with earlier models. The Mac Pro,

The old,   and the new

which actually went on sale in December and starts at $2999, is aimed squarely at Mac professionals who need the latest, fastest hardware available. It's already proved so popular that delivery dates have been pushed back into March 2014.

(2014) ... ?

Apple Celebrates 30 Years of Mac

The original Mac was launched 30 years ago, on 24th January 1984. Apple has put together an impressive commemorative website which really is worth exploring:

http://www.apple.com/30-years/

Apple has created a special font containing icons of a number of Mac models from over the last 30 years. This is freely available to download and install, although it is not known whether it will be permanently available.

1. Download the font from: **http://images.apple.com/v/30-years/a/ fonts/mac-icons/mac-icon-standard.ttf**

1. Locate the downloaded file (perhaps in your Downloads folder?)

2. Double-click the .ttf file to install it into Font Book.

3. Click the button marked Install Font.

The font uses a special private area for the characters. This means that you can't just type the icons from the keyboard.

Once you've installed the Mac character set in Font Book, you can copy and paste individual icons from Font Book into another application. Or you can use an application such as PopChar.

Hackers celebrate Mac's 30th

In January, the researchers at Sophos posted an interesting breakdown of a nasty scam that's targeting both Windows and Mac users. It's easy to forget that anyone can be a target, and Mac malware, though rare, is a very real thing. A sobering reminder on the 30th anniversary of the Macintosh.

Pending Parcel
The attack begins with an email purporting to be from a courier company —sometimes a real one, and sometimes one invented by the attackers. Careful readers will remember that packages or Amazon deliveries are a favorite for social engineers, since they combine a common experience with an emotional response. In this case, the common desire to get something through the mail.
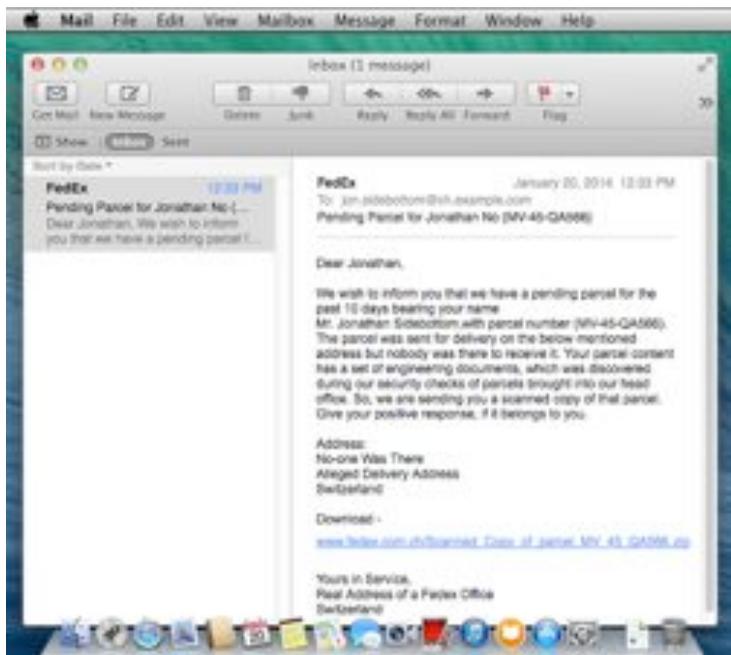
The email includes some kind of pretext for including a link. In the case Sophos investigated, it's a bit unusual since the sender ("FedEx") claims that they have scanned the contents of a document intended for delivery. While that's certainly comprehensive service, I'd personally be a little perturbed if my courier of choice decided to open and meticulously scan my mail instead of, you know, delivering it.

The link in the email is, not surprisingly, a phony one. Interestingly, the attackers tailor the payload to the victim. If you're on a mobile browser,

you'll see an error message. Non-Safari users will receive a ZIP file containing a variant of the Zeus malware. Safari users receive a ZIP file masquerading as a PDF document. Clever.

Nasty RAT

Victims who launch the "PDF" are actually starting up a malicious application Sophos designates as OSX/LaoShu-A. "LaoShu-A as good as hands control of your Mac over to the attackers," writes Sophos. "But its primary functions appear to be more closely associated with data stealing than with co-opting you into a traditional money-making botnet." This is similar to the functions of a 'Remote Access Trojan', or RAT.

Once running, LaoShu-A can search for specific file types and then send them back to the attacker's server. It can also run arbitrary commands and download fresh malware on your Mac. Sophos reported that in their investigation, the malware attempted to take screenshots and send those back to the attackers as well.

A tantalizing possibility raised by this research is that attackers may be tailoring the behavior of malicious payloads to the victim's devices. Sophos writes that, "data thieves are interested in what Mac users have on their computers." More so than on PCs? Are Windows machines better for botnets and Macintoshes better for data exfiltration? Interesting questions.

Protecting Your Mac

Sophos has some hard truths for lackadaisical Mac users. They point out that Mac malware doesn't always need to ask for permission to run, doesn't always require installation, and can be dressed up with fake digital certificates to circumvent protections built-into OS X.

And regardless of your operating system, you should scrutinize every message you receive. Were you expecting a link, an attachment, or a package? Is it normal for a courier company to open your mail and scan its contents? Taking just a few seconds to think before you click can save you a lot of trouble in the long run.

Lastly, invest in good security software. There are Mac threats out there, and it's best to be prepared.

Mac 911

Christopher Breen

How to block the Web's worst clutter

A reader has no lack of bad luck with unwanted Web content to look at. He'd like to lock out some of it. He writes:

> *Over the years I've found that webpages get more junked up with pop-up ads, pop-over windows, and redirects to pages I don't want to see. Is there some way to keep this stuff from happening?*

As someone who makes a goodly portion of his living from Web-based advertising, I'll put in a plug for sites that do this kind of thing:
Ads and your clicks are what keep many of these companies in business. In lieu of visits from nattily attired executives rattling a tin cup and shouting "Give us money if you want to look at our pages!" ads become the de facto price for viewing online content.

That said, as someone who spends a lot of time browsing the Web, I agree that at some point enough is enough. If I can't see what I came to read for all the ad clutter, I'm either going to take my eyeballs elsewhere or find a way to block the most obnoxious items.

As I outlined in "How to block auto-play videos," installing a Flash blocker and shutting off audio and video that play unbidden are pretty easy to do. But a tool like that won't block other kinds of effluvia - redirects to ad pages or little drawers that jump out at you from the edges of your browser window. These elements are created using JavaScript, and regrettably JavaScript within a browser is generally an on/off affair. For example, within Safari you can choose Preferences Security and then disable the Enable JavaScript option. Similarly, on iOS devices you can go to Settings Safari Advanced and toggle off the JavaScript switch. When you do this, however, JavaScript is dead for every site you visit. Yes, switching it off disables a site's distracting elements, but it also disables a lot of its useful ones - commenting systems, videos you do want to see, and pretty much everything that makes rich media so rich.

Given that trade-off, within Safari I tend to click the Reader button that appears next to the Address field when a site is particularly intrusive. Doing so presents you with a page stripped of everything but the story and the images it contains.

But Safari isn't your only browser choice. Google Chrome happens to have a feature that you might like. Within Chrome, choose Preferences and then click Settings. Within the Settings window, click the Show Advanced Settings link. In the Privacy area that appears below that, click the Content Settings button. In the resulting Content Settings window, click the Manage Exceptions button that appears in the JavaScript area. In that window, type the name of a site into the Hostname Pattern field, in this form: *[*.]example.com*. This ensures that no page within that site can

use JavaScript. (For finer control leave out the [*.] and specify particular pages such as *popupad.example.com*.) From the pop-up menu to the right, select Block. JavaScript is now dead for that site but will work elsewhere.

A tale of two microphones

Another reader is a musician with mics in mind. He writes:

> *I'm glad you're looking at GarageBand in Mac 101 because I'm hoping you can answer a question that's been bugging me for awhile. In GarageBand I want to record a duet with my partner using two USB microphones but I can't figure out how to do it. Is it possible?*

It is, but the initial configuration happens outside of GarageBand. It works this way.

Plug both USB microphones into your Mac, venture to the Utilities folder (/Applications/Utilities) and launch Audio MIDI Setup. In the bottom left corner of the resulting window click the plus (+) button and choose Create Aggregate Device from the menu that appears.

To the right you'll see a list of all the audio devices attached to your Mac, including those two mics. Tick the Use checkboxes for the two microphones (if any of them have multiple entries, look for the one that has a 1 in the In column). As you do so, subdevices entries will appear above the list of audio devices. This tells you which mic is using input channel 1 and which is using input channel 2. If you like, click on the name Aggregate Device in the column to the left and change it to something more intuitive such as "Two Mic Setup."

Launch GarageBand and create a new project--one with two audio tracks, for example. Choose GarageBand > Preferences > Audio MIDI. From the Input Device pop-up menu choose the two-mic setup that you created in Audio MIDI Setup. Close the Preferences window.

Select the first track and click the Smart Controls button (or press the Mac's B key). In the Smart Controls pane below click the Info button. From the Input pop-up menu that appears, select the first of your two microphones. Now select the second track and in its Info pane choose the second microphone from the Input pop-up menu. GarageBand is now ready to record from each microphone.

To complete the picture, choose Track > Track Header > Show Record Enable Button. In the header of each track you'll now see two reddish buttons. Click each one and press GarageBand's Record button. And done.

Esoteric though this technique may seem, it's not just for musicians. If you're a mobile podcaster looking for a way to avoid passing around the mic when recording an episode from your MacBook, keep this in mind.

Turning two partitions into one

A reader tells a tale of two partitions. They write:

I used Disk Utility to format a drive so that it has two partitions.
I'd now like to combine those partitions into a single one.
How do I do that?

Launch Disk Utility, select the drive that holds these partitions (rather than one of the partitions) and run your eyes over the diagram to the right, noting the name of the partition that appears on the bottom of the layout.

Move to the Finder and open that bottom partition. If it has regular old files on it, copy them to the first partition (if they fit). If they don't, find another drive or volume that will hold them (if only temporarily). If the bottom partition is bootable and the top one isn't, clone it to the first one using a tool such as Bombich Software's $40 Carbon Copy Cloner (but be careful not to remove any files there.

After ensuring that the files from the bottom partition are safely backed up to the top partition or another volume, return to Disk Utility. Select the bottom partition and click the minus (-) button. This will delete that partition and erase any data it holds. Finally, drag the bottom-right corner of the remaining partition to the very bottom of the layout pane and click the Apply button. You'll be left with just the single partition, which consumes the entire drive. And no, you won't lose any data from the top partition in the process. If you've copied data from the second partition to another volume because it didn't fit on the formerly smaller top partition, copy it to the new partition now.

Why all the fuss about the position of these partitions? If you want to think of it graphically, using Disk Utility you can only enlarge partitions down. So, in this instance, if you were to delete the top partition you'd be left with a free space hole above the bottom position. Because you can't reposition the partition nor expand it by dragging it up, you're stuck with a load of wasted space.

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. Find Chris' books at **http://www.amazon.com** *and* **http://www.peachpit.com**.

Zoom into Preview

Preview is a fantastic image viewer with some basic image and PDF annotation tools.

If you're viewing a high resolution image and want to magnify a small portion of the image, without zooming the whole thing in, you'll want to use the magnification tool, also known as a *loupe*.

Open a large image in Preview. The higher resolution the image, the more you'll be able to see what you're magnifying.

There are two ways to activate this handy tool.

Using the Tools menu, simply select "Show Magnifier," and you're ready to go.

The second way to enable it is to press the tilde key (~) on your keyboard. This is a nice little shortcut. Press it again to hide the magnifier.
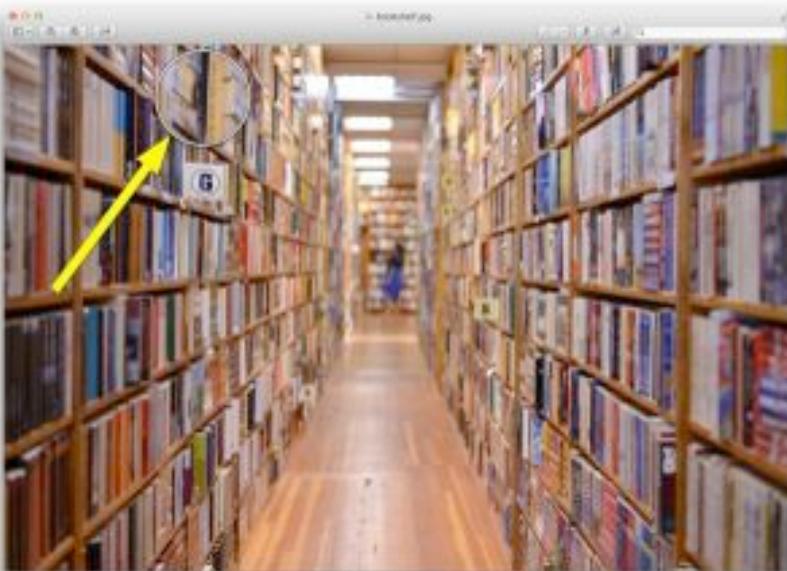
Now you can easily check out a part of any image with a bit of magnification. Huzzah!

Take Control eBooks

Adam & Tonya Engst

What are the best ways to *Take Control of Apple TV*?

Whether you're considering an Apple TV or you already have one, you can now take control of Apple's living room device with the 197-page *Take Control of Apple TV*, written by TidBITS managing editor Josh Centers. You'll learn how to go beyond watching movies and TV shows to make the Apple TV into the hub of your stereo system, display gorgeous slideshows of your photos, play iPhone and iPad games on the big screen, and more. Pick up a copy today for only $7, after the 30% MUG discount, and start down the path of cutting the cord (and the monthly bill) from your cable company!

New owners will benefit from the full setup instructions, and even long-time users will likely learn something new when Josh explains how to best control the Apple TV using the included remote, Apple's Remote app, or even your existing TV remote. You'll also learn how to customize the icon grid on the main screen, enable parental controls, and make your screen saver look awesome. Josh then focuses on helping you with AirPlay, the Apple technology that lets you beam audio and video from an iPhone, iPad, or Mac to the Apple TV, and lets the Apple TV send audio to compatible speakers anywhere in your house.

When it comes to content, you'll tour the Apple TV's built-in video apps – iTunes Store, Netflix, Hulu, HBO Go, PBS, YouTube, and many more – plus get ideas for which are likely to offer what you want to watch. But you're not restricted to commercial video – Josh explains how to best view your home movies and any DVDs or Blu-ray discs you own, listen to your music or to iTunes Radio, use Home Sharing to display your photos via the Apple TV, and discover iOS games that are designed for playing via the Apple TV. If you're feeling geeky, Josh shows you how Plex can bring in even more video content, including free access to Comedy Central's *The Daily Show* and *The Colbert Report*.

Finally, the Apple TV isn't just about entertainment. Thanks to AirPlay, it makes a great device for giving presentations from a Mac, iPhone, or iPad with Keynote; it's the perfect accompaniment for a road warrior heading into unfamiliar conference rooms. Josh gives all the details, including a list of what you'll need to handle any hardware you may encounter.

The book comes with a one-page PDF Apple TV cheat sheet that we're also giving away as a free download, so grab a copy to print out and keep by the TV for reference to Apple Remote tricks and AirPlay instructions for less technical family members. Could you help us by sharing the link on your favorite social networking service or passing it along to a friend who you think would benefit from it?

http://tid.bl.it/tco-apple-tv-cheatsheet-PDF

In *Take Control of Apple TV*, you'll read about:
- The one-button press for jumping immediately to the main menu
- Hiding unwanted Apple TV apps that clutter your main screen
- Must-know video navigation tricks (also in the free Cheat Sheet)
- Enabling subtitles for foreign-language films or for the deaf or hard of hearing
- Which is better, Netflix or Hulu?
- Navigating with audio VoiceOver
- Playing music from the Apple TV on every speaker in the house
- The obscure way to transfer photos from a computer to the Apple TV
- Two ways to show home movies on your TV screen
- Using your TV screen as a second monitor for your Mac
- Essential items to pack if you'll be giving a presentation via an Apple TV
- What you can do with Conference Room Display mode
- Improving AirPlay performance when playing games
- Setting up an Elgato EyeTV HD to record live TV for the Apple TV

Thanks for your support of the Take Control series and our hard-working authors!

cheers...

Adam & Tonya Engst, Take Control publishers

PS: Check out some of our other recently released ebooks, all at 30% off:
- *Take Control of Your Passwords*
- *Take Control of CrashPlan Backups*
- *Take Control of 1Password*
- *Take Control of iBooks*

Contact   Peter (web@appleusers.co.nz) for discount code.

Microsoft ...

Bill Gates' first day at work in the newly created role of technology adviser got off to a rocky start yesterday as the Microsoft founder, returning to work part-time at the company, struggled for hours to install the Windows 8.1 upgrade.

After failing to install the upgrade by lunchtime, Mr. Gates summoned the new Microsoft C.E.O., Satya Nadella, who attempted to help him with the installation, but with no success. While the two men worked behind closed doors, one source described the situation as 'tense.'

A Microsoft spokesman said only that Mr. Gates' first day in his new job had been 'a learning experience…'

An understatement, perhaps?

Miscellanea

Peter Fitchett

Smart Sensor

Today's smartphones aren't just about raw performance. They also have a multitude of different sensors to help with navigation, and movement detection.

STMicroelectronics has announced a new 9-axis movement and position sensor, which combines a 3-axis accelerometer, a 3-axis gyroscope and a 3-axis magnetometer. Its improved performance can be used to enhance features such as gesture controls, indoor navigation, and augmented reality.

The sensor measures 3.5 by 3 millimeters, which is almost 35 percent smaller than previous generations. And it uses less power. In addition to smartphones, it can be used in remote controls, game controllers, and sports or medical wearables.

It is a false rumour that a smaller version is installed in migrating birds to help them find their way over vast distances ... but it probably could.

On the subject if migrating birds, apparently they navigate by sensing the earth's magnetic field. Now every few hundred thousand years, the earth's magnetic poles suddenly reverse. So, I am wondering, will the birds suddenly turn around in mid-flight and head back to whereever they came from? That may be rather inconvenient if they were trying to avoid a cold winter.

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.

Not your grandpa's paper airplane

The last time you may have tried to fly a paper airplane may have been at school, and it was possibly intercepted by a frenemy before it could reach your best friend across the classroom. Curses! This is a common issue with the old-school paper plane. They're finicky—easy to fold, hard to fly for more than five seconds.

The PowerUp 3.0 has been soaring around the convention halls at CES this week, and it brings the paper airplane game to a whole new level. It's an app-powered Bluetooth module with an attached rudder and propeller, and it clips onto an old-fashioned paper airplane that you make yourself. The whole unit only weighs a svelte 8 grams.

Yes, really, a tech-powered paper plane.

**http://www.kickstarter.com/projects/393053146/
powerup-30-smartphone-controlled-paper-airplane**

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)	
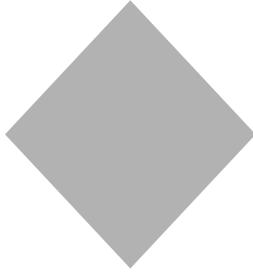
Aims

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.

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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