Apple*byte*

March 2015

Convention Centre
cnr Highsted & Sawyers Arm Roads
March 25th 7:30 pm

Contents

Meeting programme

7:30 Monthly Meeting
- Welcome and News
- Questions & Answers
- Robin Harrington - Creating APPs and integration between iPad/iPhone and MacOS
- Review of recent Apple announcements
- Supper

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 April 2015

Prolific App Developer

John Hayward-Mayhew is one of the most prolific iOS developers ever to peddle a blackjack game. Over the past four years, the 25-year-old entrepreneur flooded the App Store with an astonishing 600 separate apps — everything from endless runners such as ***Dangerous Caveman Bum Runner*** to dentistry games like ***Emergency Dentist Race*** — raking in close to $1 million in the process.

The most miraculous part of all? He can't even code.

But by taking advantage of one of the App Store's great weaknesses, and borrowing a game plan from one of Hollywood's most unusual impresarios, he's built a one-man gaming empire.

The App Store is a tantalizing prospect to developers, offering the possibility of instant riches — and the probability of interminable anonymity. With millions of apps vying for gamers' attention and few ways to cut through the cruft, it takes determination, skill and not a little bit of luck to deliver a true hit.

Apple doesn't exactly help matters.

"Apple's discovery system really isn't that good," Hayward-Mayhew says. "This is what pushed me to create the business model I did, where I'd push out 600 games rather than trying to hit it big with one app. I'm realistic about how slim the chances are of doing that."

A 6-foot-8-inch former basketball recruit for California State University, Northridge, Hayward-Mayhew got into app development while studying in 2011.

The most valuable lesson came early on: a crushing failure that plowed him into debt. "I read stories about developers and thought I was going to make so much money with my first app, because that's what happens, right?" he laughs — although one gets the sense it wasn't so much fun at the time.

Because he was unable to program the apps himself, he hired a developer to create his first game for him, based on detailed written instructions. He focused on iOS because he was an Apple user and because Android meant optimizing for an enormous number of devices.

"I racked up debt on some credit cards, and found myself owing $15,000," he says. "Then the app came out and only made a couple of thousand dollars. I had to scrape around to try and pay it back."

Hayward-Mayhew could have thrown in the towel, but instead came up with a better idea. "The source code for the game was actually great," he said. "But no one was buying it. So I came up with the idea of taking the

game and re-skinning it to come up with 10 different games based on the same concept. That's when I started making money."

"Re-skinning" means taking the same basic game and changing superficial details to make it appear different — and help it appeal to different audience segments. For example, an endless runner featuring a *Mario*-style cartoon character could just as easily become a BMX racer game by changing a few graphics.

Today, re-skinning is Hayward-Mayhew's business model with his development company, Toochill. The strategy allows him to respond rapidly to changing tastes and put out games incredibly quickly. "A few years back there was a short-lived craze for dentist games," he says. "I took one of my existing games and turned it into a dentist game. That brought in a good amount of money."

Hayward-Mayhew's approach to the App Store borrows from methods employed by B-movie producers over the years. Back in the 1950s, producer, Roger Corman, used the same crew of actors and directors, and the same movie sets, to crank out cheapie hit after hit. His key strategy was to identify what audiences wanted and release quickie flicks before the big movie studios could deliver "better" films. Corman's movies didn't always possess a long shelf life, but they cost very little and brought in speedy returns.

"It's cool that I've been able to make a business out of something I love," Hayward-Mayhew says, "but this is definitely a business to me." Although he has experimented with in-app purchases and premium games, by and large he sticks to free games in which his earnings are dictated by ad revenue.

Does he think he's contributing to the downfall of the App Store by producing hordes of identical, mass-manufactured games that lack regular updates? "My attitude is, if I didn't do it, someone else would," he says.

So what lessons does Hayward-Mayhew have for people who would follow in his wake? Most important, he says, keep an eye on what's popular. Like any entertainment medium, trends come and go in the App Store — and what was popular when you started creating your app may not be popular by the time you finish it.

Next, keep your budget under control. "For anyone doing this the first time, I certainly wouldn't recommend spending more than $2,000, because you're still figuring out how things work," he says.

Third, it's important to focus on marketing. "It always amazes me that people will spend so long building an app, but then they'll slip up when it comes to adding keywords or providing a compelling screenshot," he notes. "Every app I make gets thousands of hits per day, but the skill is being able to convert that into downloads."

New App Approach

The tiny screen of the Apple iWatch is already causing developers to rethink their iPhone apps.

Applications on the iPhone can be quite feature rich (loaded with lots of bits and pieces) which can cause the users (us) to take far too long to hunt around for the bit of information that we want. When you're wearing a smartwatch, you need to be able to glance down and see what you're looking for without digging through menus.

As developers embrace this relevance-aware requirement, they are also realising that the same approach can be just as applicable on the watch's bigger brother, the iPhone.

Apple Watch hasn't hit the market yet, but its tiny screen is already changing how our iPhone apps look and feel. Watch features, simple glanceable functions and user interfaces are moving into the phone, resulting not just with the watch and phone working together, but the app and the use of the app will appear more seamless; more integrated; more as if they are meant to be together.

Microsoft Office 2016

Yes, 2016 ... And it is STILL 2015!

Microsoft has introduced a preview of its office software designed for Mac users, Office 2016. Office 2016 for Mac is the company's first major Mac release since Office 2011, and it brings new versions of *Word*, *Excel*, and *PowerPoint* with redesigned Retina-optimized interfaces, new features, and a heavy focus on collaboration and cloud integration.

The beta version of Office is available directly from
http://products.office.com/en-US/mac/mac-preview

Office 2016 for Mac is free to all Mac Yosemite users during the preview period.. Users will get the best experience when signed into Office 365 for access to all of their documents on all of their devices, but an Office 365 account is not required to use the software.

Office 2016 for Mac has adopted many elements previously found in both the Windows version of Office and in the mobile Office apps. There's a new Ribbon that reorganizes tools and formatting options, a task pane interface for greater graphics customization within all three apps (which can be manipulated and repositioned within each app), new themes and styles.

Office 2016 for Mac is unmistakably Office – but thoughtfully designed to take advantage of the unique features of the Mac. The new apps offer

full retina display support with thousands of retina-optimized graphics, full screen view for native immersive experiences, and even little Mac affordances like scroll bounce.

Microsoft believes that cloud connectivity is a key feature that people have come to expect from their software, so that's become a focal point for the company. With cloud support, Office 2016 for Mac lets users access a list of files created on any device, keep files up to date on all of their devices, and collaborate with other users. Each of the new Office apps have received new cloud-based features and other updates..

Word 2016 focuses heavily on collaboration. It's designed to improve the multi-author experience, with a consistent sharing interface at the top right of the app. Through this menu, users can invite coworkers to work on a document, send out links, and see who a document has been shared with. Threaded comments have been added to the Mac for the first time and in Word's new Styles pane, users can make detailed edits on styles within the app as they can on Office for Windows.

Excel 2016 has deeper data analysis functionality with advanced statistical functions. There are also Slicers in PivotTables, a popular Windows feature that should make it easier for users to analyze large chunks of data to find patterns. With Office 2011, many users were frustrated that the Mac and Windows shortcut were different, so Microsoft has made all Windows shortcuts available on the Mac. Users already used to existing Mac shortcuts can continue to use them.

PowerPoint 2016 has a revamped presenter view, which is similar to the presenter view in the PowerPoint for iOS app. In the top left, the presenter sees exactly what the audience sees, including animations in real time. There's also a visual preview of the next slide, access to notes, a timer, and thumbnails for the entire slide deck. As with the other two apps, there are deeper editing tools available through the right-side pane, which allows for functions like customized animations or shapes, with results that can be seen in real-time.

Along with Word, Excel, and PowerPoint, Microsoft's Office 2016 for Mac preview also includes *Outlook for Mac*, which was released in October, and *Microsoft OneNote for Mac*, released last March. Outlook for Mac has been limited to Office 365 users since its release, but as of today, it's available for anyone to use.

The Office 2016 for Mac preview has a built-in feedback mechanism, which Microsoft is hoping its customers will use to report bugs and share what they like and don't like about the software. Customer feedback will be an important tool that helps Microsoft decide on the next features to add to its software. According to Microsoft, the company is "data obsessed" and reads all of the feedback it receives.

Microsoft has plans to launch the software in the winter - I guess when the development is frozen! - Although they do call winter 'summer' :-)

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.

Plum Amazing products

Plum Amazing, LLC (**http://plumamazing.com**)is a U.S.-based (but international) company specializing in iPhone, mobile, Mac, and other software applications. It has a wonderful range of Mac products including iWatermark, X-Mirage, yType, CopyPaste Pro, PixelStick, iClock, iKey, TinyAlarm, Time Tracking, TinyCal, MountWatcher, PhotoMatte and others. For iOS it also has iWatermark, SpeechMaker, StreamKit, Expenses, Galactic Pool, Cures A-Z, and Yoga Sutras.

Regular prices for Plum Amazing software range from $7-$30 (US). Apple user group members receive a 30% discount.

This offer is valid through **December 31, 2015.**

EverWeb by RAGE Software

EverWeb is an easy to use drag-and-drop website builder. No coding, and no web building experience is required to get your beautiful website up and running. If you have ever used Apple's now discontinued iWeb, your transition to EverWeb will be a breeze. EverWeb's user interface, and most of its functionality, is very similar to iWeb. Build a website either from scratch using a blank canvas, or modify one of the many professionally designed built-in templates.

EverWeb is available as a standalone application for $79.95(US), or with a hosting account that allows you to publish your website without any FTP information for $99.95(US). Apple user group members can now purchase either versions at 50% off (not applicable to renewals and/or upgrades). You can try EverWeb free of charge before purchasing. EverWeb also comes with a 60-day money-back guarantee, so you can purchase with confidence.

To download or purchase EverWeb, please visit:
      http://www.everwebapp.com

This offer is valid through **December 31, 2015.**

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

For further specials, see our website.

Rebuilding iTunes Library

Every now and then, an iTunes Library shows problems. One way to try and fix these issues is to rebuild your iTunes library. It's a simple process, but one that may take a while if you have a lot of content in your library.

1. Back up your iTunes Media folder. While rebuilding the library doesn't affect your media files, it's best to be safe.

2. Quit iTunes, and find your iTunes folder. If you're on a Mac, it'll be in the Music folder in your home folder (that's the one with the house icon and your user name. On Windows, it can be in different locations according to the version of Windows you use:
   • Windows XP: \Documents and Settings\[your username]\My Documents\My Music\
   • Windows Vista: \Users\[your username]\Music\"
   • Windows 7: \Users\[your username]\My Music\

   The two files you'll be using are iTunes Library.itl (or, perhaps, just iTunes Library) and iTunes Library.xml.)

3. Make copies of all these files; again, just in case.

4. Move the iTunes Library.xml or iTunes Music Library.xml file to your Desktop or to another folder. You'll be using this file to rebuild the library.

5. Delete the iTunes Library or iTunes Library.itl file by moving it to the Trash or Recycle Bin.

6. Launch iTunes, and choose File > Library > Import Playlist. Navigate to the iTunes Library.xml file you moved earlier, and click Choose (Mac) or Open (Windows).

iTunes will now examine the XML file, finding all your tracks and playlists, and add them to your library. This will create a new iTunes Library.itl file. If you have a lot of content in your iTunes library, this will take a while. For a library of about 70,000 tracks, it can take well over an hour, so be patient.

If for any reason it doesn't, you can always quit iTunes, delete the newly-created iTunes Library.itl file, and replace it with the one you backed up.

One thing you'll notice is that all the view settings you applied have changed. You'll have to go back and reset them the way you want for each playlist. (Choose View > Show View Options to tweak these settings.) But the new library should contain all your media, and all your playlists. Also, the Date Added for all your iTunes content will be the date on which you rebuild the library.

Take Control eBooks

Adam & Tonya Engst

"Take Control of PDFpen 7" explains PDFpen for Mac and iOS

Have you ever wanted to change the date on a PDF-based flyer? Needed to give feedback on a PDF, but had trouble inserting useful proofreading marks? Wished you could perform optical character recognition (OCR) on a scanned document so you could revise the text in the PDF? For such tasks, we rely on Smile's PDFpen. (If you don't already have a copy, you can learn more at **http://smilesoftware.com/PDFpen/** and read on to find out how to save 20% on its purchase.)

As useful as PDFpen is, working with PDFs — regardless of the app — can be complex, which is why we're happy to throw light on the topic with Michael E. Cohen's "Take Control of PDFpen 7." The 171-page ebook documents everything you can do with Smile's recently released PDFpen 7 and PDFpenPro 7, plus PDFpen for iPad & iPhone. So if you're looking for help with PDFpen's many features, check out "Take Control of PDFpen 7," available now in PDF (natch), EPUB, and Mobipocket (Kindle) formats. It's normally $15, but the 30% MUG discount drops that to $10.50.

After a quick overview of the PDF format, Michael walks you through PDFpen's tools and navigation, along with the many ways you can create a PDF within the program. You'll learn how to take notes on a PDF, copyedit and comment on a PDF, fill out PDF forms (complete with your signature!), add/remove pages, and edit text and graphics. You'll even find out how to export a PDF to a formatted Microsoft Word document.

For PDFpenPro users, Michael explains how to create an interactive PDF form and get user-submitted data back via email or the Web, plus how to control whether a PDF can be printed, modified, and annotated. PDFpenPro users will also learn how to export to Excel and PowerPoint formats, and how to edit the OCR layer in scanned documents. Finally, an appendix describes the many useful AppleScripts that ship with PDFpen.

We created this ebook in collaboration with Smile and worked with PDFpen's developers during the tech edit process to ensure that the book is accurate.

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

cheers...

    Adam & Tonya Engst,
    Take Control publishers

Thanks to Adam & Tonya for their User Group support.

Please contact Editor (Peter) for the discount code.

The Dock

The Dock is the primary way many users interact with Mac OS X, but a lot of people still don't know some of the most basic and useful things the dock is capable of.

Here is almost everything you need to know about your Mac OS X dock. You'll probably know how to do many of these things, but you might also be surprised at what you've been missing for all these years.

A Dock of Two Halves

There are two sections to the Mac OS X dock – the left-hand side (or top if your dock is located on either side of your screen) which deals with applications and system items, and the right-hand side (or bottom) which is where you will find the Trash, files, folders and minimised windows.

This might seem obvious, less so if you're wondering where that minimised window went. Note that windows that you hide (more on this later) will not appear next to your folders as they are technically not minimised.

Add Dock Items

There are a few ways of adding an application to your Mac dock. First you can open a new Finder window, choose Applications in the sidebar and then find the app you would like to add. Click and drag the application to the dock – your other icons should move and make space for it – then release to pin it there permanently.

If the application you would like to pin is already open there's an easier way. Simply two-finger click (or right click, or control+click) on the application and check Options > Keep In Dock.

Files and folders can also be pinned to your dock, but they live on the right-hand side (or bottom) near the Trash. You can click and drag a folder in Finder, or click and drag the Finder window's *icon* to grab the currently open directory, and place it on your dock.

Remove & Reorder Items

Apple only requires that two items remain in your dock –Finder and Trash. To remove items from your dock, click and drag the icon away from the dock until "Remove" pops up. Applications can also be removed by unchecking Options > Keep In Dock.

Note: Currently-open applications will always appear in the dock, whether you have added them or not. If you have removed an application from your dock and it's still showing up, it's probably still running.

You can reorder any of your icons (except Finder and Trash) by simply clicking and dragging. Your other icons will make space.

Running & Quitting Apps

When you click the little red "x" in the top-left corner of a window, you're generally not closing the app itself but just the currently open window. This can be confusing to start with, but if you look at your dock you will see small dots under the currently-running applications to denote which are still active.

In order to quickly quit an app, two-finger click (control+click) on its icon and choose Quit – you'll see the dot disappear. If the app is being especially problematic, two-finger click then hold the Option key and Force Quit will appear.

Hiding & Minimising Windows

Clicking on the yellow "–" in the top-left corner of windows will minimise the current window, and doing so will cause it to appear in the right-hand section of the dock near the Trash. Click it again, and you'll see the familiar Mac OS X "genie" animation as it maximizes again. Simple.

You can also hide windows using either two-finger click (control+click) and clicking Hide or by using the far more handy keyboard shortcut of command+h. When you hide a window, it will not appear anywhere in your dock – you'll have to click the respective application item in order to reveal it again.

Assign Apps to Desktops

One particularly handy feature is the ability to tell certain apps to only open on certain desktops. You can add multiple desktops to OS X simply by accessing Mission Control, either by swiping upwards with three fingers or hitting the F3 key on most modern Macs. Hover your mouse in the top-right corner and click the plus "+" that shows up to add a desktop. You can swipe between these using horizontal three finger gestures, or using the control+arrow keys.

To assign an app to a certain desktop, first open it and position it on the desktop you would like to use. Next two-finger click (control+click) its icon in the dock and choose Options > Assign To: This Desktop. Now when you open the app, it will default to the desktop you have chosen. Undo this by choosing Options > Assign To: None.

Drag to Open & Move Files

Mac OS X is a *very* drag and drop friendly operating system, and one of its best features allows you to open a file by dropping it onto an application icon. There are many uses for this – from dropping a few JPEGs into Photoshop to uploading PDF files to Evernote and even adding MP3s or images to iTunes and iPhoto.

There are many uses for this like dragging a URL from Safari to Evernote to clip the target webpage or opening certain files in VLC without changing your default application for all movie files. You can drag files straight into pinned folders, too.

Display Folders as Stacks

Another handy feature is the ability to expand folders, so you don't have to open them in Finder all the time. To do this, two-finger click (control+click) on a folder and choose Display as: Stack. Now, click the folder and its contents will expand from the dock, allowing you to access files or drag items at your leisure.

Most folders will default to a grid, which provides a preview of images but isn't ideal for navigating lots of folders. You can change this to View Content as: List or Fan (pictured above) under the two-finger click menu. You can also use the Sort by attribute to modify the order in which your items appear.

Pinning your Downloads as a stack is one of the best things you can do for your workflow, and the same could be said for the desktop (if you use it), Dropbox, Google Drive and similar cloud-based storage.

Move, Auto-Hide & Other Settings

You can move your dock to the left or right of the screen, in addition to leaving it on the bottom. Personally, I find a dock mounted on the side of my screen takes up less usable space but that can be a problem if you have lots of items in it. You can also enable Magnification, which enlarges whatever is underneath your cursor.

You'll find these settings under System Preferences > Dock among others – like the ability to change the dock size, toggle between animations and automatically hide the dock when not in use, requiring you hover your mouse in the immediate area to access it.

Love it or hate it, the dock can do a lot for your productivity.

Alt key

The Option key crouches between the Command and Control keys on your Apple keyboard. Its purpose is to provide alternate functions when various things are clicked.

Preview

We use Preview to quickly check or edit images on our Macs. When we do we probably save in one of the default file types — JPEG, JPEG-2000, OpenEXR, PDF, PNG and TIFF. What many Mac users don't know is that there's a heap more image formats Preview will save pictures in.

To explore these choices, choose *"Export"* and then hold down the **Option key** while you click the *Format* drop-down list. You now have 16 image formats to select, including Photoshop, QuickTime, SGI and Microsoft formats — though not every format will work with every source file.

MacOS

Most Mac users know *"About this Mac"* is available under the *Apple menu item*. Now try depressing the **Option key** while opening the Apple menu item: "About this Mac"becomes "*System information*". This is the same information as you'll find inside About this Mac, but it takes you directly to the data, saving you a couple of steps.

Wi-Fi

Tap on the Wi-Fi item at top right of your *Menu bar* lets you switch Wi-Fi on or off and allows you to join and explore nearby wireless networks. However, tap the menu item while **Option** is depressed and you gain access to diagnostics, logging the ability to disconnect from your current network and much deeper, in-depth information about the network you are currently on — you can use this to improve your network. (**Option** click Bluetooth for additional details).

Safari

When you explore Safari's Finder menu with your **Option key** depressed, you'll find the following commands:

In the Safari menu, depressing **Option** changes "*Quit Safari*" to: "*Quit and Keep Windows*".

In the File menu, "*Close Tab*" becomes the "*Close other Tabs*"command.

In the Window menu, with **Option** depressed and you can: "M*inimize All*", "*Zoom All*"and "*Arrange In Front*".

Finder

Depress the ***Option key*** when you open *File in Finder* and you gain a few new tools, but perhaps the most useful one is "*Close All*", which replaces "*Close Window*" and lets you close every Finder Window. What other commands do you see? You should gain the ability to set an app so that it will open every document saved in a particular file type, for example.

Folders

If you keep documents and other data in nested folders, then you should know this tip. While in Finder view, ***option click*** the triangle beside the folder you want to look inside. When you do this the folder —and all its subfolders —will open for you, helping you quickly locate the file you seek.

AirPlay

Click the Volume icon in your Menu bar while pressing ***Option*** and you can select all available input and output devices.

Restart (and Shutdown)

Depress ***Option*** while selecting the *Apple Menu* and you'll see the dots following the Restart or Shutdown commands disappear. Now when you select those commands you'll bypass confirmation dialogs, so you will close or restart your system slightly more swiftly.

Force quit

To Force Quit a frozen app just ***Option-click*** its icon in the Dock and select Force Quit from the contextual choices there.

Small Volume & Brightness

Tweak your Mac volume in tiny increments by pressing ***Option-Shift*** and *volume Up/Down*. Look at the on-screen volume icon and you'll see volume increasing in only tiny shifts. You can do the same when tweaking ***screen brightness Up/Down***.

Others?

Option enables many hidden commands in many apps — try exploring your most used apps to find what's available.

Getting older?

"You're never too old to become younger."

Mae West

"The secret of staying young is to
    live honestly,
    eat slowly, and
    lie about your age."

Lucille Ball

Mac OS X Keychain

Wi-Fi, Mail, user names and more store passwords in Keychains. Your system uses these and will require a password (usually your Mac account password) if you want to take a look at any of the passwords it holds. If you use *iCloud Keychain* these passwords are also made available to all your approved devices, so your Keychain password is important.

Recovering passwords

If you've forgotten a Wi-Fi, service or application password, launch Keychain Access and search for relevant keychain item (the name of your Wi-Fi network, for example. Double click the item and the information pane appears. At the bottom of the pane you will find the "*Show password*" checkbox. Check this and you will be prompted for your Keychain password. Enter this and you will be able to see the password for the network, service or application.

Problems?

If your Mac suddenly started asking you for account and Wi-Fi passwords it never used to require, or your Mail app asking you to enter the password relentlessly? Then there's a good chance Apple's password management system has a problem.

Step one: Keychain First Aid

If your keychain access password doesn't function correctly then launch *Keychain First Aid* from the Keychain Access Menu (Option-Command-A). You'll be asked for your user name and password. Tap Verify and the utility will take a look and make you aware of any problems found. Choose Repair and the problems will be addressed.

Step two: Reset Keychain

If First Aid is unable to repair your Keychain problem then you may need to reset your Keychain. Don't do this lightly - there is a lot of information stored in the Keychain, and always backup the files before doing anything like this.

Launch the app and choose Preferences from the Keychain Access menu,then in the General tab, click '*Reset My Default Keychain*'.

You will be asked to login with your Mac account password. Enter a new Keychain password and restart your Mac.

Step three: Password control

If you change your account password, you may sometimes find the default keychain password has not changed. This means you will be asked for a keychain password each time an app wants authentication.

To fix: Open Keychain Access and choose "*Change Password for Keychain 'login.*'"

You'll be asked to give your former password. You will then be able to update it with the new password.

Added feature

You can create Secure Notes inside Keychain (*File>New Secure Note Item*). Give the note a name and type or paste the *text, video and/or images* you want kept safe. In order to access the content of this note you'll need your account password.

Hint: Frequent user

If you make a lot of use of Keychain Access, you may want to try this tip.

Launch Keychain and open Preferences, then in the General Tab, check "*Show keychain status in menu bar*."

Now you will be able to lock or unlock the primary keychain, lock the screen without logging out and launch Keychain Utility and Security Preferences directly from the Menu bar. (Look for the small padlock icon on the right hand top side).

Hint: Secure

The login keychain is unlocked when you login. To auto-lock Keychain, select it and choose *Edit>Change Settings for Keychain [your keychain name'*]. Now you can set this keychain to close at an appropriate time – this is particularly useful for enterprise users who can store their enterprise login details in this more secure area (adding these to a new keychain, *File>New Keychain*, for extra security).

How big, the hard disk?

Samsung is now offering a 3.2TB SSD (Solid State Disk).No word on the price or shipment date, but it is for the "*Pros*", and it is fast!!! The good old hard disk still has a little life left though ...

Just 4 months after releasing the first 6TB drive, Seagate is now shipping the world's first 8TB 3.5 inch disk. This uses fewer components, and has a lower power consumption, but again no price yet. Not to be out-done, Westen Digital has announced new 8TB and 10TB disks, using Helium internally to reduce friction, and run cooler. I still can't find any prices!

In all these latest disks, the data tracks on the disk actually slightly overlap to pack in more tracks per inch - a technique called *shingled magnetic recording (as in shingles on a roof).*

And they are looking at technology for 60 - 100TB disks within 10 years. Spare a thought for backup times, and just how much data you can lose when a disk crashes!

iWork for iCloud

Following a short beta testing period, Apple's iCloud.com website has been updated to make its iWork suite of apps accessible to all users, even those without an Apple device

Anyone can sign up for an Apple ID to access Pages, Numbers, and Keynote for free. Signing up for a free Apple ID account entitles users to 1GB of complimentary iCloud storage to be used with the apps for storing documents.

iCloud.com's-only apps can be accessed from recent versions of Safari, Firefox, Chrome, and Internet Explorer. Users will need an iOS device or Mac to acquire more storage or access iCloud's full set of features.

Around, About

Peter Fitchett

Amazing old Photos (not yours though)

In January, Pond 5 launched its Public Domain Project with 10,000 video clips, 65,000 photos, "thousands" of sound recordings and "hundreds" of 3D models:

https://www.pond5.com/free

Not too long ago Getty's Open Content Program also opened the gates to thousands of images under an open license (that is, free). This is truly fun just browsing. Search for a word and see where it takes you!

http://bit.ly/1wDtRfH

Illustrator: Putting type on a Circle

Here's a Deke McClelland tutorial from Lynda.com on using Illustrator to put text around a circle.

http://youtu.be/3mK_P1v_bjc

iOS: Recover Texts and Print iMessage/SMS

Export Messages App lets you access and save your **iPhone'sText** messages on your **Mac** or **PC** in most widely used Excel, CSV, & HTML format. No need to worry about loosing important messages on your **iPhone**. Requires iOS 8.0.

https://itunes.apple.com/app/export-messages-save-print/ id952632588

Micromat: Techtool Pro 8

Many of us have used this Techtools over the years, and even relied on it to get us out of difficulties from time to time. Micromat have just released the latest iteration of the tools. Normally us$99.99; upgrades are available for us$39.99 from Micromat.

AppleCar - or is it iCar?

Apple is rumoured to be developing aits own motor vehicle, with 100s of developers in a secret location.   Onion has apparently discovered a few more details ...

• Windshield features four times as many pixels as reality
• Full vertical integration with Apple Gasoline
• Driver prompted to sign into iCloud before each gear shift
• Compatible with most major roads
• Recommends new driving speeds based on user's past favorites
• Sleek, unobtrusive airbags
• Cup holder
• Uses iTunes for route planning, archiving and mechanical diagnostics
• Sticker price of $85,000 drops to $199 with two-year Verizon contract
• Wheels turn into rainbow pinwheels whenever car stalls
• Comes with couple of cool Apple stickers
• Comes in 3 colours: Silver, Space-Grey and Gold

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,

About the user group

Aims

Canterbury Apple Users is a non-profit subsection of SeniorNet Mac (Christchurch) that exists for the purpose of exchanging ideas and expertise about the use of Apple computers, the Macintosh operating systems, and related hardware and software.

Meeting venue

Meetings are held on the last Wednesday of each month (except December) beginning at 7:30pm, at the Convention Centre, corner Highsted and Sawyers Arms Roads.

Drinks, and maybe a snack, are available while we all calm down after the excitement of the meeting.

If you find it difficult to get to meetings, please contact an organizer to see how we can help.

Group contacts

Website	**http://www.appleusers.co.nz**	
Mailing Lists	**Peter Fitchett**	(3) 960 8189
	listadmin@appleusers.co.nz	

The HELP email list is open to all Mac users who wish to give or receive assistance. See our website for instruction on how to subscribe/unsubscribe.

 Apple User Group