Magazine of the Canterbury Apple Users

Applebyte



October 2016



New Mac Computers on Friday ...!

Convention Centre cnr Highsted & Sawyers Arm Roads
October 26th

7:30 pm

APPLEBYTE is the monthly magazine of:

Canterbury Apple User,

a subgroup of Christchurch SeniorNet Mac Inc Society.

Submissions for publication are due by the 12th of the month of publication. Please submit all articles to:

editor@appleusers.co.nz

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Meeting programme

Wednesday 26th October 2016

7:30 Monthly Meeting

- Welcome and News
- Apple Roundup
- Information Exchange
- Software of Interest (Bring and share what you use)

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. Please ask in advance.

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.

Next Deadline: 12 November 2016

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Editorial

P Fitchett

I have probably said enough about upcoming changes to **Apple**byte in the coming few months - if you missed what I am talking about, see the *Editorials* in the past 2 issues. A big thank you to all who have passed on their ideas - we will stir them around and see what comes out. If you haven't replied yet, there is still time - there is an opportunity for your suggestions to be considered.

I see that Apple appear to be carefully scheduling their Mac computer updates for a day after our meeting - they even moved their Quarterly Financial Report meeting to make the time available! It does mean that we are likely to hear the Financials before our meeting, though (if that is what we are interested in).

Please note that there is a small change to the conditions for the Christmas Card Competition, so please check, and get your entries in by the 13th November. The Photographic Competition entries are due a week later, on the 20th. Please take part in both to help make a great pair of competitions with which to end the year.

For this meeting, bring along something that you use on you computer and share it with us.

SeniorNet Mac Calendar

Tuesday 25 October - Monthly Lunch/Social From 11am. Guest: Hamish McGregor from kin2kin

Thursday 27 October - iPhone Discussion Group at our rooms

Tuesday 1 November - Card Making Workshop at our rooms. 10 am start. Get some hints for the Christmas card competition

Wednesday 2 November - iCloud Workshop
Two vacancies still left

Thursday 3 November - Introduction to iPad/iPhone.

Sunday 13 November - Christmas Card competition entries close

Sunday 20 November - Photographic competition entries close

Tuesday 22 November - SeniorNet Mac Christmas Lunch/Social From 10 am. Guests: Rob Hunt, (Westpac NZ) and Dr. Karleen Edwards, (CCC)

Wednesday 30 November - Cant. Apple Users Christmas BBQ From 6:30 pm

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Christmas Card Competition

Results will be announced during the SeniorNet Mac

There are two categories:

- 1. **Computer generated** (no adornments)
- 2. **Computer generated** (with adornments)

Deadline: for Entries closes on Sunday, 13th of November.

Prizes awarded in each category.



Photographic Competition

Results will be announced during the Canterbury Apple Users annual Christmas BBQ on the 30th November.

There are four categories:

A Street Scene Landscape Portrait Household Pet(s)



Deadline: for Entries closes on Sunday, 20th of November.

Prizes awarded in each category, and overall Best of Show.

Competition Conditions

Conditions of Entry are:

- (a) One entry per member per category
- (b) Entries must be solely the work of the member.
- (c) Max. digital size 7 MB
- (d) Financial members of SeniorNet Mac only
- (e) That the Editors of the infoletter and the AppleByte have the right to publish in their magazines any entry that is submitted.

An independent Judge will judge all entries. Entries will be coded to be anonymous. The co-ordinator will not enter this competition.

Prizes have yet to be announced.

Entries are to be forward to the CEO of SeniorNet Mac

Take Control eBooks

Take control of your photo collection in Photos for macOS Sierra and iOS 10! (US\$10)

Make the most of Apple's Photos app in macOS Sierra and iOS 10, and on an Apple TV! This book by Jason Snell, publisher of Six Colors and former lead editor at Macworld, explains Photos' new machine-learning features, like Categories and Memories. It also teaches you how to extend your Photos experience across all your Apple devices—take a photo on your iPhone, put it in an album on your iPad, edit it on your Mac's large screen, and show it off via your Apple TV!



Jason walks you through the Photos interface and describes how you can organize your images, both with Apple's automatic albums, categories, and Memories, and with your own keywords, albums, and smart albums.

You'll learn how to make standard edits like cropping and removing redeye along with other improvements via the powerful Adjustments panel. If you want to go further, Jason explains how how to add third-party editing extensions. For those who are feeling crafty, there's a chapter about using Photos to create your own books, cards, and calendars.

The book includes advice on using iCloud Photo Library, sharing your photos via social media, and working with or merging multiple libraries.

For those new to Photos, Jason covers what to expect from Photos in comparison to Apple's older iPhoto and Aperture apps, and he guides you through importing your existing libraries.

Advice provided includes:

- Why the search field is so important in Photos
- · Sorting your albums and sorting photos within albums
- Applying location information (geotags)
- Working with keywords, and using the heart-icon Favorite button
- · Setting up albums and smart albums

Burning questions addressed include:

What should I expect from Photos when I first start up in Sierra?

How do I use the new Places album?

What can I do with the new Categories feature?

How do keywords and Categories interact?

How do I match people to faces?

What's important about the System Photo Library?

As usual, 30% MUG discount - contact Editor.

OutFolded (iPhone)

A pretty simple concept - there is a play area, and you have to move from one square to another by unfolding a shape, the simplest being a cube. As you roll the shape the side that lands down is 'used' and you cannot use that face again. You may have several different shapes depending upon the level, and they do get more complex that the initial simple cube.

As you get more intricate grids and more shapes, you'll have to think and plan ahead about how to reach the objective. Still, thanks to unlimited undos, you're able to take your time and figure out the solution at your own pace. And if you end up using a hint (the game gives you about six to start with), the grid subtly shows you the path you need to take in the correct shape order.

Additionally, after you get past level six, you'll unlock the Daily Challenges. The daily puzzles will always be something different for the day, and they're much trickier than the standard stages. If you can successfully solve them, you'll be awarded more hints to use, which is nice to have. The game also has Game Center support for leader boards, and you can compete with friends to see who has completed more levels in the game.

I'm still in the early stages of Outfolded, but I'm thoroughly enjoying the experience so far. The game looks stunning with the minimalist isometric perspective and fantastic colour palette, the music soothes the soul (but I have it turned off!), and the controls are easy enough for anyone to understand. The levels start out simple, but don't be fooled — things pick up at a nice, gradual pace and you'll need to start thinking ahead, but you'll never be rushed - there isn't a clock in sight.

This makes a nice change from Solitaire, to fill in a few idle moments.











[&]quot;Happiness is nothing more than good health and a bad memory."

Albert Schweitzer

macOS Sierra

We have heard about the major changes in MacOS Sierra (new name, Siri, Universal Clipboard, Watch Unlock, and so on), but there are numerous minor changes waiting to be discovered. If you find something, please share; but in the meantime:

Messages: Do you always want a receipt that your message has been read? If not, you can change this on a conversation basis - click on the Details link at the top right of the window. You'll see information on your chat partner, and below you will find a checkbox for "Send Read Receipts." Set or reset as you wish.

Mail Quick Filter: In your Apple Mail inbox, you'll see a new icon of a circle with an upside-down triangle of lines. Click on it and "Filtered by" will appear it will filter your email based on what the blue text says. Click on the blue text to adjust the filter. (Note: this does not work in 'Classic Layout Mode' - go to Mail > Preferences > Viewing and then check/uncheck the box for "Use classic layout."

Alerts from Multiple Devices: So you're sitting at your Mac, with your iPhone in your pocket, your iPad docked to your Mac, and your watch on your wrist (lucky you!), and you get a text message. In the past, you'd get a cacophony of alerts, one from each device. Now, with Sierra and iOS 10, the alert appears only on the device you're using. (You may need iCloud.)

Notes: Collaboration - The Notes app in Sierra has a new feature where you can invite others to edit and write in a note. (Can be useful, can be frustrating - just delete everything one of the others adds, and change a letter in a word for someone else.) Next to the Share button on the upper right is a button you can click to "Add people to this note." Invites are sent via Mail Messages, Facebook, Twitter, and other methods.

Time Machine: SMB support: Time Machine now includes support for the Server Message Block (SMB) network protocol. That means better compatibility with third-party network-attached storage (NAS) devices.

Autocapitalization and period shortcut: In System Preferences > Keyboard > Text, you have two new options: "Capitalize words automatically," and "Add period with double-space."

New dictionaries: Apple has updated its dictionaries. You can activate the new dictionaries in preferences of the Dictionary app. The new dictionaries are: Traditional Chinese definition dictionary, Danish definition dictionary, Italian-English bilingual dictionary, and Dutch-English bilingual dictionary. And, of course, you can continue to add other dictionaries that you need (comes with the game: 'find it first!').

iOS 10

We have heard about the major changes in iOS (better Siri, Universal Clipboard, Collaboration, and so on), but there are numerous minor changes waiting to be discovered. If you find something, please share; but in the meantime:

Safari: search your tabs: While the iOS 10 version of Safari lets you open up an unlimited number of tabs while you're browsing, this does bring you a new problem though: not being able to keep track of them all

Rotate your device into landscape mode (it won't work in portrait) and then tap the tabs button (top right). A new search box appears in the top left corner. Enter your search terms and Safari filters out the tabs as you go, though bear in mind you're only searching through the titles of the tabs and not the actual web pages. When you've found what you're looking for, tap the tab thumb-nail to open the tab.

Magnifying Glass: From Settings, tap General then Accessibility then Magnifier and toggle the relevant switch to On. The Auto-Brightness setting underneath can make the magnification clearer in some cases. Next, you need to triple-tap the home button on your device to activate the Magnifier. As you can see, the on-screen slider just above the shutter button lets you zoom in and out. The flash icon turns on the flash (for extra light), and the padlock icon fixes the focus to help you see something better.

Tap the shutter button to take a freeze frame. You can then adjust the colors of the image using the icon in the lower right corner. And you don't have an unnecessary photo to delete!

New Stopwatch face: Open Clock, tap Stopwatch, then swipe left (either before or after you've started the timer) to see the new face. It has a slightly more ornate look and packs more information on screen than the original one too. (But you may need the Magnifier!)

Contact: default communications method: To make it easier to get in touch with people, set the default communication method for each category (call, message, video, mail): press and hold on the relevant blue icon.

Note that this will initiate a call or a message or whatever, so just be ready to cancel it. iOS 10 keeps this as the default for next time.

Confusingly, this doesn't change the default communication method if your contact is already listed as a favourite. Pick Add to Favourites to set your preferred option, then head to the Favorites screen itself to ensure it's the only choice for that contact.

These listed favourite options are the ones Siri uses when you ask it to initiate a communication with someone.

Safari Develop Menu

Here are a few tricks so often handy that I think they should feature more prominently in Safari's menu system.

Open Safari and in its Preferences panel choose the Advanced tab; then at the bottom of the panel tick the box labelled "Show Develop menu in menu bar". Yes, I know you aren't a developer, but bear with me. Close the preferences panel and check Safari's main menu bar. Sure enough, there is the *Develop* menu.

Our first command of interest is the top one — *Open Page With*. This is useful when for whatever reason, Safari seems unable to open a web page correctly, with either cosmetic or functional problems. Someone suggests that you should try using the Chrome browser instead. That might work, but you still want to use Safari as your primary browser. No problem.

While viewing the problem page go to the *Develop* menu and choose: Open Page With > Google Chrome.

If that doesn't work, you could try:

Open Page With > Opera

instead. Notice that the *Open Page With* menu has automatically displayed all your installed browsers, making the process very easy. All the browsers I mention here are free to download, so that you will have some options to try. (A few other programs that are designed to work with web pages may also be listed.)

Be aware though that if you are new to Firefox, it will try a few tricks to induce you to make it your primary browser in place of Safari. Resist! While you can work around this it's a pain, and rather spoils the *Open Page With* experience; just try Chrome and Opera first.

The next useful command is the second in the list: *User Agent* - not the most informative name, but this is what Safari uses to tell the web page which browser it is. There are some web pages that check which browser is calling, and create slightly different web pages - that they think will be more useful. For example, on online store may high-light Mac products if you use Safari, and PC products if you use Internet Explorer. Other web pages may just say "Safari is not supported". The *User Agent* enables you to tell Safari to lie, and pretend to be a different browser.

Further down the list in the *Develop* menu is *Empty Caches*. When you visit a number of web pages with Safari, a copy of each is retained in a special area of the Mac's memory called a cache, so that if you ask to review an earlier page, it can be quickly loaded from the cache instead of having to be recalled from the Internet.

If it happens that a page in the cache is somehow damaged and won't load properly, you can recall the page as many times as you like, but the same cached page will be reloaded every time. The problem will recur endlessly.

What needs to happen here is for the contents of the cache to be trashed, forcing Safari to go to the Internet for a fresh copy from the original source. With any luck, this will resolve the problem. *Empty Caches* is thus a troubleshooting command. It can be used at any time you have a Safari problem, and while it may not always work, it can do no harm.

Of course, you could just use the next item in the *Develop* menu: *Disable Caches*, and not have the web pages kept at all. If you do want to go back to

Develop Window Help Debug Open Page With User Agent peter's MacPro Enter Responsive Design Mode SMR Connect Web Inspector IMO 7 Show Error Console THC Show Page Source UHZ Show Page Resources AMIT Show Snippet Editor Show Extension Builder THOS Start Timeline Recording **Empty Caches** YME Disable Caches Disable Images Disable Styles Disable JavaScript Disable Extensions Disable Site-specific Hacks Disable Local File Restrictions Disable Cross-Origin Restrictions Allow JavaScript from Smart Search Field Allow JavaScript from Apple Events Treat SHA-1 Certificates as Insecure

an earlier page, you will need to wait a bit longer, but everything will work fine. Note, it is not just whole web pages that are in the caches, but each individual file - image, javascript library, formatting style sheets, etc., so not having a cache will likely slow all web pages as all common files will need to be reloaded each time that they are referenced.

Most other items in the *Develop* menu of mainly of interest to developers, but you won't get into too much trouble if you want a bit of a play - just be prepared to see some unexpected results on your web pages, or further windows of unexpected contents. Remember what you changed, and change it back to return to more familiar behaviour.

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,

Small Electronics

The electronics inside our tiny devices contain millions of transistors and other devices, all joined by incredibly thin wires. In the latest iPhones, these wires are about 16nm wide - at that size, you would need 62,500 to fill 1 milli-meter. But over the next few years, these wires are going to get thinner, and the electronic chips will shrink with them.

TSMC, Apple chip foundry that makes the iPhone 7 processors, has given hints for its future road map, and claims that it will start mass producing 10nm chips before the end of 2016, nearly a year ahead of Intel.

In August, TSMC was rumored to be working on the "A11" chip for Apple (for the iPhone next year). About the same time, TSMC said that trials of 7nm chip fabrication will begin in the start of 2017, with wide use of the technology by 2018. - That is half the size of today's technology!

At a tech symposium in the northern Taiwanese city of Hsinchu, TSMC CEO Mark Liu declared that 16nm chips have been in production by the company for some time, and research and development for a 5nm process is well underway.

Additionally, the 3nm process has entered initial research phases with between 300 and 400 engineers working on the project. Liu also reports a plan has been developed to bring in academics for development of 2nm processes.

Apparently, Intel measures the width of the wires slightly differently that TSMC, so 10nm is not the same from each company; but however you measure them, the wires and the resulting electronics are scheduled to be getting much smaller.

What isn't getting smaller though is the cost to achieve these results -Liu noted that TSMC is allocating \$10 billion for capital expenditure, and the company's research and development budget has tripled since 2009.

If this trend continues, we are going to end up paying both an arm and a leg for ... nothing!

Oppps - This month is fairly busy, and I have run out of time - so no diving into my mailbox of miscellanea this month.

Please give a little thought to how you can enter this years competitions.

Peter

Summarize, et al

You may find it hard to believe, but there is a function of OS X that will produce a summary of any block of text that you feed to it.. Better still, you have some control over the length and other characteristics of the summary. Obviously, its usefulness will vary with both the original text and your expectations, but it's easy to try out and it may prove to



Summarize must be enabled on most Macs before it will be usable, and then it's just a matter of learning how to use the summarize feature to provide a condensed overview of the document, web page, or any selected text

Enabling Summarize

be just what you need.

Before anything else, you must enable the Summarize service. This exists in nearly all reasonably modern versions of OS X:

- From the Apple menu choose System Preferences; then click Keyboard
- Click the Shortcuts tab and then, in the left hand column, click Services
- Scroll down until you find Summarize and tick that box (near bottom)
- Close System Preferences

Using Summarize

Now that Summarize is enabled, you can use it with any selected text, whether it's a web page, a long Word, text, or Pages document, or just about anything else. It does work better with longer sample though.

- :• Select the text you wish to summarize.
- Right-click on the selected text and from the program> menu in the top bar choose Services > Summarize, which opens a window containing your selected text.
- Try adjusting the Summary Size slider, and check the effect of choosing between the Sentences and Paragraphs buttons.
- You'll see that the summary changes instantly as you adjust the settings. Once you are satisfied with the summary, you can copy, save, or discard it, using the menus at the top of your screen.

Like any other item in the Services menu, Summarize can be disabled or removed just by going back to the Services system preference area and unticking the relevant box.

I didn't get very useful results from this exercise, which may explain why we don't hear much about it, but you may have better luck, and it's certainly interesting to see all the other Services that are available. You may well find some of those useful.

Review: Disk Drill 3

This disk utility gets a welcomed facelift to go along with some awesome recovery tools.

AT A GLANCE: Disk Drill 3 resurrects data on more than 200 internal or external media types regardless of what file systems they use, and now includes recovery for iOS and Android devices as well.

Earlier this year I reviewed Disk Drill 2, a highly recommended utility for recovering data from any storage volume attached to your Mac, regardless of which file system it was created with. While the software exceeded expectations in terms of functionality, it was sorely lacking in visual flourish, with a user interface that seemed out of step with the current operating system.

I'm happy to announce this grievance has been addressed with the new Disk Drill 3, which not only sports a much-needed fresh coat of digital paint but also nicely spices up the existing buffet of tools.





iOS friendly

Like previous versions, Disk Drill 3 offers data recovery as a free download, which includes a handful of tools for monitoring disk health, identifying and removing unwanted files, performing data backups, and more. There's also full support for macOS Sierra 10.12 (it works with OS X Mountain Lion 10.8.5 or later), including the ability to create a bootable USB recovery drive in a few clicks.

Disk Drill 3 adds the ability to recover data from an iPhone, iPad, or iPod touch, which is handy when an iOS update fails without a current backup available or an older device stops working because of water or other physical damage. It works the same: plug in the iOS device, click Recover, then select Camera Roll photos, videos, contacts, calendar, Voice Memo recordings, Notes, bookmarks, Messages chats, or call history data to resurrect. (Android devices are also supported when rooted or in USB mass storage mode.)

There is some sleight of hand involved, however. In the absence of an iTunes backup, Disk Drill 3 first creates one, a time-consuming process for those of us with larger capacity devices. My 128GB iPhone 6s Plus

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was about 80 percent full and took several hours to scan before recovery could take place. Judging from status updates, a lot of unnecessary time was spent scanning my entire iCloud Photo Library; a better solution would be an option to skip this content entirely, since it's already backed up in the cloud.

The resulting backup doesn't appear alongside others created in iTunes. Instead, it's tucked away in the user's Library, temporarily consuming valuable space on your system drive. Although the actual recovery happens quickly, I'd recommend importing an existing iTunes backup to expedite the process. (There's no support for recovery from iCloud backups, but this feature is in the works.)

More speed, support

Although Disk Drill 3 won't win awards for the iOS recovery speed, in almost every other regard, the software is faster than previous versions, and works harder at discovering files for recovery—up to 30 percent more, according to the developer. Byte-to-byte disk backups were quicker, as was mounting scan results as a disk image on the desktop, a handy feature that no longer requires the creaky old FUSE to be installed.

Disk Drill bulks up on support for native file systems (ExFAT, EXT4) and file signatures (Evernote XML notes, rich text documents, and others have been added). There's also a new module to find and eliminate duplicate files, which worked quite well in my tests.

Last but not least, Disk Drill 3 offers a fresh new user interface, which now hides system partitions by default for a cleaner look and feel. There's also a preference setting that offers more control over which disk types appear in the main view.

While the free version tackles the basics for most users, an \$89 Pro upgrade allows a single user to run Disk Drill 3 on up to three Macs, adding a more comprehensive Deep Scan, the ability to search lost partitions, and rebuild catalogs on unmounted HFS+ formatted drives.

Bottom line

Disk Drill 3 again delivers the goods, and this time awesome data recovery tools are backed up by good looks and a more intuitive user interface.

Pros

- · Robust data recovery for Mac, iOS, Android
- Background disk health monitoring
- Refreshed UI a better fit with current macOS aesthetic

Cons

- iOS data recovery tends to be slow on larger capacity devices
- · No option to bypass scan of iCloud Photo Library

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

listadmin@appleusers.co.nz

(3) 960 8189

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

