July 2011
Vol. XXII, No 6

KEYSTONE MacCentral

printout

Keystone MacCentral Macintosh Users Group ❖ http://www.keystonemac.com

Changes Coming Soon to Apple

This month we are focusing on two big Apple events:

- New operating systems — Lion and iOS 5.
- iCloud which will require a significant realignment of how we think about storing our stuff.

The iCloud will automatically store on Apple's servers many of the new files that a person loads onto a Mac, iPad or iPhone, and then make those files available on any other Apple devices owned by the same person. No more manually syncing mobile devices with their computers. Everything happens automatically, and there is nothing new to learn.

At the center of iCloud is a new version of iTunes that will allow users to download on any device any song they have ever bought. Additionally, "iTunes Match," a $25-a-year service will start this fall. It will scan users' devices and hard drives for music acquired in other ways, store it on distant computer servers and allow them to access it anywhere.

Where Apple is able to identify and match songs from its 18 million-song database, it will transfer them into the user's iCloud, a storage area housed on servers, including those at a massive new data center in North Carolina.

Where songs can't be identified - say of bootlegged concert recordings - users can manually upload them to the cloud and gain the same access.

Meet us at

Giant Food

Corner of Trindle Road & 32nd St (Route 15)
3301 East Trindle Road, Camp Hill, PA 17011

Tuesday, September 20, 2011, 6:30 p.m.

Attendance is free and open to all interested persons.

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Keystone MacCentral is a not-for-profit group of Macintosh enthusiasts who generally meet the third Tuesday of every month to exchange information, participate in question-and-answer sessions, view product demonstrations, and obtain resource materials that will help them get the most out of their computer systems. Meetings are free and open to the public. The *Keystone MacCentral Printout* is the official newsletter of Keystone MacCentral and an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by any for-profit organization, including Apple Computer, Inc. Copyright © 2011, Keystone MacCentral, 305 Somerset Drive, Shiresmanstown, PA 17011.

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by Matt Neuburg

Preparing for Lion: Find Your PowerPC Applications

The history of Mac development is not like a plant that grows and branches and produces leaves and flowers. It's more like a series of rubber bands that get stretched to the breaking point and eventually snap. The 68000 processor was dropped; then the whole 68K processor family was superseded by Macs using PowerPC processors. Snap! When Mac OS X came along, all applications had to be rewritten, except for the lucky ones that could operate correctly inside the Classic emulator. Snap! When Macs started relying on Intel processors, support for Classic was dropped. Snap!

Now it was PowerPC that was emulated, using Rosetta. In Snow Leopard, the first Intel-only version of Mac OS X, Rosetta wasn't installed by default; it would be downloaded and installed automatically the first time a PowerPC application launched, but the hand was already writing its ominous message on the wall. The rumor, which has become as loud as a roar, is that Mac OS X Lion will not support Rosetta. Snap!

No bad thing will happen to your Mac the day Lion goes final. Your current hardware won't refuse to boot. Your current system won't stop working. Your favorite applications will still be your favorite applications. But suppose, just for the sake of argument, that you become interested in upgrading to Lion. And suppose, for the sake of even further argument, that Lion lacks Rosetta. What might the loss of Rosetta mean to you?

To find out, you need to know what PowerPC-only applications you currently depend on. The easiest way to learn that is through System Profiler. This application resides in your /Application/Utilities folder, but there's a shortcut; choose About This Mac from the Apple menu, and when the dialog appears describing your system and hardware, click the More Info button to launch System Profiler. Even faster, Option-click the Apple menu and choose System Profiler directly.

System Profiler displays its information in three categories, listed in a pane down the right side of its window: Hardware, Network, and Software. For the fullest display of categories, choose View > Full Profile. Now, under Software (click the triangle to open it if necessary), select Applications.

Now go make yourself another espresso from your handy-dandy Pavoni Napolitana, because it could take a while for anything to appear in the window. System Profiler is going to walk through all mounted hard disks looking for applications, and if you're anything like me, it's a long walk (a big disk containing a lot of applications). When System Profiler finally finishes, your applications will be listed, along with several columns of information about them. The column you're most interested in right now is the Kind column (you can drag it to the left to move it next to the sresults easier). It will say one of four things:

- **Classic**: These are 68K applications. What are you, some kind of sentimental wacko? These applications may have run under System 7 or as late as Mac OS 9, but under Mac OS X the only way they've ever run, if they've ever run, is in the Classic environment. If you're running Snow Leopard, or even Leopard on any Intel-based Mac, there is no Classic. So why do you still have them around? Actually, a few of these applications are occasionally still important to me, and I run them using SheepShaver, as I explained in "SheepShaver Brings Classic Mac OS to Snow Leopard" (23 October 2009). So far be it from me to criticize.

- **Intel**: These are Intel-native applications. They'll probably continue to work reasonably well on Lion, though of course there can be glitches caused by the introduction of a new system. They are probably actively developed, though, so with luck any such glitches will be ironed out by their developers.

- **Universal**: These are "universal binaries" that contain both PowerPC code and Intel code, so if you're running Snow Leopard, which means you must be using an Intel-based Mac, they behave like Intel-native applications as far as you're concerned.

- **PowerPC**: Aha! These are the droids we're looking for. They contain PowerPC code and no Intel code. So if, as is commonly expected, Lion doesn't support Rosetta, these applications will be pushing up daisies. They will be pining for the fjords. They will have gone to meet their maker. They are even now crying out, "Ave Caesar! Nos morituri

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Preparing for Lion: Find Your PowerPC Applications

te salutamus!" Which means, roughly (and bearing in mind that I have a PhD in Classics and you probably don't): "Stab me in the back! Stab me in the head! Farewell, Caesar! Dead dead dead!"

The list of applications presented by System Profiler may be very long and intractable. One way to make it more tractable is to sort the list: click the Kind header at the top of its column. Now your PowerPC applications are listed together in alphabetical order. If you'd like a more conveniently searchable record of this information, you can copy a subset of this list as a text file. With the list sorted by Kind, click the first PowerPC application to select it, then scroll down and Shift-click the last one to select all the PowerPC applications in between. Now click in the description pane at the bottom of the System Profiler window, press Command-A to select all the text, copy, switch to your favorite text editor, and paste.

If you're like me, you'll find that the way forward isn't quite so gloomy as you may have anticipated. I have lots and lots of PowerPC applications, but most of them I haven't used in years. Here's a quick survey of my situation:

- I'll miss Alco Blom's URL Manager Pro, but in anticipation of Rosetta's loss I've already moved that data into Safari itself, which turns out to be quite a good bookmark manager in its own right. Similarly, I've moved my data out of Alco's Web Confidential, confiding the exported data to Panorama.
- I've already explained how I've replaced Remember? with iCal; see "Freeware Coolness Crushes iCal Shortcoming" (4 August 2010).
- Solitaire Till Dawn is a big worry. It's a perennial favorite here at TidBITS and among our readers. You might like to look at developer Rick Holzgrafe's blog post on its history and his plans; it presents an even longer list of snapped rubber bands (he calls them dead horses).

Those are the only serious problems on my machine. Most of the other PowerPC applications on my machine have names I don't even recognize. A few of them are games that I remember enjoying at one time, but I suppose I can live without; those sorts of games play better on the iPad anyway.

The story will, of course, be different for different users. Microsoft Office 2004 is likely to be a serious stumbling block for many folks, who will reason that to move to Office 2008 will mean loss of Visual Basic, and that to move to Office 2011 will mean loss of good old-fashioned usability. (I've already told how I migrated out of Office as a mail program; see "Escape from Outlook 2011!," 26 October 2010.)

I expect that this article will be just one in a series, as various TidBITS editors chime in with tales of their preparations for Lion compatibility. As we wait for the fateful day, I comfort myself with the thought that, if I really need it, I have an Intel-based Mac that can boot into Snow Leopard, a PowerPC-based Mac that can boot into Leopard and use Classic, and a couple of really old machines that can even boot into Mac OS 9 (not to mention SheepShaver). Lion's roar can't scare me!

by Jeff Carlson

iCloud Rolls In, Extended Forecast Calls for Disruption

Before today's Worldwide Developers Conference keynote, we knew Apple was going to announce a new iCloud service that would likely augment or replace MobileMe. Now, we can see that iCloud isn't just a new feature; it's a new platform for interacting with our data on various Apple devices that may even make us forget that we ever needed to "sync" the machines.

The iCloud storm won't roll in until Apple releases iOS 5 in the fall (roughly September to November), but at least one element, iTunes in the Cloud, is operating now. iCloud will be a free service, and it replaces MobileMe (more on that transition below). A beta of iCloud is available to developers today, so they can start to prepare apps to work with the service.

For those unfamiliar with recent buzzwords, "the cloud" is a shorthand way of referring to data and services provided by online sites, rather than by your computer, smartphone, or tablet. Dropbox, for example, stores your files on Amazon S3 and then copies them to the devices on which you have Dropbox software installed (or on which you have apps that can access that data). We'll have an extensive explanation of what "the cloud" means in an upcoming article.

Although the same principle applies to iCloud, the way Apple is implementing the service promises to dramatically

change how you interact with your data. Instead of dragging your iPhone, iPad, or iPod touch back to a Mac or PC to copy songs or documents between devices, everything is copied to iCloud and duplicated on all your devices. Photos appear automatically, whether they were saved into iPhoto or captured using an iPhone camera; changes in a Pages document on your Mac appear when you open the document in Pages on your iPad. As Steve Jobs repeatedly stated, "you don't have to learn anything" in order to take advantage of iCloud.

Apple announced several components that make up iCloud: working with music in iTunes and a new paid iTunes Match service; working with data such as calendars, contacts, email, apps, books, and miscellaneous data backups; storing and sharing photos; and sharing documents among devices.

iTunes in the Cloud — People with large iTunes music libraries have often needed to make a choice when syncing to an iOS device with a limited amount of storage: which albums and playlists to include? If you want to listen to a song you didn't sync, you're sunk. With the iTunes in the Cloud feature, all music you've purchased from the iTunes Store is available for immediate download.

In fact, you can test it out right now. Open the iTunes app on an iOS device, and tap the Purchased button at the bottom of the screen. Tap the Not On This iPhone (or iPad, or iPod touch) button to view a list of artists, and then tap an artist name to view albums or songs you own but that aren't currently on the device. To download the songs, tap the iCloud download button.

by Glenn Fleishman

Broadband Caps May Obscure iCloud

Between iCloud's sync services and the announcement that both Mac OS X Lion and iOS 5 would be available for download, it's clear that Apple is envisioning a future where bandwidth is both cheap and plentiful. There's no question that more people than ever have high-speed Internet connections and sprightly 3G data connections, but Apple's plans may run smack dab into a countervailing trend: monthly usage caps and overage fees.

Because OS updates will range from hundreds of megabytes to several gigabytes, and iCloud could potentially move many gigabytes to and from the Internet every month, crossing bandwidth limits could suddenly become a costly or difficult issue. If you're already running close to bandwidth limits with your current usage (such as streaming movies from Netflix or playing bandwidth-intensive games), adding iCloud could put you over the top.

With the introduction of monthly limits to AT&T's wired broadband service in May 2011, more than half of U.S. home broadband subscribers now have some kind of cap. Some firms, like AT&T, charge for usage above a set amount, like 100 GB or 250 GB per month; others, like Comcast, with its 250 GB monthly limit, give you a warning the first time you exceed your limit, and then cancel your service if you get a second warning within a year.

Mobile broadband has long had restrictions in place, with tiered service plans offering only a few hundred megabytes to a gigabyte or two. T-Mobile in the United States, like many carriers in the rest of the world, throttles your bandwidth to tens of kilobytes per second if you cross its limits; others charge you or cut you off. (Verizon Wireless's iPhone plan is the current exception, and is expected to shift to a tiered plan shortly, as the company offers with its other smartphones.)

Let's look at how each of Apple's promised services might use your limited bandwidth.

- **PC Free iOS 5 and Updates:** Previously, all iOS updates were downloaded to your Mac or PC via iTunes, and installed via a USB sync. However, one of the major new features of iOS 5 is the elimination of the computer requirement. That's convenient, but iOS 5 will undoubtedly weigh in at hundreds of megabytes, if not more, and even if Apple issues updates as relatively small patches, they'll still be quite hefty. We imagine that iOS updates will be limited to Wi-Fi, since a single one would exceed most mobile broadband data plans.

- **Wi-Fi Sync:** Apple carefully avoids using 3G data for the new Wi-Fi Sync feature coming in iOS 5 — the name gives that away, of course. Wi-Fi Sync is intended for local file copying only on the same Wi-Fi network as a computer to which you sync video and photo albums. To use it elsewhere (over 3G or Wi-Fi), Apple would have to enable remote access to your computers. Wi-Fi Sync doesn't perform actions that count against your broadband usage, either. No worries there. (You may wish to upgrade to an 802.11n-capable base station, though. Newer iOS devices can run about two to four times faster over 802.11n than 802.11g.)

- **Synchronization and Backup:** The "Apps, Books, and Backup" features of iCloud are potentially more worrying in relation to broadband caps. Apple limits

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Broadband Caps May Obscure iCloud

backups and restores to Wi-Fi networks, but with the new PC Free approach, backups are stored in the cloud, and restore operations don't seem to consult any local network copies. Instead, all apps, music, and books — but not videos and movies — purchased from iTunes are restored over the Internet and over the air. That could mean gigabytes of data to transfer from iCloud. Be especially careful if you use a MiFi for 3G-based Internet access for a Wi-Fi iPad, for instance, since then iOS can't tell that you're burning 3G data bits — it only knows it's using Wi-Fi.

• **iTunes in the Cloud:** By default, iTunes in the Cloud uses only Wi-Fi, but you can enable 3G as well. Given that music files are generally several megabytes each, syncing a large number over 3G could be ruinously expensive. Apple is clearly attempting to limit bandwidth usage, and any songs you have purchased and synced via iTunes to an iOS device won't require a new download when you enable iTunes in the Cloud. But on devices on which the file doesn't reside, or when you switch the music on a given device, iCloud has to perform new transfers. Be very careful syncing music.

• **Photo Stream:** As with Wi-Fi Sync, iCloud's Photo Stream feature that syncs photos among Macs and iOS devices works only over Wi-Fi networks. With modern day cameras creating file sizes in the multiple megabytes per photo, Photo Stream could consume quite a bit of bandwidth, especially given the number of photos that some people take.

• **Initial Setup:** If you opt to prime a new iOS device with a huge iTunes library while on a network with a copy of iTunes that has an overlap or superset of the same music, it's not clear whether your device will use Wi-Fi Sync or retrieve the contents from iCloud directly. Wi-Fi Sync would reduce bandwidth consumption, but Apple says nothing about it being used for the initial sync. You may wish to use USB for the initial sync to sidestep this conundrum.

• **Mac OS X Lion and Updates:** Finally, if you think iOS 5 is going to drain bits from your bandwidth bucket, you haven't seen anything until you want to upgrade to Lion. Although we still believe Apple will provide some alternative method of acquiring Lion if you don't have a sufficiently big Internet pipe, Apple has released no details on that yet (see "Questions Raised by Lion's App Store Installation Requirement," 8 June 2011). The Lion download will undoubtedly be several gigabytes, and updates won't be small either. Each computer has to download the installer separately, according to reports; the installer is deleted after installation, requiring a new retrieval for each machine!

It's unlikely that iCloud services would, on their own, let you cross any mobile broadband caps unless you fooled it by using a personal hotspot like the MiFi. But iCloud could add several gigabytes, or even tens of gigabytes, of broadband transfer on top of your existing habits, and Lion and iOS 5 will only add to your bandwidth needs. In short, as you ease into using all of Apple's new operating systems, keep an eye on whatever usage graphs or alerts your broadband provider offers.

by Tim Sullivan

Rumors and Reality

Around Apple

• Lion will ship in July for $29. It will probably available only by download from the App Store.

• iWeb hosting, iDisk to end in 2012.

• There is a suspicion that Apple may completely drop Intel chips within the next few years. Perhaps that should not come as a surprise. Apple-designed A4 and A5 chips are used in iPhones and iPads.

If Apple moves to ARM based chips in their laptops, it will be several years before it happens. ARM is short for Advanced RISC Machine which was developed by ARM Holdings. RISC, in turn, is short for reduced instruction set computer.

Sometimes I subscribe to the conspiracy theory that the software companies are behind these changes. About every 5 to 8 years, I have to replace most of my software as my current applications become obsolete.

• Also probably in the works: really good speech recognition in iOS. Last year Apple acquired Siri. There is an app available for the iPhone that acts as a personal assistant. Ask it a question (verbally), and get an answer. Apple is negotiating with another company, Nuance

• Apple has applied for a patent a keyboard that breathes. When a finger is moved near or touches a key, a puff of air is emitted. Pressing the key causes air to be sucked from beneath the key. Ultra-thin keyboards do not provide a good tactile experience. The new design is supposed work around that issue.

• iOS 5

- New Notification Center: An app that collects all of your notifications (Notification Center then folds down, including missed calls, voicemails, text messages, push

notifications, and even stock and weather updates) in one quickly accessible place.

- Set up and update without connecting the device to a Mac.

- Safari will include a feature called Reading List, which is a simple and convenient way to save a story for later reading. Items in your Reading List are shared with your Mac or PC version of Safari, too.

-Yet another Reminder app: The app supports multiple lists, and to-dos can be both date- and location-stamped. Those locations are particularly powerful — your device can remind you about a task when you reach a specific location, or depart from one. Reminders are also searchable, and will sync with iCal.

- Fast photos: when the screen is locked, double tap the Home button to launch the Camera app. And use the volume buttons to take photos.

In case you've been holding out for a reason to pick up an iPhone 4, now might be as good of a time as any, as Wal-Mart has reduced the price of the 16GB model to $147 from $197.

Microsoft buys Skype for $8.5 billion.

Microsoft promised that it will continue to invest in and support Skype clients on non-Microsoft platforms.

In 2006 Skype 2.0 was released, marking the first time the Mac version of the software supported video calls. In 2007, the Mac Skype client integrated with the OS X Address Book. In 2009, Skype added support for higher-quality calls and launched its iPhone app. At that time, iPhone Skype calls could only connect over Wi-Fi.

By early 2011, Skype's presentation on Windows had diverged significantly for the one on iOS (as noted in our recent article.) Skype fixed the discrepancies by making the Mac version look and feel like the Windows version, which was described by users as a "horrible mess."

Perhaps Microsoft will rework both versions to everyone's benefit.

Malware scams: Over the last couple of months MacDefender (or MacProtector or MacSecurity) malware have promised to remove viruses from Macs. The applications didn't work — the people who sold the programs did obtain credit card numbers.

Apple responded with a security update that detect the presence of the malware threats in files you download from the Internet. It will notify you if you have downloaded an installer package for the MacDefender malware and its variants, and will give you an option to delete the file if you choose to do so. In addition, the software update, when first loaded, will scan for and remove the malware from your system.

The security update also has options to automatically update malware definitions on a daily basis. The update works on Intel-based systems running OS X 10.6.7 or greater. Check the "Automatically update safe downloads list" in the Security portion of System Preferences.

One shouldn't place too much faith in the security update. MacDefender hackers worked around the update in 8 hours.

Apple Updates

OS X 10.6.8 Update
June 23, 2011 - 474.2 MB

System Requirements
— OS X 10.6.7

The 10.6.8 update is recommended for all users running OS X Snow Leopard and includes general operating system fixes that enhance the stability, compatibility, and security of your Mac, including fixes that:
— Enhance the Mac App Store to get your Mac ready to upgrade to OS X Lion
— Resolve an issue that may cause Preview to unexpectedly quit
— Improve support for IPv6
— Improve VPN reliability
— Identify and remove known variants of Mac Defender

OS X 10.6.8 Update Combo
June 23, 2011 - 1.09 GB

System Requirements
— OS X 10.6 - OS X 10.6.7

The 10.6.8 update is recommended for all users running OS X Snow Leopard and includes general operating system fixes that enhance the stability, compatibility, and security of your Mac, including fixes that:
— Enhance the Mac App Store to get your Mac ready to upgrade to OS X Lion
— Resolve an issue that may cause Preview to unexpectedly quit
— Improve support for IPv6
— Improve VPN reliability
— Identify and remove known variants of Mac Defender

Security Update 2011-004 (Leopard)
June 23, 2011 - 256.4 MB

System Requirements

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Apple Updates

— OS X v10.5.8

Security Update 2011-004 is recommended for all users and improves the security of OS X. Previous security updates have been incorporated into this security update.

Epson 2.7 Printer Drivers

June 22, 2011 - 961.5 MB

System Requirements
— OS X 10.6 or later

This update installs the latest software for your Epson printer or scanner.

Lexmark 2.5 Printer Driver

June 22, 2011 - 147.5 MB

System Requirements
— OS X 10.6 or later

This update installs the latest software for your Lexmark printer or scanner.

Final Cut Pro X Content

June 21, 2011 - 637.5 MB

System Requirements
— OS X 10.6.7 or later

This update adds the following content for use in Final Cut Pro X:
— Sound Effects: Over 1300 rights-free sound effects installed into the Audio Browser of Final Cut Pro X.
— Audio Effect Presets: Additional preset effects for the Space Designer plug-in.

This update is recommended for all users of Final Cut Pro X.

Motion 5 Content

June 21, 2011 - 1.15 GB

System Requirements
— OS X 10.6.7 or later

This update adds the following content for use in Motion 5:
— Motion Templates: A variety of professionally-designed, customizable templates.
— Motion Library Content: Animated vector graphics, backgrounds, template media, sample Motion projects, and royalty-free still images.
— Motion Sample Media: Clips and images for use with Motion Help examples and tutorials.

This update is recommended for all users of Motion 5.

ProApps QuickTime Codecs

June 21, 2011 - 1.2 MB

System Requirements
— OS X 10.5.6 or later
— QT 7.6 or later

This update adds the following video codecs for use by QuickTime-based applications:
— Apple Intermediate Codec
— Apple ProRes
— AVC-Intra
— DVCPRO HD
— HDV
— XDCAM HD / EX / HD422
— MPEG IMX
— Uncompressed 4:2:2

This update is recommended for all users of Final Cut Pro X, Motion 5, or Compressor 4.

MainStage 2.1.3

June 16, 2011 - 222.1 MB

System Requirements
— OS X 10.5.8

This update improves overall stability and addresses a number of minor issues, including the following:
— Fixes an issue where presets for Audio Unit plugins were incorrectly displayed.
— Addresses an issue where incoming MIDI was forced to channel 1.
— Resolves an issue that could cause MainStage to quit unexpectedly when using Undo after deleting a patch.

This update is recommended for all MainStage 2 users.

AirPort Utility 5.5.3 for Mac

June 14, 2011 - 10.8 MB

System Requirements
— OS 10.5.7 or later

This update contains bug fixes including the following:
— Resolves an issue that caused the AirPort Utility to unexpectedly quit during setup

iMac Graphic FW Update 2.0

June 08, 2011 - 699 KB

System Requirements
— OS X 10.6.7

This firmware update fixes an issue that in rare cases may cause an iMac to hang during startup or waking from sleep

iTunes 10.3.1

June 07, 2011 - 74.02 MB (Mac)

System Requirements
Software:
— OS X version 10.5 or later
— QuickTime 7.6 or later; Support for HE-AAC requires QuickTime 7.6.4 or later
— Safari 4.0.3 or later

Introducing iTunes in the Cloud beta. The music you purchase in iTunes appears automatically on all your devices. You can also download your past iTunes purchases. Where you want, when you want.

• Automatic Downloads. Purchase music from any device

or computer and automatically download a copy to your Mac and iOS devices.

• Download Previous Purchases. Download your past music purchases again at no additional cost. Your purchases are available in the iTunes Store on your Mac or in the iTunes app on your iPhone, iPad, or iPod touch. Previous purchases may be unavailable if they are no longer on the iTunes Store.

iTunes 10.3 also adds Books to the iTunes Store, where you can discover and buy your favorite books on your computer and automatically download them to iBooks on your iPhone, iPad, or iPod touch.

This version also allows you to use Automatic Downloads with apps and books or download previously purchased apps and books from your computer or iOS device.

Security Update 2011-003 (Snow Leopard)
May 31, 2011 - 2.36 MB

System Requirements
— Mac OS X 10.6.7

Security Update 2011-003 is recommended for all users and improves the security of OS X.

Previous security updates have been incorporated into this security update.

Logic Express 9.1.4
May 24, 2011 - 138.74 MB

System Requirements
— OS X 10.5.8

This update improves overall stability and addresses a number of minor issues, including the following:
— Support for opening projects imported from GarageBand for iPad.

The update is recommended for all users of Logic Express 9.

Issues addressed with 9.1.3 include:
— Improved compatibility with Hyper-Threading.
Issues addressed with 9.1.2 include:
— Improved compatibility with 6 and 12-core Mac Pro systems
— Support for iOS control surface apps that utilize the OSC protocol
— REX files now supported in 64-bit mode
— Improved compatibility with select Audio Unit plug-ins

The update is recommended for all users of Logic Express 9.

Logic Pro 9.1.4
May 24, 2011 - 192.48 MB

System Requirements
— OS X 10.5.8

This update improves overall stability and addresses a number of minor issues, including the following:
— Support for opening projects imported from GarageBand for iPad.

Issues addressed with 9.1.3 include:
— Resolves problems related to the support of Hyper-Threading
Issues addressed with 9.1.2 include:
— Improved compatibility with 6 and 12-core Mac Pro systems
— Support for iOS control surface apps that utilize the OSC protocol
— REX files now supported in 64-bit mode
— Improved compatibility with select Audio Unit plug-ins

The update is recommended for all users of Logic Pro 9.

ProKit 7.0 (Snow Leopard 10.6.6 and later)
May 17, 2011 - 15.7 MB

System Requirements
— OS X 10.6.6 and later

This ProKit Update fixes the following minor issues:
— Improved support for PopOver style tooltips.
— Improved support for Font Smoothing.
— Addresses an issue with an unwanted gap between a menu and submenu.
— Fixes leaks and improves stability for the color picker and timecode interface in Final Cut Pro and Motion.
— Improved compatibility when importing assets from older versions of Soundtrack Pro.
— Fixes an issue with the scrubber appearance in Logic Express and Logic Pro.
— Addresses AppKit related crashes in Motion.

This update is recommended for users of Final Cut Pro, Motion, Soundtrack Pro, DVD Studio Pro, iPhoto, Aperture, Final Cut Express, Logic Pro, MainStage, Logic Express and iAd Producer.

Digital Camera RAW Compatibility Update 3.7
May 17, 2011 - 6.62 MB

System Requirements
— OS X 10.5.8
— OS X 10.6.6 or later

This update adds RAW image compatibility for the following cameras to Aperture 3 and iPhoto '11:
— Fujifilm FinePix X100
— Nikon D5100
— Olympus E-PL2
— Olympus XZ-1
— Samsung GX-1S

iPhoto 9.1.3
May 11, 2011 - 106.29 MB

System Requirements
— OS X 10.6.6 or later

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Apple Updates

This update fixes a problem that could cause some events merged in iPhoto to be split back into multiple events on iOS devices after being synced.

This update is recommended for all users of iPhoto '11.

iMac EFI Update 1.6
May 04, 2011 - 6.1MB

System Requirements
— Requires the OS X 10.6.7 Update for iMac (early 2011) be installed

This update includes fixes that improve performance and stability for Thunderbolt.

OS X 10.6.7 Update for iMac (early 2011) 1.0
May 04, 2011 - 382.56 MB

System Requirements
— OS X 10.6.7

The OS X 10.6.7 Update for iMac is recommended for all early 2011 iMac models. It includes general operating system fixes for OS X Snow Leopard that enhance the stability, compatibility, performance, and security of your Mac, including fixes that:
— Improve the reliability of Back to My Mac
— Resolve an issue when transferring files to certain SMB servers
— Address various minor Mac App Store bugs
— Address minor FaceTime performance issues
— Address issues with graphics stability and 3D performance
— Improve external display compatibility
— Improve Thunderbolt device support

MacBook Pro Software Update 1.4
May 04, 2011 - 132.69 MB

System Requirements
— OS X 10.6.7

This update includes fixes that improve graphics stability, address issues with external display support and 3D performance, and improve Thunderbolt device support.

MacBook Pro EFI Update 2.1
May 04, 2011 - 3.06 MB

System Requirements
— OS X 10.6.7

This update includes fixes that resolve an issue with Turbo Mode in Boot Camp, and improve performance and stability for graphics and Thunderbolt.

iOS 4.3.3 Software Update
May 04, 2011

System Requirements
— Mac or PC computer with USB 2.0 port
— iTunes 10.1 or later (10.2 recommended)

This update contains changes to the iOS crowd-sourced location database cache including:
— Reduces the size of the cache
— No longer backs the cache up to iTunes
— Deletes the cache entirely when Location Services is turned off

Products compatible with this software update:
• iPhone 4 (GSM model)
• iPhone 3GS
• iPad 2
• iPad
• iPod touch (4th generation)
• iPod touch (3rd generation)

This update is available via iTunes.

iOS 4.2.8 Software Update
May 04, 2011

System Requirements
— iPhone 4 (CDMA model)

This update contains changes to the iOS crowd-sourced location database cache including:
— Reduces the size of the cache
— No longer backs the cache up to iTunes
— Deletes the cache entirely when Location Services is turned off

Products compatible with this software update:
• iPhone 4 (CDMA model)

Boot Camp 3.2 Update for iMac (early 2011)
May 03, 2011 - 638 KB

System Requirements
— Windows 7

This Boot Camp update addresses issues with Japanese and Korean keyboards on early 2011 iMac.

by Christopher Breen

Mac 911

Importing clips into iMovie for iOS

Old college chum, Steve Adams, struggles with a seeming limitation of iMovie on his iPhone. He writes:

I've been using iMovie on my iPhone to create little videos on the fly when I'm traveling for my work. Sometimes, though, I want to insert some video footage that isn't actually in the Camera Roll on the phone. I can't figure out any way to get outside video into the Camera Roll, and it seems that the only video that's available in iMovie is that which is in the Camera Roll. Got any solutions?

Remember in Music Theory 121 when Mr. Moon introduced us to French Augmented 6th chords and no one in the class understood a word of it because it seemed such a tortuous construction? Oh, wait, you were the one guy who got it immediately. Anyway, trust me on this, like importing movies from an outside source to iMovie on your iPhone, it was confusing. While I still can't explain the F+6th, I can shed some light on the method for editing movies not shot with the iPhone's camera.

The avenue for copying movie files from your Mac to iMovie for iOS is iPhoto. To do this, create a new album in iPhoto and call it something like "iPhone Movie Clips." Locate any MPEG-4 or .m4v movies you want on your iOS device (yep, it works with the iPad and the latest iPod touch) and add them to this album.

Now jack in your iOS device and, in iTunes' Source list, select your device. Click the Photos tab, enable the Sync Photos from iPhoto option, enable the Selected Albums, Events, and Faces option as well as the Include Videos option, and select your iPhone Movie Clips album from the list of Albums below. Sync your device.

Launch iMovie on your iOS device, tap the Video button, and scroll down the list of available videos. You should see your imported clips. (If you don't, force-quit iMovie on the device and relaunch it. If iMovie is running when you sync the videos, they won't appear until you restart iMovie.) If the clips don't appear, it's possible that the format is incompatible with iMovie. You can fix that by importing them into iTunes, selecting them, and choosing Create iPod or iPhone version or Create iPad or Apple TV version (depending on which device you're using).

Playing podcasts in chronological order

Reader John Keith would like to hear podcast episodes in their order of creation. He writes:

I wear my iPod classic in my hatband on my hikes and it's a hassle to have to remove and reset it for each podcast. iTunes includes no preference setting to play a folder of them in chronological order. It's by default "Last In, First Out", which is not helpful for any educational series which typically builds on past episodes. Is there a way to force an iPod to play episodes from oldest to newest?

Nothing I like better than starting off a new week with a short answer. And that short answer is Yes.

Navigate to your podcasts, select the podcast show you want to listen to (not an episode of the show but rather the entry for the show in the Podcasts screen) and press Play. The episodes of that show will play in chronological order — starting with the oldest first. When the episode finishes, the next in chronological order will play. (With iOS devices this isn't an issue as podcast episodes appear in oldest-to-newest order by default.)

Bonus tip because this one is so short: All of you with click-wheel iPods understand that you can directly return to the Home screen by pressing and holding the Menu button, right? No need to click Menu multiple times to navigate back up the iPod's hierarchy. Just press and hold.

Clearing up iPhone sync confusion

Reader Simon Tanner was caught unaware by the not-entirely-clandestine relationship between his iPhone and Yahoo. He writes:

After some fairly insistent prodding I upgraded my Yahoo! webmail to the latest beta offering. When I logged in and took a look at it I was rather surprised to find that those little notes I write to myself on my iPhone are suddenly out there in the "cloud." Though I like technology, I find it is becoming increasingly insidious and what you thought was private really isn't — and your permission is not asked first. How do I reclaim my notes? Allow me to giveth with the right hand before I taketh with the left.

Right hand: Syncing with the cloud can be confounding so I'm not surprised that you're perplexed by what's happened. I'm hopeful that should Apple get serious with this rumored iCloud business, this kind of syncing will be both more reliable and easier to comprehend. Left hand: However, you had the power to prevent this from happening from the get-go.

When you set up a Yahoo e-mail account on your iPhone in the Mail, Contacts, Calendars setting, after the verification step, you see a window that includes three entries — Mail, Calendars, and Notes. Those On/ Off toggle switches next to each entry tell your iOS device whether to sync that particular flavor of data with Yahoo's Website. In your case,

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Mac 911

I'll bet dollars to doughnuts that if you choose your Yahoo account on your iPhone you'll find that the Notes switch is set to On. This is not the default setting when you create an e-mail account so I'm afraid that this is something you did when creating the account on your iPhone. Fortunately, it's easily undone. Just flick the slider to Off and your notes will no longer be synced to Yahoo.

While we're clearing up that bit of confusion, I should point out that the Sync Notes entry you find in the Info tab when selecting your iPhone in iTunes' Source list has no effect on cloud syncing. Rather, it's for syncing notes with your computer.

"OS X 10.5 Leopard Essential Training (video)" from lynda.com Find Chris' books at www.amazon.com and www.peachpit.com. Get special user group pricing on Macworld Magazine! Subscribe today at http:// www.macworld.com/useroffer

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