

# printout

Keystone MacCentral Macintosh Users Group ♦ <http://www.keystonemac.com>

## Our Annual Holiday Get-Together

The December meeting of Keystone MacCentral will be held on December 20 at the Giant Store in Camp Hill. Our meeting will feature a demonstration of some of the features of Apple's newest desktop operating system, Lion, by Tom Owad. We will have a period for Q & A before Tom's program.

KeyMac will be providing snacks and sodas for our annual holiday party. We invite you to come socialize with us. ☺

# Happy Holidays

Meet us at

### **Giant Food**

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

**Tuesday, December 20, 2011, 6:30 p.m.**

**Attendance is free and open to all interested persons.**

# Contents

<b>Our Annual Holiday Get-Together . . . . .</b>	<b>1</b>
<b>Keystone MacCentral Minutes by Gary Brandt . . . . .</b>	<b>3</b>
<b>Secrets of iOS 5 by Jeff Carlson . . . . .</b>	<b>4 - 5</b>
<b>My 15' Error or: How I Learned to Start Worrying and Love My iPhone Case by Gregg McFarland . . . . .</b>	<b>6</b>
<b>Will Siri Change the Rules of the Search Game? by Rich Mogull . . . . .</b>	<b>7 - 8</b>
<b>Apple's Planned Obsolescence Schedule by Adam C. Engst . . . . .</b>	<b>9 - 11</b>
<b>December Software Review by Tim Sullivan . . . . .</b>	<b>11 - 12</b>

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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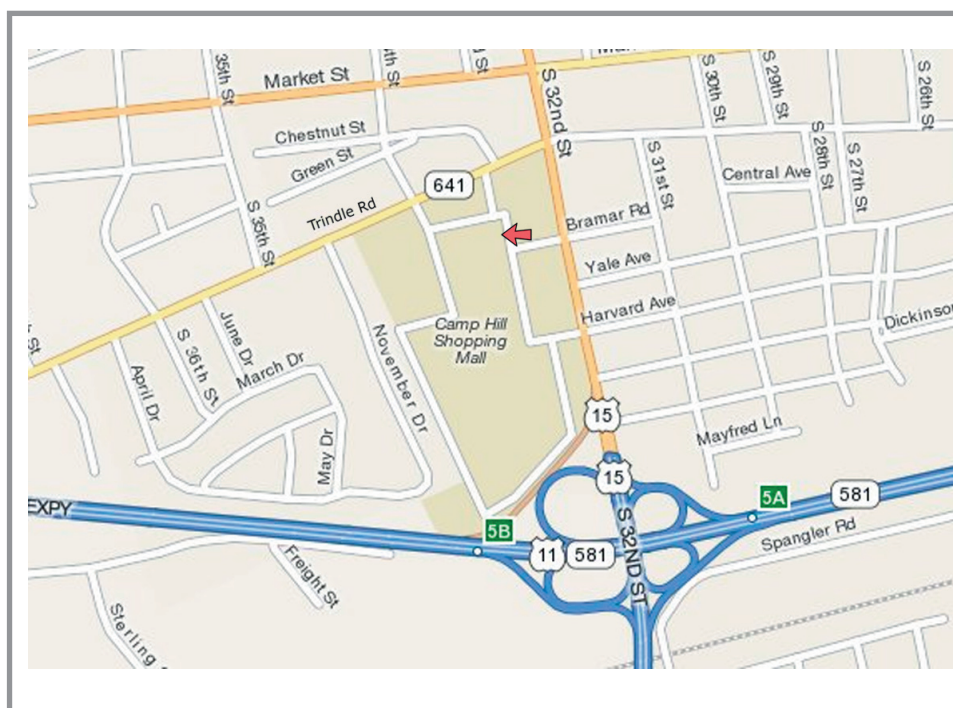
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## Keystone MacCentral Essentials

### Meeting Place

Giant Food (upstairs)  
Corner of Trindle Road & 32nd St  
(Route 15)  
Camp Hill

### Web Site

<http://www.keystonemac.com>

### Mailing Address

310 Somerset Drive  
Shiresmanstown, PA 17011

# Keystone MacCentral Minutes

## November 15, 2011

### Business Meeting

Eric Adams presided over the business meeting. He brought in the DVDs that members had ordered. Tom Bank II has updated our web site and Facebook page. Tom adds some interesting items to the newsfeed available at either site.

### Q&A & Comments

A question was raised about switching from a Mac running Tiger to a new Mac running Lion. File transfers to the new Mac should not be a problem and most USB printers should work with the new Mac. You can use the App Store to download the iWork programs individually. Pages, Numbers, and Keynote are the programs in the iWork suite.

Don Fortnum wanted to run Leopard from an external drive connected to a new Mac running Lion. Tom Owad explained that some of the older drivers in Leopard might not allow this to work on a new Mac.

You can check for applications that will not run under Lion by going to the following link that was posted in the November newsletter: <http://support.apple.com/kb/HT4597>. The link also has information on hardware requirements for Lion.

Microsoft office 2008 works under Lion according to reports. OpenOffice, NeoOffice, and LibreOffice are also said to work. You might occasionally see a deal at Staples to purchase Microsoft Office for around \$100. Eric Adams asked about printing from his iPhone to a PDF file. There is an app for that.

Eric loaded the Festive Celebrations DVD to show us some of its contents. We should have a few copies available at the December meeting for interested members.

### Program Notes

We watched part of the Core iMovie '11 training video from macProVideo.com during the November program. Instructor Francesco Schiavon first covered the basics. Plug-

ging in a FireWire video camera will automatically open iMovie. You can then choose to import all recorded clips automatically or selected clips manually. You will see the basic transfer controls.

Clicking on the Import button brings up a dialog box where you are given the option to create a new event. Clips shot on different days can be automatically split into new events if desired. There is an option to analyze for video stabilization after import but Francesco did not recommend this as he said it was a very slow process. Clips are captured by default to the Movies folder of your user account on your system hard drive. They are put into an iMovie Events folder within the Movies folder. If you want to use other hard drives, the clips are saved at the root level in an iMovie Events folder.

Francesco gave some tips for recording a video podcast using a Mac. Lighting is important and you should look at the camera with your eyes focused on the top third of the screen. Using the built-in iSight camera gives you several options for video size. Try to use a good microphone for the audio. A FireWire video camera can be used in camera mode to record live video into iMovie. You might get better color than the iSight produces. You can check Apple's web site for an updated list of cameras compatible with iMovie.

QuickTime movie files can be imported into iMovie using the Import command. You can also drag and drop from the Finder into an existing event. You can choose whether to copy files to leave the original in its current location or to move the files into iMovie.

Videos on a Flash-based camera can be imported. The Import window will show thumbnails of the clips on the Flash drive. The Import window has an Unmount button when you are done using a camera for importing. You can create an archive of the camera contents in a folder on your Mac's hard drive if you want to erase clips on the camera to create more free space. You would use the Import Camera Archive command to import those clips into iMovie at a later time.

Events are organized by the date they were shot but iMovie offers other organization options. Francesco showed how the date and/or time of clips could be changed in iMovie. You can browse through projects or events. Events can be split into two parts and multiple parts can be merged into

*Continued on page 12*

# Secrets of iOS 5

**Whenever** a major new version of Apple software is released, the high-profile features get a lot of attention – but of course plenty of other changes are also worked into the update. Now that iOS 5 is out, we can focus our spotlight on stuff that we feel is cool, overlooked, or both.

**iPad Split Keyboard** – If you type with your thumbs while holding an iPad in both hands, or if you want to move the onscreen keyboard, check out the new Split Keyboard feature.

To begin parting this pixelated Red Sea, drag the Show/Hide button at the lower right of the keyboard up the screen. As you do, the keyboard splits into two sections, making the keys smaller but closer to the screen edges. Continue to drag the button to reposition the keyboard vertically on the screen.

However, you don't need to use the Show/Hide button to make the split: Using your thumbs, drag outward from the middle of the keyboard. To put the keyboard together again, put a thumb on each section and push them together.

If you prefer the non-split keyboard, but want to move it onscreen, touch and hold the Show/Hide button to reveal a popover with commands to Undock or Split the keyboard. Tap Undock and then drag the keyboard up or down.

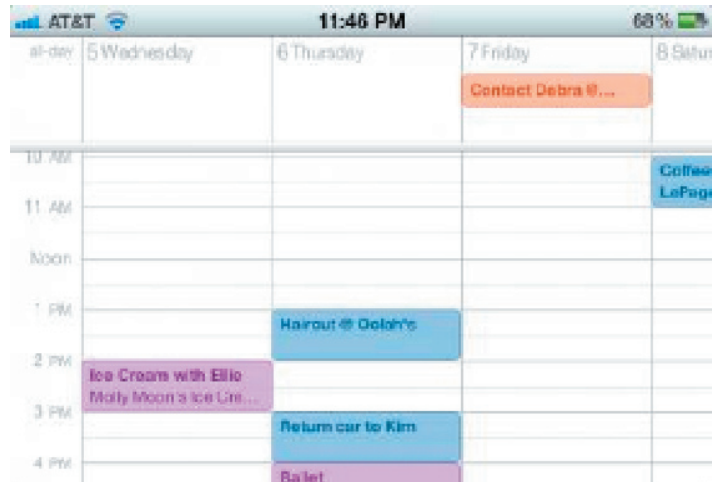
When the keyboard is split and repositioned, the popover changes to read Dock and Merge, dropping the joined keyboard to the bottom of the screen.

As before, tapping the Show/Hide button makes the keyboard disappear and takes you out of text-entry mode.

(If things don't seem to be working, enable the split keyboard in Settings > General > Keyboard.)

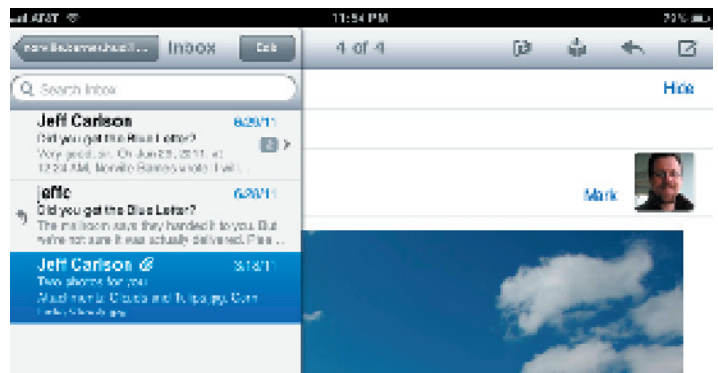
**Shortcuts** – Much as we like Smile's [TextExpander touch](#) and the apps in which it works, it's not available everywhere in iOS, but the new Shortcuts feature is. While you're in Settings > General > Keyboard, you can create shortcuts and expansions, making it easy, for instance, to type "eml" and have iOS 5 automatically expand to your e-mail address. It's not as full-featured as TextExpander touch – for example, long snippets don't retain line breaks – but for short common phrases or frequently made typos, the text shortcuts help.

**Calendar Week View on the iPhone** – Here's a long-awaited feature: On the iPhone, open the Calendar app and rotate the phone to its landscape orientation to reveal a scrolling week view.



This is a more convenient way to move through events on such a small screen, and it's a welcome addition.

**A New iPad Mailboxes View** – In Mail on the iPad, in portrait view, swipe left to right with two fingers to display the mailbox list, which slides as a panel from the side of the screen.



I don't know why the list doesn't appear as a popover, as it used to – perhaps Mail will become the iTunes of the iPad: the place where Apple experiments with interface.

**Location-Based Reminders Missing on iPad** – On an iPhone running iOS 5, you can create a task in the Reminders app that produces an alert based on location. For example, you can specify not only that you need to call someone, but the reminder alert will pop up when you reach your office. To do so, create a new reminder, tap it to view details, tap the Remind Me button, and then tap the At a Location button.

Unfortunately, that feature seems to be limited to the iPhone. When I do the same thing on my iPad 2, there's no At a Location option, even though it's an iPad 2 with 3G and a GPS chip built in. Fortunately, reminders with location alerts that I create on the iPhone don't lose that information when synced to the iPad via iCloud.



**Swipe to Advance in the iPad Calendar** – The lack of this feature was a pet peeve of mine in previous versions of iOS on the iPad. Although the Calendar app was designed to look like a real desk calendar, even including bits of torn paper at the top of the “sheets,” it wasn’t possible to swipe to turn the virtual pages. Instead, you had to tap the linear navigation controls that appear below the calendar.

Now, finally, you can swipe to advance the pages of the calendar views. In fact, you can drag a finger slowly from an edge or corner to turn the pages gradually, as introduced in the iBooks app.

**Wireless Sync without Power** – One of my favorite iOS 5 features is syncing devices over a wireless network. With the Wi-Fi Sync option enabled, the iPad, iPhone, and iPod touch initiate a sync when plugged into a power source. So, for example, you can plug a charging cable into an iPhone and sync, even if the computer it belongs to is running in another room.

It turns out that even the charging cable isn’t required – it’s just a convenient way to start an automatic sync. To initiate a manual sync with a device that’s been set up with Wi-Fi syncing, go to Settings > General > iTunes Wi-Fi Sync > Sync Now. Or, in iTunes, select the device in the sidebar and click the Sync button.

**Enable AirPlay Mirroring on iPad 2 and iPhone 4S** – I include this tidbit because the control wasn’t easy to find. The iPad 2 and iPhone 4S (but not the iPhone 4) can mirror their screens on an HDTV through an Apple TV running the latest version of its software, wirelessly, using AirPlay.

- 1.– Bring up the multitasking bar (by either pressing the Home button twice, or, on the iPad 2, swiping up with four or five fingers).
- 2.– Scroll left-to-right to reveal the brightness and audio playback controls. On the iPhone 4S, you need to scroll left-to-right twice to reveal the volume slider and the AirPlay button.
- 3.– Tap the AirPlay button, and tap the name of your Apple TV.
- 4.– Tap the Mirroring switch to turn it on. The screen appears on your HDTV.



This feature is great for giving presentations, although it would be even better if there was an option to also show finger taps (without jailbreaking the device) to enable viewers to better follow along when you’re doing live how-to demonstrations. But there’s also an added benefit: Using mirroring, you can watch video content that is otherwise blocked from normal AirPlay playback, such as the ABC app.

**Open the Camera App Quickly** – A helpful new photo feature is the ability to tap a Camera button on the iPhone’s lock screen to jump directly to the Camera app. However, pressing the Sleep/Wake or Home buttons doesn’t reveal this handy new control. I kept searching for a preference to enable the feature, but it was actually under my thumb all the time: double-press the Home button when the screen is locked. This action also reveals the music playback controls (the normal behavior for a double Home press in iOS 4). Surprisingly, the camera-enabled iPad 2 does not gain this feature – perhaps because the camera isn’t really good enough for taking photos?

**Switch Between Apps Using Gestures** – On the iPad 2, a new Multitasking Gestures preference (in Settings > General) enables you to bring up the multitasking bar by swiping up with four or five fingers. But you can bypass the bar entirely by swiping left or right with the same number of fingers to access recent apps. To return to the Home screen, pinch in with five fingers. Alas, the Multitasking Gestures are available only on the iPad 2, not the original iPad.

**Invoke Siri without the Home Button** – On the iPhone 4S, pressing and holding the Home button activates the new Siri voice-activated assistant. If you’re not comfortable dictating commands like Scotty talking to a mouse in “Star Trek IV,” simply bring the phone up to your ear. The proximity sensor activates Siri, letting you talk as if you were making a call. The only catch is that you must first wake/unlock the phone to make the feature work. You can disable this option by going to Settings > General > Siri and turning off Raise to Speak.

**Change the Order of Apps in the Notification Center** – Swiping with one finger down from the top of the screen displays the helpful new Notification Center. You can change the order that apps appear – for example, suppose you want Calendar events to appear at the top of the screen instead of the current weather. Go to Settings > Notifications and tap the Edit button. You can then drag an item using its move icon (three gray stacked bars); tap Done to apply the change.

**Others?** – These are just a few cool features of iOS 5. As you run into others, I encourage you to share them in this article’s comments section. 🗑

# My 15' Error or: How I Learned to Start Worrying and Love My iPhone Case

I was having a particularly productive Saturday. I had mowed the lawn and I had removed the window Air Conditioners in preparation for the winter. I noticed that one of my home security cameras was not aimed where it was supposed to be. The camera was easily accessible from a 2nd floor balcony. I made my way out to the balcony and then leaned over the railing and bent down to reach the camera to re-position it. That was my mistake. ACTUALLY, the mistake was not buttoning my shirt pocket. That happened to be the pocket containing my beloved iPhone 4. The phone slid out of my now upside down pocket and I watched as if in slow motion as it tumbled end over end toward the cement sidewalk below. I heard the most sickening CRACK sound when it landed and then bounced to a stop, face down on the sidewalk fifteen feet below me. I felt nauseous as I completed the task that I was up there to do in the first place. While I was descending the stairs to go outside and collect what was left of my phone my mind was working out how I was going to replace the phone. I had nine months left in my phone's contract before I could purchase another iPhone 4 on a discount through AT&T. For a fraction of a second I thought that this mishap had one thing going for it, pre-ordering for the iPhone 4S had just started. The idea of getting my hands on the newest iPhone shed an ever so slight silver lining on my now gloomy day. "No," I thought, "I should just find a used iPhone 4 on eBay or CraigsList. The large chunk out of my computer related savings account will be a strong lesson to not be so careless."

It was shortly after I finished that thought that I arrived at the grizzly scene on our sidewalk. I squatted down and picked up the phone. I turned it over to look at the delicate touch screen. To my amazement the screen looked undamaged. Standing there by myself I actually said, "Wow" out loud. My next thought was, "It'll never power up." I pushed the Home Button. I was speechless when I was greeted by a crystal clear picture of Steve Jobs (my lock screen wallpaper ever since the Apple co-founder passed

away) greeted me. I slid my finger across the screen and entered my four digit security code and up popped my home screen. My phone was getting a radio signal from both an AT&T tower and my home's Wi-Fi access point. Everything was working perfectly.

How could my wonderful phone survive such a terrible fall from that height? Antennagate! Shortly after the iPhone 4 was released users found that holding the phone in a standard manner cut the phone's reception of cellular signal significantly. The solution many people adopted was to get a case which isolated the phone's antenna from the user's hand. The case I chose was the Griffin Reveal. Not only did it have a rubber "bumper" that covered the entire flat edge of the phone to isolate the antenna and improve the signal, it has a clear plastic back that protects the glass back of the phone from scratches. Something else that helped my phone come away from this free-fall mostly unharmed was the way it landed. Out of sheer luck the phone hit the ground on its lower right corner. The only physical evidence is the corner is slightly bent in and the finish is a little scratched. I owe a hearty thanks to the iPhone 4 engineers and the people at Griffin Technology for the fact that I still have a perfectly working phone that will hopefully serve me until it is time for me to upgrade. Speaking of upgrading, a few days after this accident I upgraded my phone to iOS 5 without a hitch. Everything is working great on the phone.

The one thing I would like you to take away from this experience of mine is if your phone is not in a protective case, GET IT IN ONE! It is a small investment for more protection than you think is possible.

If you would like to witness what the security camera that I was working on recorded, the video is up for you to see. <http://youtu.be/SvSxYIEQd2s> Enjoy.

*Gregg McFarland is the Vice President of the Cumberland Valley Apple User Group ([www.cvaug.org](http://www.cvaug.org)) in Hagerstown Maryland. 🍏*



# Will Siri Change the Rules of the Search Game?

**There** are two hallmarks of disruptive innovation that are commonly misunderstood. The first is the myth of the “aha” moment that tends to assign disruption to a single instant of discovery and change, when, in reality, nearly all disruptive innovations are the result of long-term trends, research, and investment that finally culminate at an inflection point. The iPad wasn’t invented in a vacuum, but was the result of decades of research, failed attempts, and gradual technology advancements.

This doesn’t diminish the value of the innovation, but even the lightbulb was only possible after centuries of accretive science.

The second myth is that a disruptive event immediately changes the world. In fact, it’s only in retrospect that we acknowledge the power and impact of these innovations, which were often under-appreciated at the time.

Disruptive innovation is a gradual process with a long tail both before and after the inflection event. But what’s always clear is that the world is never the same after that point, and those who recognize the impact sooner have an advantage over the laggards who fail to realize the game has changed. And I suspect we’ve just seen the first major disruption in the search market since Google introduced AdWords.

**The Battle for Search** — The search market is one of the most lucrative in the industry; especially for the dominating force of Google, which just posted quarterly revenues of nearly \$10 billion. Unless you know the exact address of what you’re looking for, search is almost guaranteed to be your first stop after firing up your Web browser. Placing contextual ads on search results both drives massive profits for the search engine and serves as a supremely effective marketing tool for many companies.

The structure of the search market is fairly straightforward. Companies buy advertisements tied to keywords, demographics, and user histories. The search companies try to optimize the accuracy of raw search results to provide the best user experience, while simultaneously tracking activity and presenting “optimized” ads. The goal is to hook the users with a combination of helpful search results and targeted advertising that’s most likely to appeal, and get them to click.

Companies pay a combination of a base rate and some amount per click. Since the goal is to drive these clicks

and eventual purchases, there is a massive incentive for search engines to predict the users’ behaviors and desires as closely as possible, which requires tracking their activities. Search engines like Google, Bing, and Yahoo thus tie into tracking and advertising networks to get the data they need, and to reach the greatest number of consumers.

Thus, today’s search game is defined by extensive user tracking and profiling, funded by targeted advertising. The value of search to a user is the quality of results. Since users don’t pay for search, the value to those funding it is the ability to convert those searches into clicks, and then into product sales. Thus the users, as with any free site funded by advertising, are the product, and the companies paying for the advertising are the client.

In other words, there isn’t a search market, there is an advertising market.

**Siri Thinks Different** — Siri isn’t a search engine, although it shares some of the same goals. Siri is, in essence, a new user interface, whose objective is to perform tasks, not merely deliver results.

Thus Siri, even in its infancy, performs a wider set of context-driven activities that range from setting an alarm, to finding the nearest restaurant, to translating a user’s question into a request sent to a search engine.

Siri is glue. It aggregates a diverse set of services and resources into a single voice-driven interface that doesn’t require the user to know exactly which site, service, or app will best complete the task or deliver the most relevant results. Ideally, Siri will know which of its underlying components is best suited under the circumstances.

You tell Siri what you want, not how to do it.

Whereas a search engine crawls sites to collect data to present to searchers, Siri plugs in a wider range of services and only falls back on a generic search engine as the resource of last resort. This allows Siri – in an ideal world – to provide more-useful data more quickly. It knows Yelp is its best resource for information on restaurants, Wolfram Alpha for factual data, and iOS’s own apps for weather and maps.

Siri is limited to the services that Apple has baked in and to data from certain Apple apps, which is a pretty small collection right now. Most search engines have similar

*Continued on page 8*



## Will Siri Change the Rules of the Search Game?

partnerships for things like flight tracking, weather, and movie times, and built-in tools for maps and other features; but these results merely display on top of a long list of search results. The major search engines also offer a plethora of other services, like mail and calendaring, but, again, these are all oriented at delivering targeted advertising.

Siri is focused. Search is more diverse and inclusive. Siri is task oriented, whereas search is information oriented. Siri is the user interface, where search is the data feed.

**Different Goals, Same Target** – Siri and search companies both compete to control your contact point with the Internet. Search does this through deep integration with Web browsers; even to the point (with Google) of producing entire operating systems whose primary goal is to serve as your conduit to the Internet and drive you towards Google services. The value to Google in producing Chrome OS and Android is in increasing usage of Google for the purpose of gaining access to your activities and delivering more targeted advertising.

Siri is a new user interface designed to increase the usefulness of the iPhone, and it's hard to imagine it won't eventually come to other products. The Internet is only one of its potential components, which also include on-device data and apps like calendars and reminders. Siri tracks your activity to improve its accuracy, not to deliver advertising. The value to Apple is in selling more devices.

These are completely different financial models, even though both systems track and analyze your activities. One is funded by advertising, the other with device sales. (And both, perhaps, with licensing to drive users to particular partners.)

**How Siri Disrupts Search** – Siri doesn't replace search, but in many cases it circumvents it by directing users straight to integrated partner services. When you ask for the nearest Indian restaurant there's still a search taking place, but it's through Yelp, not a generic search engine that would include Yelp plus various other results.

By skipping the search engine and going straight to a designated source there is no place to insert advertising. If the results are embedded in Siri's response, as Yelp recommendations are now, the only way for advertising to appear as part of the process is if the user manually goes to the partner site.

The model changes. For the subset of services it supports, Siri could deliver more value to the user by more quickly getting them to the information they need, or by completing a task for them. It creates more value for Apple by selling more devices. The value to the partner sites is an increase in traffic without having to pay the per-click fees of

a search engine, and potentially in licensing fees, although the sites may lose out on their own advertising opportunities, depending on how they were integrated.

Search engines are hurt by reduced traffic, reduced user tracking, and reduced opportunities to deliver advertising. Widespread adoption of Siri could also hurt companies that deliver services competitive with those included in Siri. It would place Apple in a position of incredible power, which isn't necessarily all positive. If you compete with Yelp, you have a chance of showing up in search results, but you will be completely invisible to Siri users.

Now, clearly, there aren't yet enough Siri users to make even a thumbtack-sized dent in what's left of Yahoo, never mind Google. But I'm not talking about this year or next year, but the world five or ten years from now.

If Siri succeeds, with Apple at the helm, it could potentially capture and redirect a material percentage of activities that currently run through search engines. Today we can get basic facts and restaurant recommendations, but I won't be surprised if everything from ordering on Amazon to getting customized health information migrates to Siri. The smarter Siri gets, the more directly it provides information and services we need, and the wider range of tasks it performs for us.

General-purpose search engines won't go away, but we certainly won't interact with them directly nearly as much.

Had Google bought Siri we would likely see it available on a wider range of platforms and supported by advertising. It would have enhanced the current search market model.

But Google didn't buy Siri, Apple did, and despite the range of software products Apple builds, its primary business model is selling hardware. Apple may have an ad network, but that's to reduce the intrusiveness of ads and draw more app developers to its platform (and iAds isn't exactly Apple's most successful product).

We will still be tracked. We will still run searches. But one business model is funded by advertisements, and the other with device sales. For the first time since the birth of search we have a competing model. ☹





# Apple's Planned Obsolescence Schedule

It has long been a staple among the Mac faithful that Macs may cost more than equivalent Windows-based PCs, but (along with many other advantages) they retain their utility longer. I'm certainly guilty of such statements, and I've backed them up over the years by keeping my SE/30 (upgraded from an SE in 1991) in useful service until 2001, at which point I replaced it with a Performa 6400 that was at least five years old.

That said, hardware longevity – how long the actual hardware continues to function using the software of its era – is being undermined by the need to maintain software compatibility, particularly with networked software. For many years, an elderly Mac could remain useful even in the face of new and incompatible system updates because computers were relatively isolated from one another; as long as file formats remained compatible, older machines maintained their utility. The first hint that networked software was going to become important came from Web browsers, older versions of which weren't always able to load Web sites using the latest Web design techniques.

But Web browser compatibility is nothing compared to the compatibility issues Apple has raised with iCloud, which works only with OS X 10.7.2 Lion and iOS 5. Suddenly, older Macs and iOS devices that aren't compatible with Lion and iOS 5 have been excluded from life in the cloud, regardless of how well they run other software and even modern Web browsers. In short, the effective life of hardware is now determined by Apple's corporate fiat, rather than organically as the Macintosh industry gradually shifts away from supporting older machines.

This got me thinking. When some new version of OS X or iOS comes out, we always report on the hardware with which it's compatible, but we've never brought all the different operating systems together. To do that, I pulled out [MacTracker](#), which provides introduction and discontinuation dates, and used EveryMac's [Ultimate Mac Sort Tool](#) to determine which Macs were made obsolete by each subsequent version of OS X.

The aim here is to figure out just how long you will likely be able to continue installing operating system upgrades (and thus software that requires those OS versions) after you purchase a Mac or iOS device. In particular, I'm interested in the minimum lifespan – how long a particular device would be supported by Apple if you bought near the end of that model's lifespan.

First, though, to address an early comment, it is true that Apple continues to support the previous version of OS X (though not iOS) with security updates. So, during the

reign of OS X 10.7 Lion, Apple will release security updates for 10.6 Snow Leopard, though not for 10.5 Leopard or anything earlier. While this is a welcome policy, I don't see it changing the functional lifespan of a Mac, since you don't get your work done with security updates, you get it done with a functioning operating system and supported applications.

**OS X** – Here's what I found, starting with 10.4 Tiger, which was released in April 2005. Tiger supported all PowerPC G3-, G4-, and G5-based Macs, and was the first version of OS X to run on Intel-based Macs. There's little utility in going back any earlier, since previous versions of OS X (with 10.0 released in March 2001) also supported all PowerPC G3-based Macs with the lone exception of the original PowerBook G3.

Tiger was superseded by 10.5 Leopard in October 2007, when Apple started to drop support for installing new operating system updates on some older Macs. In particular, Leopard swept off the shelf all PowerPC G3-based Macs and slower PowerPC G4-based Macs whose clock speed was less than 867 MHz. Most of those Macs had been discontinued by October 2003, except for a lone 800 MHz iBook G4, which held on until April 2004. So Leopard supported all Mac models introduced as far back as 7 years earlier, but the last Mac sold that couldn't run Leopard was taken off the market just 3.5 years before Leopard shipped.

Next up was 10.6 Snow Leopard, which Apple released in August 2009. With Snow Leopard, Apple drew a line in the sand at the Intel transition, eliminating all PowerPC-based Macs. Looking back in time, the iMac was the first Intel-based Mac in January 2006 and the Power Mac G5 was the last of Apple's product line to make the jump to Intel, sold as a new product until August 2006. (The PowerPC-based Xserve remained available until November 2006, but it wasn't aimed at the consumer market.) That sets Snow Leopard's backwards compatibility to as little as 3 years, a year less than Leopard's. This is understandable given the enormity of the architectural change.

With 10.7 Lion, which came out in July 2011, Apple consigned a few early Intel-based Macs to the dump heap of history. To be specific, Lion requires an Intel Core 2 Duo processor or faster, which left a number of models out in the cold because they relied on the Intel Core Solo or Core Duo processor. The last of these to go was the Core Duo-based Mac mini, in August 2007, putting Lion's backwards compatibility at just under 4 years. The first Core 2 Duo systems were sold in September 2006, which adds almost another year to those Macs' upgradable lifetime.

*Continued on page 10*

## Apple's Planned Obsolescence Schedule

**iOS** – What about iOS? The first version of iOS to drop support for earlier models was iOS 4, which appeared in June 2010, and wouldn't run on the original iPhone and iPod touch from 2007. Apple stopped making those devices after a single year of production in June 2008 and September 2008, respectively, giving iOS 4 a backwards compatibility of 24 to 27 months.

iOS 5, released in October 2011, also tossed an iPhone and iPod touch over the side: the iPhone 3G and the second-generation iPod touch. (To be fully accurate, these devices actually first bit the dust with the release of iOS 4.3 in March 2011, but that was a relatively minor update and including it would muddy the analysis significantly.) The iPhone 3G survived for 2 years, remaining for sale as a low-cost alternative even after Apple introduced the iPhone 3GS in June 2009. It was eventually discontinued in June 2010 when the iPhone 4 came out.

Similarly, the second-generation iPod touch was introduced in September 2008, and while the 16 and 32 GB versions were pulled from sale a year later in 2009, the 8 GB version held on for 2 years before Apple stopped offering it in September 2010.

Technically speaking, that gives iOS 5 a backwards compatibility of only 15 or 16 months, to the last date the iPhone 3G was on sale as a new product. But it also marks the first time Apple introduced a new product while continuing to sell its direct predecessor. On those grounds, you could argue that the real backwards compatibility of iOS 5 is 27 or 28 months, for the iPhone and iPod touch, respectively.

(Michael DeGusta worked up a [fascinating chart](#) comparing iOS and Android OS upgradability by phone model up until June 2010. He chose to look at the span of time from a phone's introduction to three years after release – less for phones released in the last three years, of course. He depicts across that period how long a phone was for sale, how long updates were available, and how far behind a phone was compared to the current version of the operating system.)

**Support Summary** – To summarize, then, it seems safe to say that if you buy a new Mac now, it's a good bet that Apple will support it with new software releases for 4 to 5 years, depending on when you buy in a given model's lifetime. Snow Leopard cut the time to a low of 3 years for some outlying models, but the desire to focus on Intel-based Macs easily explains that.

Things become more complex with iOS. If you're buying the current generation of iPhone, you'll have 2 to 3 years of support from Apple – the longer period if you buy a new

model immediately – before you're left by the wayside. The lower end of the range syncs up with the length of most mobile phone contracts.

However, this will fall down with new purchases of the iPhone 3GS, which Apple is now giving away for free to anyone who will sign a two-year contract with AT&T. It seems entirely likely that the iPhone 3GS won't survive the next revision of iOS, which means that iOS 6 could be a non-starter for phones that were sold just before the release of iOS 6. (Apple might signal iOS 6 by discontinuing the iPhone 3GS several months ahead to avoid causing some degree of buyer's remorse.)

The iPod touch seemed to follow the same pattern as the iPhone for the first few generations, but when Apple released the iPhone 4S, there was no associated fifth-generation iPod touch, meaning that the fourth-generation iPod touch, introduced in September 2010, is still current (albeit in both black and white versions now). That may mean that today's iPod touch will have a much longer lifespan, if we assume it tracks with the iPhone 4, perhaps even approaching the 4-year upgradability mark that nearly all Macs have enjoyed.

It's also hard to know what will happen with the iPad. The original iPad was released in January 2010 and replaced by the current iPad 2 in March 2011, but both can run iOS 5. The original iPad and iPhone 4 use the same processor – see below – while the iPad 2 and iPhone 4S use a later version. That processor difference could be the trigger that starts the clock on the last possible update. The original iPad and iPhone 4, despite introduction dates offset by several months, may both be thrown under the train with iOS 7. That's certainly no sooner than 2 years from now. If this wild speculation is on target, that would give the iPad a Mac-like longevity of about 4 years.

**Dark Clouds Rising** – The wild card in all of this is iCloud, which requires iOS 5 and Lion's 10.7.2 release. It's not so much that iCloud is itself uninterested in the past, since Lion works on all Macs sold in the last 4 years or so. The problem is iOS 5, and the way Apple is keeping obsolete products for sale at lower price points. The iPhone 3G can't run iOS 5 and thus can't participate in iCloud, but you could have bought an iPhone 3G as recently as 15 months ago. Thus, you may be able to connect a 4-year-old Mac to iCloud, but not an iPhone that's less than 2 years old and still under contract. Since the entire point of iCloud is to route data among your many devices, this discrepancy is troubling lots of people.

It may seem that iCloud (via iOS 5) is a bit like Snow Leopard, in that it's making arbitrary decisions about who's in and who's out. But with Snow Leopard, those decisions were based on an obvious technical difference – PowerPC versus Intel processors. With iOS 5, though, there's no such distinction. It runs on the iPhone 3GS and the third-generation iPod touch, which reportedly use the Samsung S5L8920 CPU, whereas the iPhone 4 and original iPad use Apple's A4 chip, and the iPhone 4S and iPad 2 rely on the A5. Perhaps iOS 5's system requirements are

based purely on overall performance, which isn't something that users can see or that we can estimate based on known specs. Certainly, iOS 4 on an iPhone 3G was nearly unusable for a while, until Apple released an update with performance tweaks, and even then it wasn't snappy.

If we're lucky, the real boon of iCloud will be Apple moving additional processing into the network, as Siri does, enabling iOS devices to maintain their utility longer than in the past. Apple may be trying to push the iPad and iPod touch longevity into the 4-year range enjoyed by Macs. If

you consider the iPhone 3GS and 4S as intermediate versions of the iPhone, it's possible we could see iPhones lasting somewhat longer as well.

As long as Apple continues to sell vast quantities of iOS devices to new buyers, everyone is happy. But should Apple feel the need for more upgrade revenue at any point, it seems clear that the company can arbitrarily declare the obsolescence of an entire generation of devices and potentially enforce that obsolescence with some sort of networked service that works only on the most recent devices. ☒

by **Tim Sullivan**

## December Software Review

### **Pixelmator 2.0.1**

<http://www.pixelmator.com/>

Requires OS X 10.6 or later. \$29.99 (or maybe \$59 depending on when you buy it). Intel

Over the last few years I have been converting all of our photographs to digital format and trying to organize them. During the process, many of the photos required some TLC. The three mostly likely corrections are

- rotating images to get the horizon level,
- skewing images to get buildings to stand up straight, rather than lean out, and
- color correcting / enhancing faded pictures.

I often have to adjust the dimensions and resolution of the photos.

I have been using Photoshop (a very old version.) In fact, it seems to be so old that it can't be upgraded. New Photoshop goes for at least \$570.

Suffice it to say, I've been looking for a replacement. Pixelmator seems to do every thing I need for a LOT less money.

- It has over 15 image manipulation tools that allow for adjusting color, saturation, brightness and contrast.
- It has a long list (150) of filters including distortion, blur, sharpen, halftone, and stylize.
- Transform images, layers or selections using transform tools
- Fill and Stroke images, layers or selections

### **Thunderbolt Software Update 1.1 (Snow Leopard) November 17, 2011 - 53.23 MB**

System Requirements

- OS 10.6.8 + Thunderbolt Software Update 1.0

This update addresses an issue that causes some users of the Apple Thunderbolt Display to experience intermittent black screens. It also includes stability improvements for Thunderbolt devices.

### **MacBook Pro Video Update 1.0 (Snow Leopard) November 14, 2011 - 51.45**

System Requirements

- OS X 10.6.8

This update addresses an issue where MacBook Pro (15-inch Mid 2010) computers may intermittently freeze or stop displaying video.

### **iTunes 10.5.1**

**November 14, 2011 - 107.97**

System Requirements

- OS X version 10.5 or later
- Safari 4.0.3 or later
- QuickTime 7.6 or later;

Introducing iTunes Match. Store your entire music library in iCloud, including music you've imported from CDs, and enjoy your collection anywhere, anytime, on your iPhone, iPad, iPod touch, computer, or Apple TV.

### **AirPort Base Station and Time Capsule Firmware Update 7.6**

**November 10, 2011**

This update for all 802.11n AirPort Express, 802.11n AirPort Extreme and Time Capsule models provides fixes for the following:

- An issue with performance on overlapping wireless networks

**Apple Updates**

*Continued on page 12*



## December Software Review

- An issue with AirPlay audio streaming
- An issue with configuring multiple entries for DNS servers

### Digital Camera RAW Compatibility Update 3.9 November 10, 2011 - 7.20 MB

#### System Requirements

- OS X 10.6.8
- OS X Lion 10.7.2 or later

This update adds RAW image compatibility for the following cameras to Aperture 3 and iPhoto '11:

- Canon PowerShot S100
- Nikon 1 J1
- Nikon 1 V1
- Nikon COOLPIX P7100
- Olympus PEN E-PL1s
- Olympus PEN E-PL3
- Olympus PEN E-PM1
- Panasonic LUMIX DMC-FZ150
- Sony Alpha NEX-5N
- Sony Alpha SLT-A65
- Sony Alpha SLT-A77

### MacBook Pro SMC Firmware Update 1.5 November 10, 2011 - 730 KB

#### System Requirements

- OS X 10.6.8
- OS X 10.7.2

This update resolves an issue where a MacBook Pro being used with a power adapter may unexpectedly shut down

under heavy workload if the battery charge level is near empty.

### iOS 5.0.1 Software Update

This update contains improvements and other bug fixes including:

- Fixes bugs affecting battery life
- Adds Multitasking Gestures for original iPad
- Resolves bugs with Documents in the Cloud
- Improves voice recognition for Australian users using dictation

Products compatible with this software update:

- iPhone 4S
- iPhone 4
- iPhone 3GS
- iPad 2
- iPad
- iPod touch (4th generation)
- iPod touch (3rd generation)

### Java for OS X 10.6 Update 6 November 08, 2011 - 75.45 MB

#### System Requirements

- OS X 10.6.4

Java for OS X 10.6 Update 6 delivers improved compatibility, security, and reliability by updating Java SE 6 to 1.6.0\_29.

### Java for OS X Lion Update 1 November 08, 2011 - 62.53 MB

#### System Requirements

- OS X 10.7

Java for OS X 10.7 Update 1 delivers improved compatibility, security, and reliability by updating Java SE 6 to 1.6.0\_29. ☞

## Keystone MacCentral Minutes

one event. Movies saved in iPhoto can be accessed from iMovie. You will first create thumbnails of those videos before they can be used in iMovie.

Full screen view is now available in iMovie. Clips can be marked as favorites. Other clips can be marked as rejected. Francesco demonstrated how these settings affect clip selection.

The preferences in iMovie have a setting to show advanced tools. The keyword tool is used to add keywords to clips which can be helpful for later searching and sorting. Searches can be performed to show clips having or not having a particular keyword. Francesco demonstrated the process of “painting on” a clip to auto-apply a keyword.

There are several ways to apply multiple keywords. With the proper advanced tools setting, you can “paint” favorite or rejected status on a clip.

There is a three step process to delete clips from iMovie that should eliminate accidental deletions. First you would mark the clip as rejected and then you can choose to show only rejected clips in the clip browser. Then you select those clips and move them to the Trash in the Finder. There is an Undo command if you need to reverse your decision. A space saver option lets you review and reject any clips not marked as favorites or included in any project. ☞

