

printout

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

Ring in the New Year!



We'll be starting off the New Year in style with a belated edition of our Annual Holiday Party. Come join us for food, festivities, and Mac-based camaraderie! While you are enjoying your snacks, our very own Tom Owad and his most lovely assistant, Emily, will show you how to put together your very own website with RapidWeaver - a simple yet powerful web design package. We'll round the evening out with a demonstration on how to Shrinky-Dink your Apps with our very own Eric Adams. So be sure to join us for what should be a fun and informative evening! 🍷

Meet us at

Giant Food

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

Tuesday, January 15, 2013 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 Inc. Copyright © 2013, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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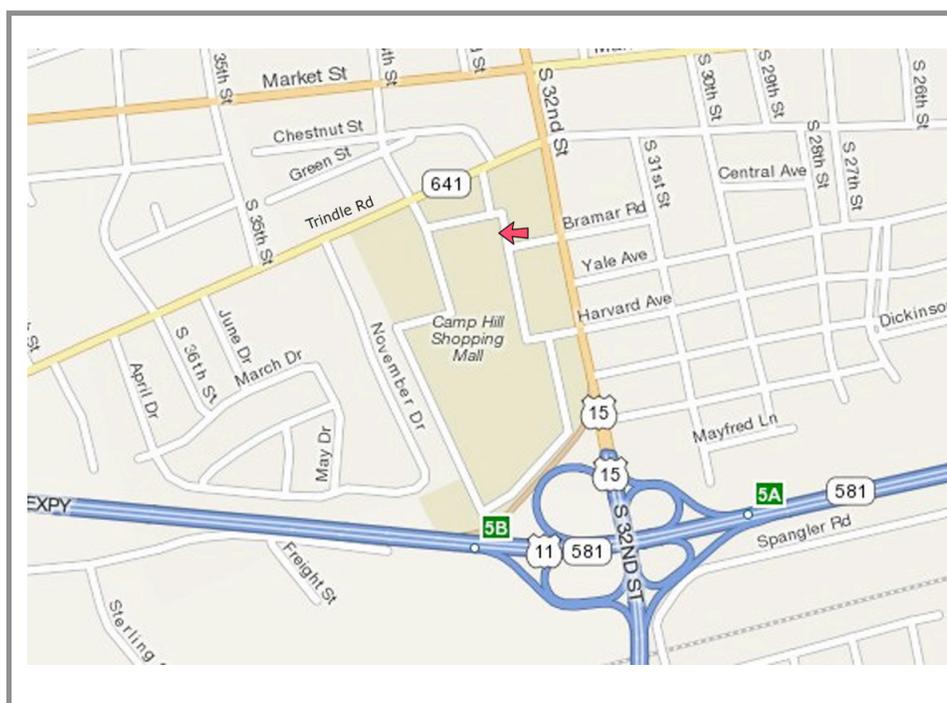
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Comparing Apple's Maps and Google Maps

Like a pair of sumo wrestlers, Apple and Google are facing off in the field of iOS mapping services. First Google held the upper hand, controlling the map database underlying Apple's first Maps app. But in a bold move that was both expensive and ultimately somewhat embarrassing, Apple escaped Google's clutches by creating a new Maps app and its own mapping infrastructure, relegating Google Maps to a Web browser window. Now Google has returned to the ring with a new [Google Maps](#) app that offers all the features that Apple said couldn't be added to the original Maps app.

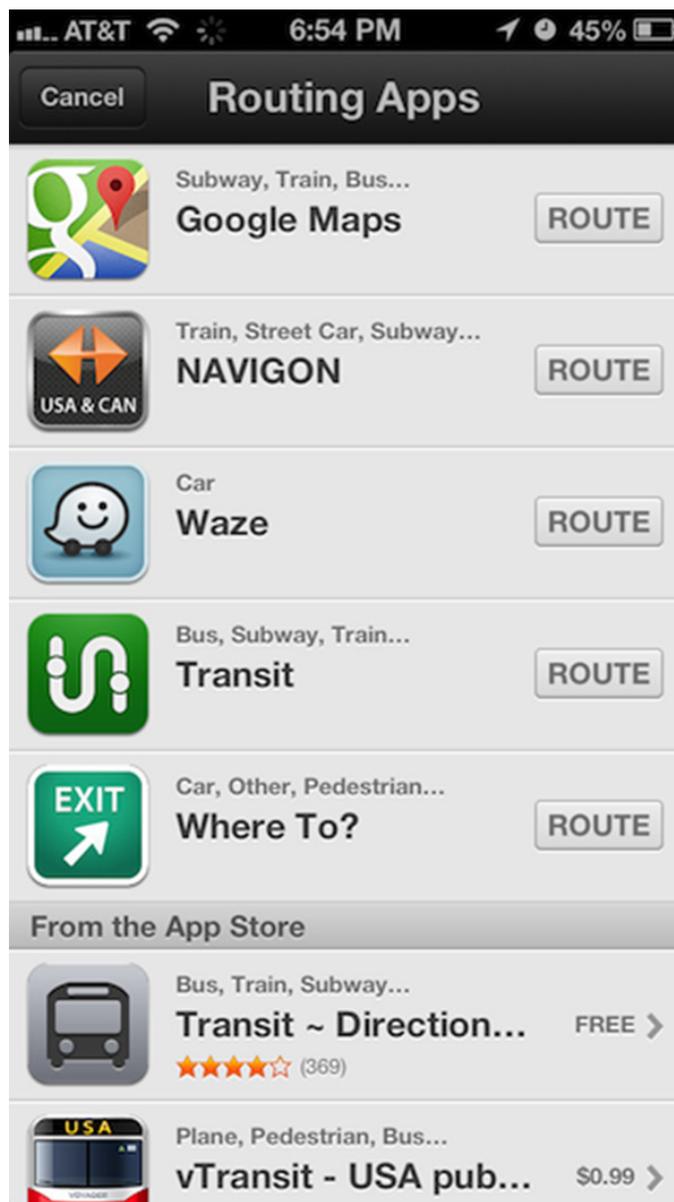
I doubt we'll ever know exactly who was responsible for what in the breakdown of that relationship, but regardless, iOS users can now choose between Apple's Maps app and Google Maps, along with the many other GPS navigation apps like [Navigon](#), [MotionX](#), [Garmin StreetPilot](#), [CoPilot](#), and [TomTom](#). It's these other companies I feel sorry for, since between Apple's bundled Maps and the free Google Maps, a commercial app will be a hard sell. The main advantages I see to a paid app (with Navigon being the one I'm most familiar with) are offline access to stored maps (both Apple's Maps and Google Maps rely on a cellular data connection to retrieve maps and directions) and interface niceties like pausing a podcast instead of talking over it and offering a light-on-dark night mode.

Since Google Maps for iOS just appeared, it's too early to tell if it will have any subtle issues in real-world navigating, though it's hard to imagine that it would react differently from Google Maps in a Web browser or Android app. The data behind Google Maps may not be perfect, but Google has been refining it for years. Apple took a lot of early abuse for the quality of its mapping database, and most recently, [police in Australia warned against using it](#) after having to rescue six motorists who followed incorrect directions into a national park. (Amusingly, police later had to issue a [similar warning about Google's database](#).) Realistically, though, Maps has likely worked well for the vast majority of its uses, and Apple is constantly correcting user-reported mistakes like the Australian debacle and refining the data through monitoring, just as Google does.

Before we look at how Apple's Maps and Google Maps compare visually, there are some notable differences.

- Unlike Apple's Maps app, Google Maps includes transit directions. For the vast number of iPhone users who live in major cities, this is huge, and may be the main reason people will prefer Google Maps. Interestingly, I just learned yesterday from Rich Mogull that if you ask Apple's Maps for transit directions (click the bus button), it will feed the associated locations to other routing apps you may have on your device. Better yet, say to Siri, "Give me directions to

Joe Schmo's house, via transit." That works swimmingly with Google Maps.



- Besides this "via transit" trick, it's not possible to start navigation in Google Maps directly via Siri, as it is with Apple's Maps. As I become more comfortable using Siri, I find that voice interactions while out and about are increasingly important to me. You can use iOS's voice dictation to enter search terms in Google Maps, but it's not the same as talking directly to Siri. Apple has shown no signs of allowing apps from other companies to be accessed via Siri, but perhaps it will happen someday.

- Similarly, Google Maps isn't allowed to display its maps on the lock screen or employ a system-wide "Touch to return to Navigation" header, as can Apple's Maps. Theoretically, Google Maps can display notifications on the lock screen with upcoming directions and will continue to provide voice directions in the background.

- Google Maps doesn't ask for or get access to Contacts in iOS, which seems like the sort of feature that will be added in a revision. Nor can it access contacts in Gmail or Google+, which is even weirder. Personally, this doesn't bother me much, since most of the places I need directions to are not in my contacts list. Again, you can use the "via transit" trick to have Apple's Maps feed your contacts' locations to Google Maps.

- Although both Maps and Google Maps will show a turn-by-turn list of directions, in Google Maps, you can also swipe horizontally to show the next or previous turn on the map display. That could be particularly useful when looking through an upcoming route. (Oddly, this is true of Maps too, but only on the iPhone 4, which lacks voice directions.)

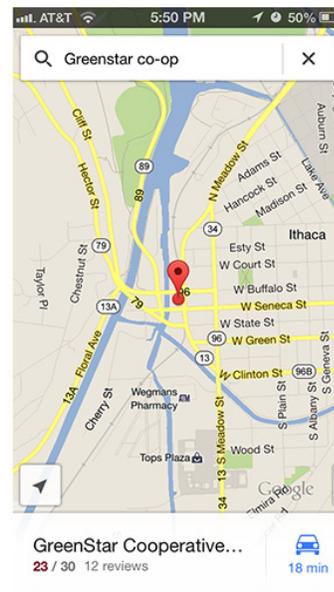
- Google Maps asks you to log in to your Google account so you can share searches and saved locations. This isn't necessary; there's a Skip button on that screen, but opinions about this are coming down on both ends of the spectrum. Some people object to being asked to log in to an account, whereas others appreciate being able to access saved locations generated in Google Maps in a computer's Web browser. Google also hides the option to turn off location data collection: to find it, tap the silhouette icon in the upper right corner to access your account, then tap the gear icon, then "About, Terms, & Privacy," then "Terms & Privacy," then "Location Data Collection," and finally, Off. To be fair, it's not clear to me that you can prevent Apple's Maps from collecting data at all, since turning it off in Settings > Privacy > Location Services prevents Maps from determining your location at all.

- Whereas Maps has pictures, Google Maps has Google Street View, at least where it's supported. I could imagine it being helpful for getting a sense of what a previously unknown destination looks like before you arrive. There are also interior pictures for 100,000 businesses, which is cool, but likely of only sporadic utility.

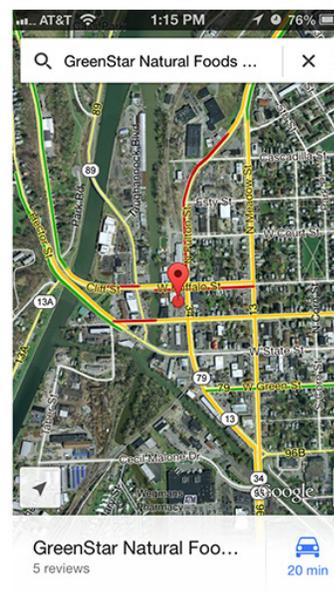
Let's take a look at how the screens in Maps and Google Maps compare for the same everyday actions of searching for a destination, picking a route, looking at the instructions and more. Maps will be on the left, Google Maps on the right.

First up is the display of a found business. By default, Maps zooms in more than Google Maps, thus providing more local detail, but at the cost of losing of the neighborhood details that give you a useful overview of where the destination is actually located. Apple does a better job of focusing on the pin, and providing the discoverable right-pointing arrow for more details. But what you can't

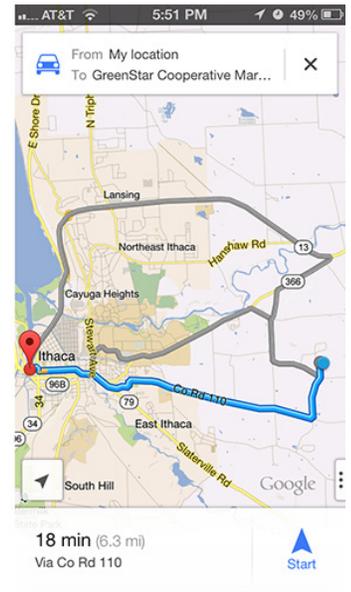
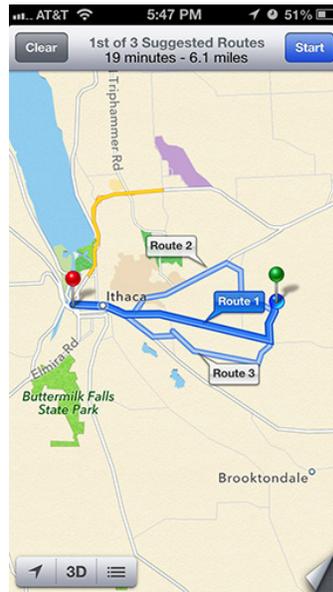
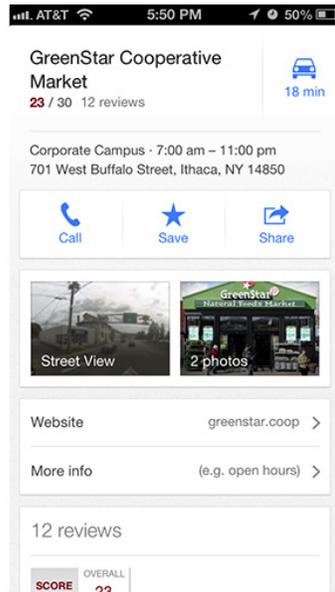
see in the screenshot is that tapping the pin in Google Maps causes the bar at the bottom to bounce slightly, and swiping up from it displays more information. It's more subtle and a bit less discoverable, but equally effective. I do like that Google Maps gives an estimate of driving time, even before I've asked for directions.



Both apps offer satellite views and can show traffic, although Google Maps gives more traffic detail (the green and yellow markers) and they don't quite agree on where the traffic is. (And let's face it, "traffic" in Ithaca is really pretty unimpressive at the worst of times.)

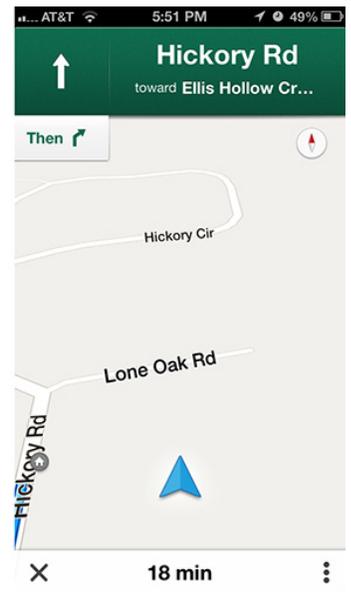
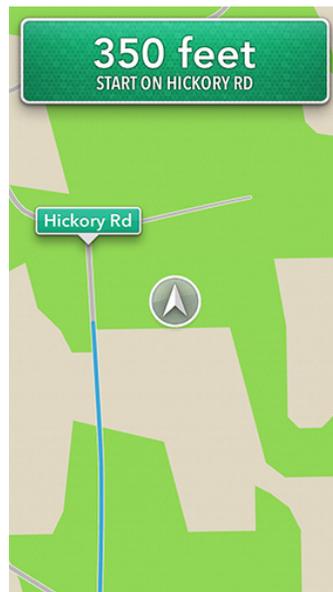
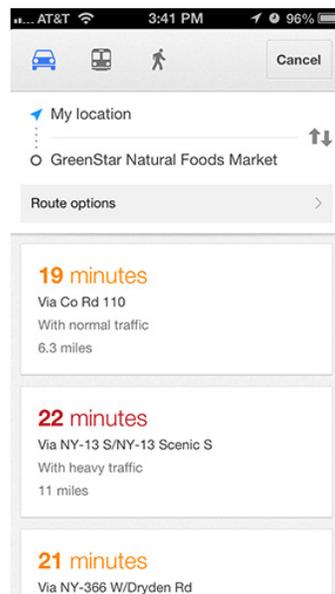


Moving in to the detail views, the main difference is in the graphical look. Apple maintains a standard iOS approach, with "tiles" of labeled data, whereas Google Maps utilizes Google's new look (the recently updated Gmail app is similar). The available data is roughly the same, though Google shows its own data, whereas Apple relies on Yelp. Apple is more clear about how to get directions; with Google Maps, you must tap the car button in the upper right corner, which isn't as obvious as a Directions To Here button.



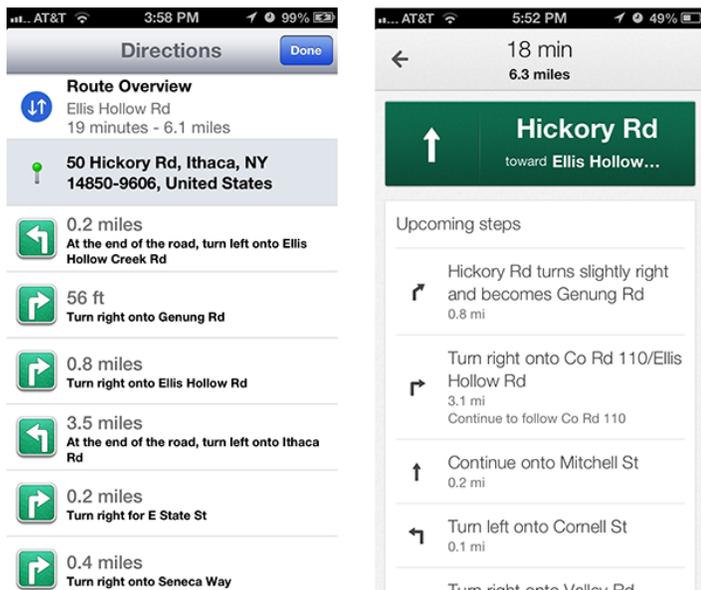
How about the interface for setting up a route? Both apps require two screens here, so I've stacked them below, still with Maps on the left and Google Maps on the right. Apple's first screen, where you can enter a location and routing type (car or foot, or hand off to a transit direction app) is a bit confusing, since the End field displays the address of the place you just tapped badly. Once you tap Route, though, it's easy to choose among the different routes by tapping them. Google Maps does better, showing you the name of your selected destination and providing descriptions of the various options, with color-coding for traffic. I hear that the transit directions are particularly good here too – Google Maps doesn't know about Ithaca's bus system. Tapping a route on the first screen takes you to the second, where it shows you the graphical view, and where you can tap a different route if desired. Though I don't have much experience yet, Google Maps seems snappier than Apple's Maps at bringing in possible routes.

Once we actually get into the directions, Apple does some rather odd color coding – I have no idea what the green shading means – and puts up little green street signs, whereas Google Maps eschews the color coding and labels the streets themselves. Apple hides the arrival time and extra buttons behind a tap anywhere on the screen; Google Maps shows a cancel (X) button, the estimated arrival time, and a widget in the lower right corner that can be used to reveal a turn-by-turn list and mute the voice directions. Google wins on discoverability here, since while it's certainly easy to tap anywhere on the screen, there's no indication that doing so will reveal Apple's extra information and controls.



Speaking of turn-by-turn directions, they're comparable in both good and bad ways. Apple shows more turns per screen, with a tighter layout, but Google Maps combines some essentially unnecessary directions into a single step. And while both sets of directions will work, they make the classic GPS/mapping service mistakes that cause locals to shake their heads in disbelief: taking odd turns, referring to

streets by unfamiliar names, and ending up on the “wrong” street because the parking lot entrance is on a different street than the business address. Amusingly, Google Maps has a neat “Shake to send feedback” setting – shaking the iPhone in irritation is exactly what I’d do if it made a mistake, and it provides an option to be notified when there’s a fix. The voices didn’t strike me as terribly different, but some have said they prefer Google’s voice. Personally, I’d like a good Australian accent, which makes synthesized voices sound more natural to my American ears.



In the end, I believe that the real area where Google Maps stands out from Apple’s Maps is in transit directions, which I can’t test, but which have been praised by city dwellers like [David Pogue](#) of the New York Times, and [Jacqui Cheng](#) of Ars Technica, [Dan Moren](#) of Macworld, and [Andy Ihnatko](#) of the Chicago Sun-Times. Otherwise, both apps do a decent job and do so with entirely reasonable interfaces. Apple’s mapping data undoubtedly isn’t as good as Google’s, overall, but in most cases, I doubt that it will make a significant difference. And it’s now easy enough – thanks to the “via transit” trick – to compare routes in both apps, though I suppose that then raises the issue of which you want to believe. 🐼



by Josh Centers

Five Apps Apple Could Delete from the iPhone

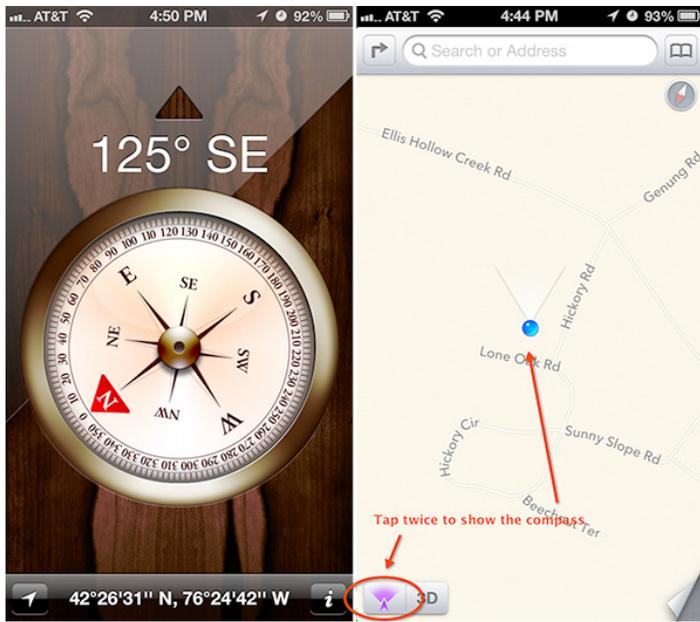
Bundled apps. There’s no question that some are essential, whether we’re talking OS X or iOS. Safari? Sure. Mail? No problem. But while most of the less useful apps that Apple bundles into OS X are out of sight, out of mind in the Utilities folder (when was the last time you used, or even noticed, Grapher or Audio MIDI Setup?), it’s harder to avoid the iPhone’s cruddy default apps. They might have been worthwhile – or at least novel – when the original iPhone shipped, but now they sit firmly unused on many iPhones, taking up valuable space. I can’t help you delete these apps (it’s impossible, so just toss them in a folder labeled “Barnacles” and squirrel it away on your last home screen page), but I can make some recommendations for how to put them to use or replace them with something that’s more useful.



Compass – When it first appeared with the iPhone 3GS, Compass was a neat proof-of-concept for the iPhone’s then-new sensors, but most of us have as much use for a compass as we do for a sextant. If you just need to know which way is north, Maps has a built-in compass: just tap the arrow in the lower-left corner twice.

Make it useful: If you’re a cord cutter, you may have a niche use for the Compass app: aligning a television antenna. Using the data from [AntennaWeb](#) and the degree readings from the app, you can easily optimize your TV

reception without shelling out for a real compass. Just don't drop your iPhone off the roof.

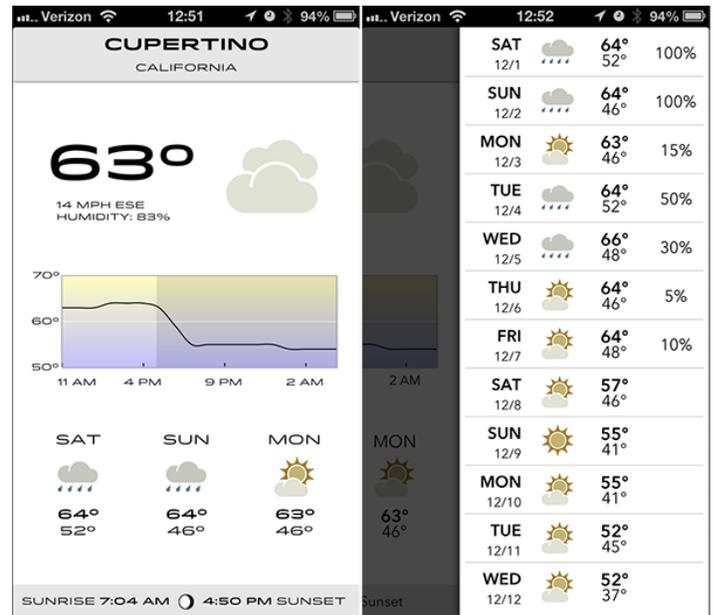


Weather – Although Weather is a simple, competent app, almost all of its functionality has been supplanted by the Weather widget introduced with Notification Center in iOS 5. For casual users, the widget tells them everything they need to know: current temperature and a five-day forecast. And for anyone who is more involved with the weather – outdoor athletes, students walking among classes, farmers, and construction workers, to name a few – Weather is cold, dreary, and unsatisfying.



Replace it with: Although there are oodles of weather apps for iOS, and Adam Engst is fond of WeatherBug (see “WeatherBug Elite 1.0,” 4 March 2010), let me recommend the \$1.99 [Check the Weather](#). It’s everything you could want in a weather app. Its design is simple and gorgeous, with a terrific use of typefaces like [ldlewild](#), Futura, Helvetica, and [Avenir Next](#). Rather than screen-hungry toolbar

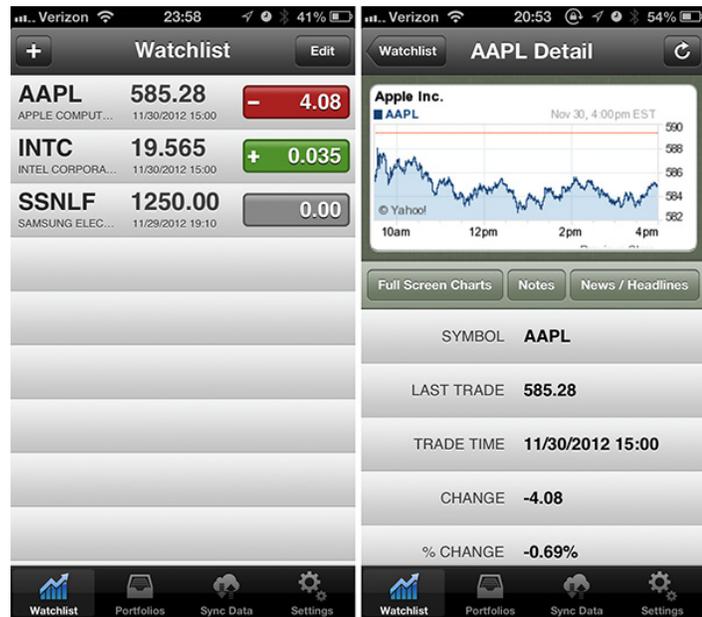
buttons, Check the Weather relies on gestures: swipe right for an hourly forecast, swipe left for a 12-day forecast, and swipe up for a short-term precipitation forecast powered by the also-amazing [Dark Sky](#).



Stocks – Like Weather, Stocks is a holdover from the launch of the original iPhone. It too is simple and competent, yet horribly outdated (what would the default stocks be today?). And while nearly everyone outside of Southern California wants to know about the weather, far fewer people want to keep close watch on their stocks. Stocks pleases no one. Traders and those with significant portfolios will want something more robust, while the vast majority of iPhone users – who likely don’t own or watch any individual equities – will bury Stocks in a folder, never to be seen again. And the Stocks widget is more annoying than useful. Unlike everything else in Notification Center, it’s constantly ticking off stock prices, which is distracting when you just want to check the weather or see your latest messages. If you’re a serious trader, you’d be better off with something that actually notifies you of market changes.



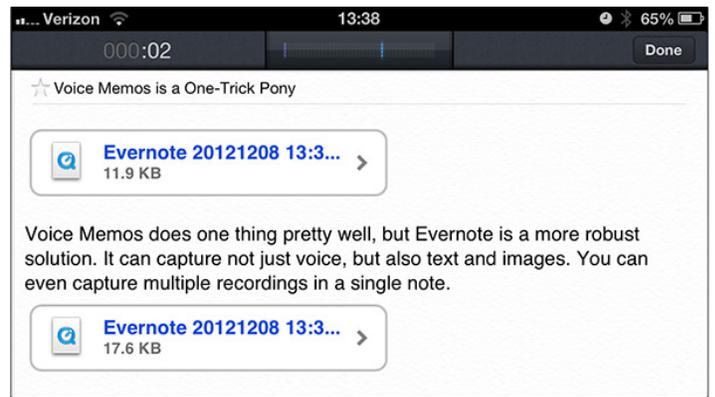
Replace it with: Most investors are invested in mutual funds inside a 401K or IRA. If that's you, then you're probably best served by your financial institution's official app. It's probably free, more useful than Stocks, and will let you make trades and adjustments. However, if you want to keep a closer watch on your stock portfolio, the \$1.99 [StockWatch](#) is an easy investment. It offers detailed statistics, push notifications, and can be locked with a PIN. Additionally, it can update quotes once every 15 seconds, and can even calculate commission fees. There's an ad-supported [free version](#) without push notifications if you'd like to try it out.



Voice Memos — When you need to record a voice memo, Apple's Voice Memos app will do the job. It's even one of Apple's better uses of skeuomorphic design (where the app looks like a real-world object). The problem is, when was the last time you had to take a voice memo? If you had to record something, would you even remember that Voice Memos is standard on every iPhone, or where you buried it when you last cleaned up your home screen? You could dedicate a spot on your home screen for it, but, let's be honest, you don't want to take up valuable real estate with something you might use once a year. Worse, if you're the type who would use it frequently, Voice Memos will frustrate you. Memos are easy to record, but hard to move. You only have three options to export notes: e-mail, text message, or iTunes sync. If the recording is too big, your only option is iTunes.



Replace it with: For an option that provides voice memos and much more, consider the free [Evernote](#). The cloud-based note service's [newly redesigned iOS app](#) can capture not only voice, but text and photos as well. It even supports OCR for images, so you can snap a picture of a business card, then find it by searching for its contents later. You can access your notes near-instantaneously via Evernote's Web site or the [recently redesigned Mac app](#). With its slew of note-taking capabilities, you won't mind keeping Evernote on your home screen. However, unless you shell out \$44.95 per year for a paid account, you're going to [come up against some limitations](#). Until you pay, each note has a 25 MB limit, and you have a usage cap of 60 MB per month, which could go quickly if you take a lot of voice notes.

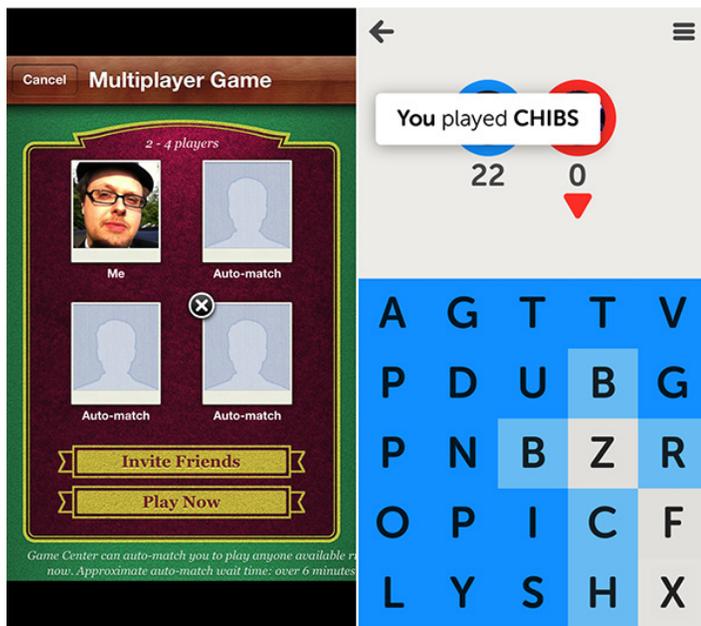


If you're not comfortable with keeping your recordings in the cloud or are unhappy about Evernote's cost, the \$0.99 [Audio Memos](#) is a solid voice recorder with local Wi-Fi and USB syncing, plus a slew of advanced features available as in-app purchases (there's also a free version, plus a \$9.99 Pro version that includes all the features at once). On the other hand, if you'd just like an easier way to get recordings onto your Mac, the \$1.99 [DropVox](#) is a dead-simple app that saves your recordings to Dropbox. You can even set it to record when the app launches, and it can record while the screen is locked. Unfortunately, it can only record, you'll have to use the free [Dropbox app](#) to listen to your notes on the iPhone.



Game Center — Introduced with fanfare in iOS 4.1 (and joined by a Mac version in OS X 10.8 Mountain Lion), Game Center promised to bring an Xbox Live-style experience to iOS, with matchmaking, achievements, and leaderboards. In reality, it's as much fun to use and code for as peeling potatoes with a spork. Developers have been slow to do much with Game Center outside of achievements. It doesn't help that the app itself is a confusing mess of green felt (one of Apple's worst uses of skeuomorphic design). The only reason I ever open it is to add friends, and I get back out as quickly as possible. Fortunately, for the handful of apps that use Game Center, all the required bits are accessible inside the game. If they work.

How to make it useful: Install the free [Letterpress](#), which is the best use of Game Center I've seen, using it for matchmaking and gameplay. In fact, Letterpress's popularity seemed to take Apple by surprise, and Game Center has had frequent outages since Letterpress's release. Fortunately, these issues have been mostly resolved since the release of Letterpress 1.1, which handles server errors better. Unfortunately, you'll still have to launch Game Center to add friends. While the basic Letterpress app is free, you're limited to two games at a time, and can use only the default red, white, and blue theme. Pay a mere \$0.99 to play as many games as you want simultaneously and to unlock another six color schemes. Even if you're like me and don't care for the other themes, \$0.99 is a bargain for the hours of fun you'll have playing the game.



Of course, there's nothing really wrong with any of these default apps — they won't crash your iPhone or kick your dog — but they're neither good examples of design nor particularly useful for many iPhone users. And you know what? We wouldn't care, if only Apple didn't treat them as special, and refuse to let us delete them. Sure, Settings, Phone, Safari, Mail, and so on need to be protected, but vastly fewer people would miss Compass, Weather, Stocks, Voice Memos, or Game Center, either from lack of interest or thanks to a better replacement. Given the hundreds of millions of iPhone users, it's inevitable that people will disagree with us, but do consider our suggested replacements, and if you have your own unused Apple apps (Newsstand, anyone?), let us know in the comments. ☑

by Michael E. Cohen

iPad Tools for Bad Cartoonists (and Good Ones, Too)

I have been drawing cartoons most of my life, and in that time I have proven conclusively that the saying “practice makes perfect” is a lie: decades of practice have done little to improve my drawing abilities. As my friends with whom I have shared my artistic endeavors can attest, my cartoons, while occasionally funny (so they tell me), are seldom technically competent, let alone beautiful. Nonetheless, I have persisted with my cartooning habit because it is enjoyable and a change from the kind of thinking that I do in my day job.

However, I probably would have given the habit up long ago were it not for the modern miracles of drawing software and graphics tablets — they have made it possible for me to draw well enough that my cartoons don't require industrial strength eye-bleach after viewing. Over the years, though my physical drawing skills have not improved, my cartoons have become more ambitious and technically sophisticated as I migrated from one drawing application to another and from one graphics tablet to another. By the middle of 2011, my cartooning toolset consisted of Photoshop CS1 and a great big Wacom Intuos 2 tablet: even though both the software and the hardware had been superseded by even newer, more powerful, versions, what I had was more than enough for my primitive needs. With them I could produce cartoons that would not produce an immediate emetic reaction in the viewer.

Then I moved from OS X 10.6 Snow Leopard to 10.7 Lion and from my old sit-down desk to a standing desk, and my cartooning came to a halt: my copy of Photoshop CS was a PowerPC application, which kind of application, [as we all know](#), is incompatible with the last two versions of OS X, and by the time I leaped to Lion there wasn't an upgrade path from Photoshop CS1 to a later Intel-compatible version. Furthermore, my standing desk lacked the physical space to accommodate my massive Intuos tablet.

Of course, I didn't require the full panoply of Photoshop capabilities for my cartooning efforts — a low-cost graphics app like [Acorn](#) or [Pixelmator](#) could easily provide the functionality I needed. However, the impracticality of using my tablet with the standing desk I'd purchased was a much less tractable problem. (Yes, I should have considered my drawing habit when I purchased the desk... but I didn't.)

So, as a result, the world had been spared since that time from being subjected to new examples of my artless craft.

That is, until a friend of mine offered to buy me an iPad stylus for my birthday.

The Graphic Needs of a Bad Cartoonist — As I mentioned, the features I need in a graphics app in order to produce my cartoons are few and easily met.

I need layers. I don't need a huge number of them, but I do need a few. I typically use one or two for the sketch itself, a couple more for coloring, and maybe one or two for tracing purposes — that's right, my drafting skills are so undeveloped that I occasionally stick a photo onto a layer and then, on a separate layer, draw a sketch based upon the photo. It doesn't necessarily have to be a direct copy: just something that I can use as a guide. (To paraphrase what Pablo Picasso may or may not have said, good artists copy, great artists steal, and bad cartoonists trace.)

I need brushes. I don't need a lot of them, just a few, with control over diameter and softness.



A carving of a medieval thief becomes an unhappy woman

I need control over opacity, both for coloring and for layers.

And, of course, I need multiple levels of undo. (What part of "bad cartoonist" didn't you understand?)

When it comes to a drawing tablet, I simply need a reasonably comfortable stylus of some sort and a reasonably sized drawing area: something about the size of a steno pad will do. Although pressure sensitivity would be nice, it's not essential: my manual dexterity is not so well-developed that I can truly exploit such a feature anyway.

What I Tried — Before the idea of getting a stylus for my iPad emerged, I had tried a number of drawing apps for the iPad. Some were free, some were cheap, but none of them really captured my interest. For example, [Paper](#), a fine drawing app with lots of sophisticated paint features and a large number of enthusiastic users, failed to meet my need for layers. Although a real artist can easily produce stunning compositions with it, for someone lacking fine motor skills and the rudiments of artistic ability (that is,

me), it is tantalizingly frustrating. Most other drawing apps I tried were similar: suitable for someone with real skill, but almost useless for someone with my lack of expertise.

In addition, I just can't draw with my fingertips: even in kindergarten, my finger paintings were the ones that were hung low-down on the wall, behind the hamster cage, where they wouldn't easily be seen and could be nibbled.

Choosing a stylus was easy: my friend sent me a list of comparably priced styli with links to reviews, and I chose the one that had a consensus of good ones: the \$29.95 [Wacom Bamboo Stylus Solo](#). It doesn't have a lot of features, but it is a good general purpose stylus, and, given that I wasn't quite sure to what uses I would end up putting it, "general purpose" was exactly what I wanted.

On the other hand, [Wacom's Bamboo Paper](#) app suffered from the same drawback as the other drawing apps I tried: it had a feature set that a skilled artist could exploit, but lacked the bad-artist-friendly features that I needed (again, layers was a big omission).

Then I came upon Autodesk's [SketchBook Pro](#) app.

The SketchBook app — SketchBook Pro turned out to have the features that I needed. It has multiple brushes and powerful controls to adjust them, it has a color picker that I can use easily, it has multiple undos and redos, and it has layers with opacity controls.

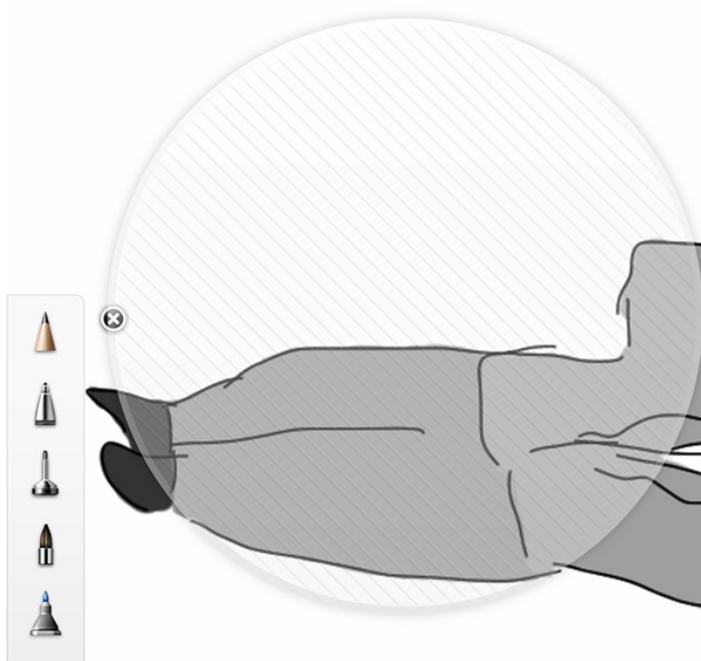
The app's gestural controls are part of what sold me: a three-finger swipe to the left is an undo, a three-finger



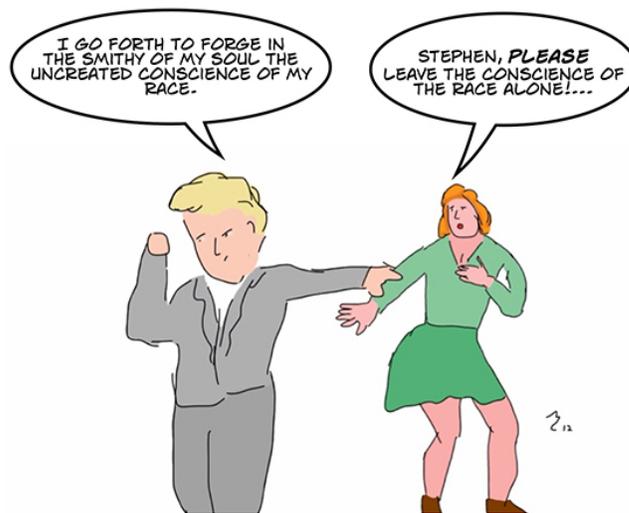
swipe to the right is a redo, three fingers swiped down elicits the color picker and brush controls, three fingers swiped up calls up the layers palette. Zooming is a breeze, too, since it uses the standard iPad pinch gestures – and you can zoom in very deeply with the app.

This particular capability is a real advantage for me, for several reasons. First, it makes it much easier for me to do detailed cleanup of my various missteps. Second, it makes the stylus much more controllable. Let me explain what I mean: the Bamboo stylus (like many other styli I've seen) doesn't have a fine point. It's more like a small finger, meaning that it is difficult to see exactly where the point of contact is on the iPad screen. When I use a fine-point brush and I want to extend a line or place a small dot of color (say, the pupil in a cartoon character's eye), I can't easily tell where the brush will actually draw. However, I can zoom far enough in so that the brush's fine point is no longer quite so fine at the scale I have chosen, making positioning of the brush point far easier for me.

And the app has another convenient feature: a hand guard. This tool is a round transparent disc that you can slide around the screen to protect the image under it from accidental touches. This means I can rest my hand on one part of the image without its touch registering, just like I can rest my hand on a physical drawing pad or like I could on my Intuos tablet. Being able to rest my hand on the drawing as I hold the stylus means that I have much better control of the stylus.



Finally, SketchBook has the capability to save sketches to various places like iTunes, Dropbox, or iCloud, in either flattened versions or in Photoshop-compatible layers, so I can bring the drawing into another program, like [Comic Life](#) for adding captions, or Pixelmator on my Mac for additional final manipulations.



Bad Cartoons are Alive and Well – Even though I have long known that the iPad has drawing apps galore, I really have no excuse for not having tried to migrate my bad cartooning habit to my iPad sooner, other than that I was so focused on my old workflow on my Mac that adopting a different workflow on a different device never occurred to me. It should have.

My experience certainly makes this clear: if the Bamboo stylus and SketchBook app can help a bad cartoonist like me create credible drawings, I have no doubt that, in the hands of artists with actual talent and drawing ability (such as, perhaps, you, dear reader), they can lead to the creation of stunning works of grace and beauty on Apple's tablet. But whether or not I ever manage to ascend to those heights (and the smart money is on "not"), I am delighted for now to be able to draw just as easily, and just as badly, on my iPad as I ever did with my big-screen iMac and giant Wacom tablet.

You have been warned. Get the eye-bleach ready. 🗑️



Mac 911

Migration Assistant + Thunderbolt/FireWire Adapter = huh!?

Reader Jeff Adelson scratches his head over a FireWire issue. He writes:

I recently purchased a MacBook Air. After setting it up I decided to migrate my data from an older MacBook Pro. I purchased Apple's Thunderbolt to FireWire Adapter but it doesn't seem to work with Migration Assistant. The two computers won't connect. What's going on?

The connector does work, but not in the way you expect from a wired connection. If you sling a standard FireWire cable between two Macs that have FireWire ports, Migration Assistant does what it should. You choose one Mac to copy the data from and the other to copy it to. The "host" Mac (the one that will import data from the other) issues a code to the "guest" Mac and the two of them make the exchange once you've selected the data you want.

As you've observed, it doesn't work that way with this adapter. The two Macs recognize each other, but the transfer fails. Similarly, if you try to establish a FireWire network between the two using this adapter, failure also ensues. (Though Target Disk Mode works perfectly well.)

So great, you now know what doesn't work. What does? When configuring Migration Assistant on the host Mac you'll eventually reach the Select a Migration Method window. Normally you'd choose the From a Mac or PC option because, after all, you're connected to another Mac. But this leads straight down the path to Nowheresville.

Instead, after making the wired connection between the two Macs, you must throw the guest Mac into Target Disk Mode (restart that Mac and hold down the T key). Launch Migration Assistant on the host Mac and in the Select a Migration Method window I mentioned, select the From a Time Machine Backup or Other Disk option and click Continue. The guest Mac's hard drive will appear, labeled as a FireWire drive. Select it, click Continue, and you can then choose the data you want and proceed with the migration.

Of course you could forego this adapter altogether as Migration Assistant works over Wi-Fi and, with a Thunderbolt-to-Ethernet adapter, Ethernet connections as well.

Moving a Time Machine backup

Reader Clark Ross finds his past has overgrown his present. He writes:

I use Time Machine to back up my Mac but the hard drive I use for my backups has run out of space. I plan to purchase a larger

hard drive, but how do I safely move my backup from the old one to the new drive?

Like so:

When you have your new hard drive in hand there's a very good chance that you'll need to format it. (If this isn't a brand new drive and you have data on it, back up that data before you proceed.) To do that, tether your new drive to your Mac and launch Disk Utility (/Applications/Utilities). Select the drive and click the Partition tab. In that tab choose 1 Partition from the Partition Layout pop-up menu. Click the Options button, make sure GUID Partition Table is enabled, and click OK. The Format pop-up menu should read Mac OS Extended (Journaled). When you've done all that, click Apply to format the drive.

Once the drive has been formatted, move to the Finder, press Command-N to create a new Finder window, select the new drive under the Devices heading in the window's sidebar, and press Command-I. At the bottom of the resulting Info window be sure that the Ignore Ownership On This Volume option is not enabled. Close the Info window.

Launch System Preferences, select Time Machine, and switch Time Machine off. Return to the Finder and create a couple of new Finder windows. Within the first one select your old backup drive. In the second, select the new drive. Drag the Backups.backupdb folder on the old drive to the root level of new drive to copy it.

Once the folder has been copied, return to the Time Machine preference within System Preferences, click Select Disk, select your new hard drive as the destination for your Time Machine backups, click the Use Disk button, and switch Time Machine back on.

One Mac, two versions of OS X

Reader Will Dawes would like to have a foot in two worlds. He writes:

I have an iMac that's a couple of years old on which I run OS X Snow Leopard. I've stuck with Snow Leopard because I need to run a couple of old PowerPC applications on it that don't work under Lion or Mountain Lion. But now I find myself in a position where I also need to run Mountain Lion for a job I'm working on. Is there a way to run each on a single Mac?

Yes, at least two ways. The first is to purchase an external hard drive, format it for your Mac, and install Mountain Lion on it. When you need to swap between operating systems, simply launch System Preferences, select the Startup Disk preference, and choose the disk that contains the operating system you need.

Of course, this requires that this Mac is compatible with Mountain Lion. Mountain Lion demands one of these Macs:

iMac (Mid 2007 or newer) MacBook (Late 2008 Aluminum, or Early 2009 or newer) MacBook Pro (Mid/Late 2007 or newer) MacBook Air (Late 2008 or newer) Mac mini (Early 2009 or newer) Mac Pro (Early 2008 or newer) Xserve (Early 2009) as well as OS X Snow Leopard version 10.6.8 or OS X Lion already installed, 2 GB or more of memory, and 8 GB or more of available space.

The other option is to run Mountain Lion in a virtual environment using a tool such as Parallels' \$80 Parallels Desktop for Mac or VMware's \$50 VMware Fusion 5. Each of these products can run Lion or Mountain Lion (and a host of other operating systems) in a virtual environment. Regrettably the Snow Leopard license doesn't allow that version of OS X to be run in a virtual environment (though

you can run Snow Leopard Server under virtualization). So if you have a new Mac that won't run Snow Leopard, you're largely out of luck.

I've used each one and like them both, but my judgment goes about as far as "Hey, it works!" Rob Griffiths recently compared the two products in his Review: Parallels Desktop 8 vs. VMware Fusion 5. Rob is wise and his words are worth reading.

[Macworld Senior Editor Christopher Breen is the author of "Secrets of the iPod and iTunes (6th edition)," and "The iPod and iTunes Pocket Guide (4th edition)" both from Peachpit Press

and

"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> 

January Software Review

iOS 6.0.2 Software Update

Dec 18, 2012

System Requirements

- iPhone 5
- iPad mini

Fixes a bug that could impact Wi-Fi.

iMac EFI Update 2.0

Dec 17, 2012 - 4.32 MB

System Requirements

- OS X 10.8.1 and greater, EFI version 010A
- iMac (21.5-inch, Late 2012)

This update is recommended for the iMac (21.5-inch, Late 2012).

This update contains general performance fixes pertaining to sleep and Thunderbolt, and improves compatibility when using the 5GHz band in Wi-Fi.

Mac Wi-Fi Update 1.0

Dec 17, 2012 - 1.49 MB

System Requirements

- OS X 10.8.2

This update is recommended for all late 2012 Mac systems. This update improves compatibility when using the 5GHz band in Wi-Fi.

MacBook Pro Retina EFI Update v1.1

Dec 17, 2012 - 4.76 MB

System Requirements

- Mac OS X 10.8.1 and greater
- EFI version 0106.01

This update is recommended for all 13-inch MacBook Pro with Retina display (late 2012) models. This update improves sleep performance, enhances Thunderbolt router support, fixes an HDMI display issue, and improves compatibility when using the 5GHz band in Wi-Fi.

Boot ROM or SMC Version Information: After Update is complete:

Digital Camera RAW Compatibility Update 4.03

Dec 13, 2012 - 5.07 MB

System Requirements

- OS X 10.8.2 or later
- OS X 10.7.5 or later

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

- Canon EOS 6D
- Nikon 1 V2

iTunes 11.0.1

Dec 13, 2012 - 191.08 MB

System Requirements

- OS X version 10.6.8 or later

This update to the new iTunes addresses an issue where new purchases in iCloud may not appear in your library if iTunes Match is turned on, makes iTunes more responsive when searching a large library, fixes a problem where the AirPlay button may not appear as expected, and adds the ability to display duplicate items within your library. This update also includes other important stability and performance improvements.

**Epson Printer Drivers 2.28 for OS X
Dec 11, 2012 - 1.04 GB**

System Requirements

- OS X Mountain Lion
- OS X Lion
- OS X 10.6 or later

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

**Lexmark Printer Driver 3.0 for OS X
Dec 11, 2012 - 181.31 MB**

System Requirements

- Mountain Lion
- OS X 10.6 or later
- OS X Lion 10.7 or later

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

**Mac mini EFI Firmware Update 1.7
Dec 10, 2012 - 4.53 MB**

System Requirements

- Mac mini (Late 2012)

This update addresses HDMI video flicker issues on Mac mini (Late 2012) computers and is recommended for all users. The Mac mini EFI Firmware Update will update the EFI firmware on your computer.

**iWork 9.3
Dec 4, 2012 - 316.7 MB**

System Requirements

- OS X Lion 10.7.4
- OS X Mountain Lion 10.8

iWork Update 9.3 adds support for iWork for iOS 1.7 apps. 

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