



iPads

Our February meeting will feature a program about the iPad by Dennis McMahon of I-Cubed Web Design & Consulting. He will cover the controls, inputs, gestures, and navigation. He will review some keyboard tips. Dennis will discuss various ways of getting online with an iPad.

Of course, Dennis will also cover all aspects of apps, including installing and organizing them. We will hear his recommendations of some handy apps. It should be a very worthwhile program for our many members who have purchased iPads.

Meet us at Giant Food

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

Tuesday, February 19, 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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by Linda J Cober

President's Corner

Our February 19 meeting should be an excellent one, not just for current Keystone MacCentral members but also for anyone who has or is thinking of buying an iPad. Invite your friends and neighbors to join us at 6:30 in the Community Room of the Camp Hill Giant. Please let them know that they are welcome to buy food or drinks downstairs in Giant and bring those items to the meeting, but outside food and drink are not allowed under our agreement with Giant. We hope to see you all there!

On a similar note to learning more about your iPad, I have been reading the 6th edition of David Pogue's book *iPhone* the Missing Manual which is, as the cover states, "The book that should have been in the box." However, since the book is about an inch thick and 539 pages long, that is not going to happen! Instead, as a user group member, you can visit the O'Reilly website (www.oreilly.com) to buy the print or eBook version with a discount using the user group code, which is available to all members who contact me in person or by email. I am not putting the discount code in here since our newsletters are available online to non-members as well. Everyone is welcome to read our newsletters, but membership has its privileges! I recommend this book to anyone who wants to better know the iPhone 5 or even the earlier iPhones 3GS, 4, and 4S since they can all run iOS6 software, which is what the 6th edition covers.

Chapter 1 gives the reader an overview of the iPhone 5, but since it also covers differences between the 5 and its 4 and 4S predecessors, I found it quite helpful for getting to better know my 4S as well. I am now using some of the battery life tips and know the differences among three types of SIM cards. A friend who recently bought an iPhone 5, his first iPhone, found this chapter very useful.

Chapter 2 covers typing, editing, and searching, including instructions about how to use the virtual keyboard and how to connect a real keyboard if that is desired. For iPhone newbies, an explanation of the phone's auto suggestions for typing errors and the ability to have the phone speak the suggested word out loud is helpful. To produce an accented character, just keep your finger on the key for 1 second and then choose the desired diacritical mark from a popup palette. Useful, eh? There are also instructions explaining how to type punctuation with one touch rather than having to go from the alphabet keys to the number/ punctuation keys and back again. Here is how. Touch the 123 key but do not lift your finger or thumb if you are a two thumb typist. The punctuation keyboard appears. Slide your finger onto the desired period or comma key and release. The alphabet keyboard will automatically reappear. One touch, not three. Very useful!

Chapter 3 goes over phone calls and FaceTime, which is quite helpful for those who are using their first iPhone, while Chapter 4 discusses speech recognition and Siri. It also covers the speak-to-dial feature for the 3G and 4 and the dictation feature of iPhones 4S and 5, which allows users to dictate anywhere they can type. As I read about all the things Siri can do, such as open apps, make an appointment and add it to my calendar, or create a new note complete with my spoken information, I realized that I am not using Siri at anywhere near her capabilities. I will try to do better, Siri!

Chapter 5 explains voicemail, texting, and other phone tricks. Something to remember when using visual voicemail is that one should tap twice to hear a message, not just once. One tap just brings up the Call Back and Delete buttons at the bottom of the screen; it does not play the message. Instead, one should tap twice to play the message. Activating the speaker by tapping the speaker button **before** tapping twice allows one to listen to one message while looking at the other messages. One also learns how to use the texting feature of the iPhone, which is useful for those who have texting on their plan. For those of us who do not pay for texting, iMessages is a wonderful feature. One can use iMessages to send texts, photos, videos, contacts, map locations etc. to other iPhones, iPads, iPod Touches, and Macs. What's the big deal? iMessages is FREE! Also, you know whether someone is typing a response or has not read your iMessage yet because an ellipsis (...) shows up on your screen when the recipient is typing a response. You also get a light grey "delivered" message under each of your messages so you know that the other person's device has received the message. We do not pay for texting on our plan, but we use iMessages all the time. There is a lot of other information in this chapter including Bluetooth setup and use, custom ringtones, GarageBand ringtones, and accessibility including large text, zooming, invert colors etc.

I had intended to cover the entire book in this President's Corner, but since I am including some of the tips and helpful advice I learned while reading *iPhone the Missing Manual*, the resulting column would be much too long. Therefore, I will continue my book review next month and share more details. You can probably tell that I find this book to be a valuable addition to anyone's library, so if you want to learn more about your iPhone, do not hesitate to buy your own copy!

See you and your guests at our February 19 meeting! Bring your iPad and get better acquainted!

Keystone MacCentral Minutes

January 15, 2013

Business Meeting

President Linda Cober welcomed members and several guests to the January meeting. She had purchased snacks and sodas furnished by KeyMac for our delayed holiday party which were put out for all to enjoy.

Webmaster Thomas Bank keeps our Facebook page updated as well, with the latest news. He asked members to like our page so we have enough "likes" to get access to some statistics on page views from Facebook. We have since crossed that threshold.

Eric Adams mentioned that he is beginning preparations to contact vendors for donations for our auction, which is scheduled for the April meeting.

Q&A & Comments

Tim Sullivan had created an iMovie project in an older version of the program before updating to a newer Mac and newer version of iMovie. That older project plays without sound and Tim had not yet found a way to get the sound playing. He had tried exporting the movie to a number of different formats. Jim Carey suggested that he revert back to QuickTime 7 to see if that would help. Some users are reporting problems with the newer version of Quick-Time. There might also be something in the iMovie Export advanced settings that could be tweaked. HandBrake was suggested as an alternative program to convert the original movie to other formats.

The next question was for recommendations for a remote desktop client for OS X Lion that could be used to access a PC server. TeamViewer was recommended as a free option. It lets you easily set up a VPN connection.

Eric Adams showed us Wendy's iPad Mini, with its broken screen (courtesy of a young neighbor) and asked if there were options to get it repaired locally rather than sending it out to Apple. He also asked if he should upgrade from Snow Leopard. Someone offered the advice that he not upgrade until he needs features of Lion or Mountain Lion.

Eric has continued to use Microsoft Entourage for access to his email, because he likes the reminders available in

Entourage. Tom Owad said Eric should be able to set up reminders in Apple's Mail that would work in the same way.

We also looked at options to move Microsoft Word documents from an iPad, with one option being using a Dropbox account.

Program Notes

Tom Owad continued our app-etizing evening by demonstrating some of the programs he finds helpful for his computing needs. Alfred is a free program launcher that is similar to Spotlight but appears to be faster at locating files. Frequently used apps can be triggered to start in Alfred.

Keyboard Maestro is used to create custom keyboard shortcuts. Tom suggested using the Control key for these custom shortcuts for less conflict with existing shortcuts. Keyboard Maestro can also be used to extend text strings using a defined typed shortcut. It includes a Program Switcher and Window Switcher to cycle through open applications.

Bartender is a handy app if your menubar is filling up. With Bartender, extra menubar items can be put into submenus that drop down from the menubar. If you have menubar items you rarely use, you could place those in a submenu to save menubar space.

HandsOff! works like LittleSnitch to monitor applications looking to connect to outside networks. atMonitor could replace Activity Monitor. It gives you information on what task is working for what application and can help you with troubleshooting problems.

Voila Screen Capture is used for greater screenshot control. It can take video of onscreen actions. **SoundBunny** allows you to adjust the volume individually for each open application.

BetterTouchTool is a free app that lets you set custom trackpad or MagicMouse gestures. **Fresh** is an app to keep track of recently used files. You can use the Cooler pane in Fresh to store frequently used files for quick access.

Tom recommended Nisus Writer Pro, an \$80 application that works much faster than Microsoft Word with similar capabilities, like change tracking.

App Tamer helps with OS X memory leakage problems by pausing applications that are supposed to be idle when in the background. Jaksta is a program that should let you reliably download internet videos. Someone mentioned a Wolverine scanner for scanning photos. ScanCafe was also mentioned as a service that could be used for scanning.

After Tom finished with his presentation, Eric Adams demonstrated Shrinky Dinks. He explained that there is

specialty paper available for inkjet printers so you no longer have to create your designs by hand on clear media. That paper comes with the recommendation to reduce color by about 50% before printing as the shrinking process will consolidate the color on the finished object. Eric showed us a video he made of the process and passed around KeyMac Shrinky Dinks he had made.

by Jeff Porten

CES 2013: Showstoppers from Useful to Insane

Greetings a third time from CES 2013 after leaving the Showstoppers event at the Wynn, where the catering is excellent, the stores are très expensive, and the hotel Wi-Fi set a record for ridiculous by charging \$20 for 40 minutes. For that price, I expect each kilobit to be carried out on a silver platter by the cast of "Downton Abbey." As I did yesterday (see "CES 2013: Pepcom's Digital Exhaustion... er, Experience," 8 January 2013), I have stopped for caffeine on the way back to my hotel; it may not be as ritzy, but this is the first Starbucks I've been to that has its own volcano.

I have to lead off my coverage of Showstoppers with a disclaimer. It's no secret that trade shows are infamous for providing brib... that is, "review units" to honored and respected representatives of qualified press organizations. It's common for writers to return home with a few techie gewgaws, most of which end up on a shelf. But this time, not to put too fine a point on it, I made out like a bandit. Note that outright bribery by no means guarantees that a company will be mentioned, and certainly doesn't guarantee that they'll be covered positively.

Ground rules properly established? Then away we go.

DisplayLink caught my eye, almost literally, with their demo of a MacBook Air running two side-by-side external monitors at 1920 by 1200 each. Those are 1080p videos you see on each screen, with room to spare. The MacBook Air was connected by USB 3.0 to a Lenovo dock driving the monitors; DisplayLink makes the chip, which will be sold in other docks through outside manufacturers, including Belkin. DisplayLink also works with USB 2.0, and will downsample the external image if it needs more bandwidth than 2.0 can handle.



The **Olloclip** snap-on lens has been updated to fit the iPhone 4, 4S, or 5, and now includes an adapter for use with the iPod touch. The lens adds wide-angle, fisheye, and macro lens capabilities to the built-in camera lens. I'm at best a highly amateur photographer, so at \$69 this is too pricey for me, but a lot cheaper than most lenses. I also admire its "throw it in the bag for later" gadget form factor.



Flicpost demoed their free iPhone app that sends actual printed photos. Through the physical mail. To people who might not have Internet connections. Pricing for the first photo is \$0.69 for U.S., UK, and a few other destinations, \$0.99 elsewhere in the world, and \$0.20 for each additional photo. This isn't really new, but what caught my attention was the press kit, a mocked-up envelope addressed to Neil deGrasse Tyson (see ""What Makes a Technology Cool," According to Neil deGrasse Tyson," 9 October 2012).

Also in the blast-from-the-past category, **SoloMatrix** impressed me with their... yes, physical keyboard for the iPhone. I don't know how many BlackBerry users are left who are finally making the switch, but the Spike TypeSmart slaps a decent keyboard over an iPhone's virtual keyboard in portrait orientation. This earns a mention because it uses a case with a Lightning or 30-pin connector instead of Bluetooth; the keyboard folds flush into the case when not in use; and the demo guy remained extremely friendly even when I dropped his iPhone and snapped off the "first keyboard out of ten that just flew in from China." Oops. Pre-order pricing is \$35, \$60, or \$150, depending on the type of case that accompanies the keyboard.



I am not an audiophile and my hearing is awful (see "iOS Hearing Aids... or, How to Buy Superman's Ears," 8 February 2011), so I'm not qualified to review the audio quality of any headset. But I like the idea behind the \$69 BlueAnt Ribbon, which separates out the Bluetooth part of a Bluetooth stereo headset into a normal 3.5mm headphone jack that can be hooked up to anything, such as your existing headset or other speaker equipment. The Ribbon can attach to your clothes, and it's lightweight enough to dangle when used as a Bluetooth driver for external speakers. I'm a fan of this approach, because I've lost count of the number of times my laptop bag has yanked my wired headset out of my ears.



I'm also not qualified to review children's apps, as I tend to like children just fine... in a Béarnaise sauce with a side of leafy greens. That said, TCKL's **Drip Drops Color the World 3D**, for ages 2—6, looked pretty nifty. The child (or an adult brain-fried by childrearing) is led through a storyline where she can color 3D objects, which then become part of future events; a globe canvas in the first scene becomes the ball an onscreen character plays with in the next scene. It will be available in late January 2013 (and is different from the **free 2D version** already in the App Store); pricing hasn't yet been set. Warning: do *not* click on this link if you are not ready for astonishingly cheerful music, such as if it's 3:30 AM in your Las Vegas hotel room.

Perhaps also fitting into the "Jeff hates children" category is the **Tethercell**. It's a casing that fits over a AAA battery and turns it into a AA battery with Bluetooth. This then connects to a smartphone app that enables you to set times-of-day when the battery can be used, and mercifully provides you with a master Off switch for all of your Tethercell-enabled toys. The Tethercell is an Indiegogo pre-order at the moment, although the booth demoed a prototype and seemingly complete iOS software. As a representative of childless people everywhere, I beg you to make this exist.



Spigen SGP is the only vendor that earned its place here through outright bribery; I had passed their booth without stopping until someone noticed my bare iPhone 5 and said, "You know they're giving away screen protectors, right?" It's the quality of the screen protector that led to their inclusion: I had expected yet another flimsy plastic film, but instead, their line of \$27.99 GLAS.t and \$34.99 GLAS.tr protectors are oleophobic tempered glass, which feel identical to a bare iPhone 5 screen. The GLAS.tr has rounded corners that resist chipping when used on an otherwise uncased iPhone, while the GLAS.t is recommended for an iPhone with case. When the iPhone is exposed to a potentially screen-shattering event, both protectors are designed to absorb the force and perhaps crack themselves, keeping the iPhone display intact. Spigen also gave me their \$17.99 **Slim Armor** iPhone case, which is attractive but otherwise unremarkable, and which will remain untested for drop protection for as long as humanly possible. iPhone 5 versions of all of the above are new at CES or very recent releases.

One for the "can't believe it" category: if you always wanted a Bluetooth-enabled fork, HAPIlabs has one. The HAPIfork reminds you to eat more slowly by vibrating when you eat too fast. The best bit: it can tell because it uses the electrical conductivity of your mouth to close its circuit. HAPIfork works with a computer over USB, a smartphone over Bluetooth, and your deep sense of existential despair over a pint of Ben & Jerry's.

Also in the "can't believe it" category is NeuroSky's \$129.95 MindWave Mobile, which they recommend for use with Neurowear's \$99.95 Brainwave Cat Ears. The Mind-Wave Mobile is a headset with a sensor that rests on your scalp, and then ostensibly uses your brain's conductivity to interact with smartphone apps – or the Cat Ears, which perk up or droop based on how much attention you're paying at any given moment. Facial expressions alone are so 2012. Shown below are the \$20 Obsidian replacement ears if you really want to be a black cat.









by Adam C. Engst

Selling a Mac: What Version of OS X Can You Include?

TidBITS reader Scott Maxwell asked for my advice surrounding selling or giving away an old Mac, with regard to the version of OS X installed. In Scott's case, he wanted to give an old MacBook to a relative. Scott didn't remember what the MacBook came with originally, but it's currently running OS X 10.6 Snow Leopard and is compatible with 10.7 Lion, but not 10.8 Mountain Lion. Since Scott's relative wanted to be able to use iCloud, an upgrade from Snow Leopard to Lion was necessary, but Lion is no longer available in the Mac App Store.

I'll go through the legalities in a bit, but the simple answer in this case is that you can still buy Lion from Apple, although the process is a bit more involved.

How to Get OS X 10.7 Lion Installed – First, you must call Apple at 800-MY-APPLE (800-692-7753) and work your way through the automated system until you can talk to a representative. (After getting frustrated with the first few directions, I pushed 0 and # a few times until the phonebot threw up its hands and transferred me to a real person.) You can then place an order for OS X 10.7 Lion for \$19.99, and within 3 business days, Apple will send you the necessary Mac App Store redemption codes via e-mail. To download and install Lion, you must be running 10.6.8, so if your Mac is running 10.5 Leopard or 10.4 Tiger, you may need to **drop another \$19.99 on Snow Leopard**, which Apple still sells on DVD.

To save the time and expense of upgrading to Snow Leopard just to get to Lion, you can try an unsupported method of upgrading from Tiger or Leopard to Lion explained in Joe Kissell's "**Take Control of Upgrading to Lion**." Follow these steps:

1. Start your Mac normally from your old (Tiger or Leopard) system.

2. Make sure you're logged in as an administrator. (If you're not sure, open the Accounts pane of System Preferences. If the account under which you're currently logged in has the word "Admin" under it, you're good to go.)

3. Open Terminal (in / Applications / Utilities) and enter this, followed by pressing the Return key:

sudo nano /System/Library/CoreServices/SystemVersion. plist

4. When prompted, enter your administrator password.

5. Use the arrow keys to move the cursor down to the last <string> entry (the third-from-last line). Replace the current version (for example, 10.4.11 or 10.5.8) with 10.6.8.

6. Press Control-X to quit the text editor, and press Y when asked if you want to save the modified buffer. Then you can quit Terminal.

Now you can boot from a volume containing Snow Leopard or Lion and follow the normal steps for an in-place upgrade; when the Lion installer prompts for a destination, select the specially modified volume.

(As an aside, if you have purchased Lion from the Mac App Store and subsequently upgraded to Mountain Lion, you can still download a copy of Lion from your Purchases list. It shows up normally for me, but **if it's hidden** for you, choose Store > View My Account, then click View Hidden Purchases and the Unhide button. Once you have it, you can use **Recovery Disk Assistant** to create an external Recovery volume that you can boot from to reinstall Lion.)

The Fine Print — So why is all this necessary? Is there really anything wrong with just wiping a Mac you're going to give away and installing a fresh copy of the latest version of OS X it can run? I won't tell anyone if you do, but Apple's legal beagles have anticipated that you might want to do this and have explicitly forbidden it in the Software License Agreement.

To summarize, you can sell or give away a Mac with the version of OS X that came pre-installed on it. If you bought 10.6 Snow Leopard on its own, you can sell that on its own. But if you purchased your license to Lion or Mountain Lion through the Mac App Store, it is not transferable and must be removed before you sell or give the Mac away. And don't think that getting Lion on a USB drive is a workaround; Apple considers it equally as non-transferable as a Mac App Store version.

Here's the text for each of the last three versions of OS X:

10.6 Snow Leopard

3) Transfer. You may not rent, lease, lend, sell, redistribute or sublicense the Apple Software. Subject to the restrictions set forth below, you may, however, make a one-time permanent transfer of all of your license rights to the Apple Software (in its original form as provided by Apple) to another party, provided that: (a) the transfer must include all of the Apple Software, including all its component parts (excluding Apple Boot ROM code and firmware), original media, printed materials and this License; (b) you do not retain any copies of the Apple Software, full or partial, including copies stored on a computer or other storage device; and (c) the party receiving the Apple Software reads and agrees to accept the terms and conditions of this License. You may not rent, lease, lend, redistribute, sublicense or transfer any Apple Software that has been modified or replaced under Section 2H above. All components of the Apple Software are provided as part of a bundle and may not be separated from the bundle and distributed as

standalone applications. Apple Software provided with a particular Apple-branded hardware product may not run on other models of Apple-branded hardware.

10.7 Lion

3) Transfer.

A. If you obtained the Apple Software preinstalled on Apple-branded hardware, you may make a one-time permanent transfer of all of your license rights to the Apple Software (in its original form as provided by Apple) to another party, provided that: (i) the Apple Software is transferred together with your Apple-branded hardware; (ii) the transfer must include all of the Apple Software, including all its component parts, printed materials and this License; (iii) you do not retain any copies of the Apple Software, full or partial, including copies stored on a computer or other storage device; and (iv) the party receiving the Apple Software reads and agrees to accept the terms and conditions of this License. For purposes of this License, if Apple provides an update (e.g., version 10.7 to 10.7.1) to the Apple Software, the update is considered part of the Apple Software and may not be transferred separately from the pre- update version of the Apple Software.

B. If you obtained your license to the Apple Software from the Mac App Store or on Apple-branded physical media, it is not transferable. If you sell your Apple-branded hardware to a third party, you must remove the Apple Software from the Apple-branded hardware before doing so, and you may restore your system to the version of the Apple operating system software that originally came with your Apple hardware (the "Original Apple OS") and permanently transfer the Original Apple OS together with your Apple hardware, provided that: (i) the transfer must include all of the Original Apple OS, including all its component parts, printed materials and its license; (ii) you do not retain any copies of the Original Apple OS, full or partial, including copies stored on a computer or other storage device; and (iii) the party receiving the Original Apple OS reads and agrees to accept the terms and conditions of the Original Apple OS license.

10.8 Mountain Lion

3) Transfer.

A. If you obtained the Apple Software preinstalled on Apple-branded hardware, you may make a one-time permanent transfer of all of your license rights to the Apple Software (in its original form as provided by Apple) to another party, provided that: (i) the Apple Software is transferred together with your Apple-branded hardware; (ii) the transfer must include all of the Apple Software, including all its component parts, printed materials and this License; (iii) you do not retain any copies of the Apple Software, full or partial, including copies stored on a computer or other storage device; and (iv) the party receiving the Apple Software accepts the terms and conditions of this License. For purposes of this License, if Apple provides an update (e.g., version 10.8 to 10.8.1) to the Apple Software, the update is considered part of the Apple Software and may not be transferred separately from the pre-update version of the Apple Software.

B. If you obtained your license to the Apple Software from the Mac App Store, it is not transferable. If you sell your Apple-branded hardware to a third party, you must remove the Apple Software from the Apple-branded hardware before doing so, and you may restore your system to the version of the Apple operating system software that originally came with your Apple hardware (the "Original Apple OS") and permanently transfer the Original Apple OS together with your Apple hardware, provided that: (i) the transfer must include all of the Original Apple OS, including all its component parts, printed materials and its license; (ii) you do not retain any copies of the Original Apple OS, full or partial, including copies stored on a computer or other storage device; and (iii) the party receiving the Original Apple OS reads and agrees to accept the terms and conditions of the Original Apple OS license.

by Rich Mogull

Do You Need Mac Antivirus Software in 2013?

It has been over four years since I wrote "Should Mac Users Run Antivirus Software?" (18 March 2008). Although much has changed since then, my recommendations mostly haven't. While Macs aren't immune to malicious software (malware), and we even experienced one reasonably widespread incident in 2012, malware on Macs is still not nearly common enough to recommend antivirus software for everyone. And while antivirus tools are effective against certain known attacks, they often don't provide the level of protection people expect.

More Malware, but Still Rare – In April 2012, we experienced Flashback, the first real, widespread malware attack against Macs (see "How to Detect and Protect Against Updated Flashback Malware," 5 April 2012). By some accounts over 500,000 Macs were infected at one point, but there is no evidence that any infected Macs or Mac users were actually harmed in the attack. This quickly led to predictions in certain corners that the Apple "age of innocence" had come to an end, and Mac users would now face as many and as severe malware attacks as Windows users.

Since that fateful week we have seen not a single additional widespread attack, and only a handful of smaller pockets of infection similar to the pre-Flashback days. (Note that there were some attacks against specific targets, but antivirus is relatively ineffective at stopping these.) Despite those predictions, Mac users haven't seen any significant increases in malware, and it is still quite rare.

Some of this is due to steps Apple took both before and in response to Flashback, which I outlined in "**Examining Apple's Security Efforts in 2012**" (20 December 2012). Gatekeeper was designed to reduce the likelihood of a user being tricked into installing malware on their own computer – still the most common attack against Macs (see "**Gatekeeper Slams the Door on Mac Malware Epidemics**," 16 February 2012). Apple continues to harden the operating system itself, making it more difficult (but far from impossible) to exploit remotely. All apps in the Mac App Store must now implement sandboxing, which reduces the harm they can cause if they are compromised – although, embarrassingly, Apple has yet to sandbox its own apps. And Apple significantly changed how Java and Adobe Flash, the software exploited by Flashback, are supported and enabled to further restrict their use as a vector for infection via a Web browser.

Plus, if reports are accurate, **Flashback failed to net any** significant profits for the attackers. For the most part, bad guys are in it for the money, and they drop unprofitable product lines like any other business. In fact, Apple's security changes have, by its own admission, focused more on disrupting the economics of malware than trying to stop any single vector of attack.

This doesn't mean there won't be successful attacks against Macs, but all signs point to those attacks being limited – occasional one-off incidents rather than the constant maelstrom of endless attacks we have seen against Windows. The ecosystem – thanks to its size and Apple's protections – simply can't support ongoing waves of Mac malware. Even the latest versions of Windows don't face the same malware issues as earlier efforts.

Some of these future incidents will be widespread, but they will also very likely be discovered and contained quickly. As for antivirus, the odds are against the tools playing a significant role in preventing these attacks due to their inherent limitations.

The Limits of Antivirus – There are two main ways to detect malicious software: detect unusual activity, or recognize something in the software that marks it as malicious. Nearly all antivirus tools on the market rely mostly or exclusively on "signatures" for malware detection.

A signature is typically a string of text, often a hash value of a portion of a known piece of malware. Antivirus companies scour the Internet looking for malware samples. Once they find a malicious program, they create a signature based on the application's code, then push this signature into the antivirus software on your computer when you update your virus definitions. Your antivirus software scans new files as they come into your computer, plus all files on your system periodically, looking for these signatures.

Security tools tend to avoid relying on behavioral analysis because it is very hard to know whether any particular action on a general purpose computer is "bad." For any malicious action you can think of, odds are there is a legitimate reason for that activity in a different context. It is also difficult to hook into an operating system at the right level to capture this activity. And unless you detect and manage to prevent the act of infection (which may look exactly like normal software installation), the malware gets to run on your system before the tool has an opportunity to detect bad activity. Behavioral analysis is thus fairly limited, and more effective in controlled environments, such as enterprise servers, than on personal computers.

The advantage of signature scanning is that if there is a match, and the signature is well-crafted, you have positively identified a known piece of malicious software. You can also scan software before it ends up on your system or runs in the first place. But there are two very large downsides.

The most obvious limitation is that to create a signature, the antivirus vendor needs a sample of the malware. They can build signatures only for what they find, meaning new malware always has some running time before the first sample is collected, turned into a signature, and pushed down to client computers. Not every malicious program is created from scratch, so theoretically an antivirus tool should have a reasonable chance of picking up new variants. But the bad guys know this and buy the major antivirus programs to test their variants before release. Or, if they are on a budget, they run the samples through sites like Virus-Total, which test samples against dozens of antivirus tools.

The second major issue is that malware is a popular market, with massive numbers of new variants appearing daily. Some antivirus vendors report on the order of *65,000 new malware variations every day!* That is 65,000 signatures they need to create, test, and release to their customers on a daily basis (now you know why it's important to update virus definitions). Together these two factors make it nearly impossible for antivirus vendors to keep up. Their tools do filter a lot of malware, but never get close to catching everything bad, and there is always a window where new malware spreads before being detected.

Far less malware exists for Macs, but even there we see limited effectiveness across tools. For example, in a **recent test by Thomas Reed**, even the best Mac malware tool detected only 90 percent of the known malware samples used. This is a poor showing – we only see dozens of Mac malware variants per year, compared to 65,000 per day for Windows.

Despite Flashback being used as a call to arms to encourage people to adopt antivirus tools, most of those tools failed to detect Flashback for weeks – until it was highly publicized.

There are additional technical issues, as well. The more analysis and detection you want, the deeper antivirus tools need to hook into your system, and the greater their potential for failure. Apple doesn't help much, being much more concerned with preventing malware from taking over the operating system than with helping antivirus vendors – who, after all, need to monitor all access to files and exercise control over launching applications and opening files, which are just the kinds of things malware authors want to do, too. There are also major performance impacts, and nearly every antivirus vendor has issued a bad signature at some point, causing serious issues for customers – typically false claims that a critical system or application file is a virus, which of course causes problems when the software attempts to prevent the (critical, legitimate) file from "compromising" the system.

Considering the current state of Mac security and the malware environment today, I find it hard to recommend Mac antivirus tools for most consumers. OS X's built-in security and basic malware protection currently stops most or even all existing Mac malware, and new malware variants don't appear often enough for antivirus tools to provide a significant benefit by protecting personal Macs. Mac infections are so rare, and antivirus tools are so limited, that they simply don't offer enough value for most Mac users – even the free ones.

When to Use Mac Antivirus – Those limitations aside, there are situations where antivirus software is still useful.

The first, and best, is when you *don't use it on the desktop*. Signature-based filtering in e-mail stops known viruses before they ever hit your desktop. I highly recommend using an e-mail service such as Gmail, iCloud, Yahoo, or Hotmail that filters all e-mail for viruses before it is downloaded your computer. For businesses I also recommend Web filtering, but that isn't easily available to regular consumers.

The next group who might benefit from antivirus is family members running older versions of OS X. Nearly all the best anti-malware security features of OS X are available with 10.8 Mountain Lion, with 10.7 Lion being second-best. We know TidBITS readers largely stay up to date with Mac and iOS operating system updates, but if family members don't, then antivirus may be warranted.

Corporate users may also need antivirus software to comply with corporate policies or other requirements.

If you consistently engage in high-risk behavior, then antivirus software may be useful. For example, if you turn off Gatekeeper and routinely download illegal or dubious software, antivirus tools might prevent infection. Maybe. Of course malware appears on mainstream sites as well, but if you stick with Gatekeeper and known developers your chance of infection is almost nil.

Lastly, you might simply want antivirus for peace of mind – understanding that antivirus tools are far from infallible, and their users do still get infected, especially if you ignore the necessary patches and definition updates.

If Mac antivirus tools offered 100 percent effectiveness – or even 99 percent – I might take a different position. If we ever see massive volumes of malware, as happens in the Windows world, I might change my recommendations. But at this point, there are so few Mac malware infections, and antivirus tools are so limited, that for most users of current versions of OS X, antivirus doesn't make sense. During the Flashback infection there were accusations that Mac users were too smug, or too ill-informed, to install antivirus software. But the reality is that antivirus tools offer only limited protection, and relying on antivirus for your security is as naive as believing Macs are invulnerable.

by Tim Sullivan

Rumors and Reality

Around Apple

• "We're looking for a uniquely creative individual to help us evolve and enrich Siri, our virtual personal assistant. Siri's known for 'her' wit, cultural knowledge, and zeal to explain things in engaging, funny, and practical ways. The ideal candidate is someone who combines a love for language, wordplay, and conversation with demonstrated experience in bringing creative content to life within an intense technical environment." According to Apple, Siri could get even more interesting and fun.

Somewhere in the future, maybe: Dick Tracy's watch is becoming a reality.

And Apple may be in on it. One indicator is the deal that Apple made with the Swiss Federal Railway to use their trademarked clock-face. The purported \$21 million for the license has started speculation there's more to it than a simple design.



The previous iPod nano lineup had a square form factor that led to a small cottage industry of wrist straps to hold the device much like a watch.

A number of smart-watches are in the works: the **Pebble**, **Meta Watch**, **SmartWatch**, and **Martian Watches**.

You might ask: Just what does a smartphone do? Here's Martian's answer:



Martian Watches unites smartphones and wristwatches. The company's smart watches make ignoring a phone call just a shake of the wrist away. The analog timepieces connect to smartphones via Bluetooth and pull up information on a small OLED display. And by using voice recognition (with a noise-canceling microphone), the watch responds to voice commands to control Siri, music, the camera's shutter, texts, phone calls — pretty much everything with inputs on the phone.

One bonus of the uniting of the watch and the iPhone: The Martian leash alerts you with vibration and LED light so you don't leave your phone behind.

Ever lost your car? In an airport parking lot? On a strange city street. You need **Find My Car Smarter**. It syncs with your car's Bluetooth and automatically stores your car's location when you park. The only time you need to open the app is if you misplace your car.

Or **Sally Park**: All you have to do is open the app and touch the big "Park" button and it automatically sets your location. It also includes a parking meter timer and reminds you when you have five minutes left on the meter.

Find your local recycling center: We, by law, must recycle all electronic stuff now. Check these sites for the location of recycling centers.

In Cumberland County

http://www.ccpa.net/DocumentCenter/View/15843

In Dauphin County

http://www.ecyclingcentral.com/recycler/program_details.php?ID=3582&state=PA

Quick – how many different passwords to you

have? How many are actually committed to memory?

I have 170 passwords that I need to access various web sites. I probably have 4 or 5 memorized. And don't get me started on the IDs I need for applications. Microsoft has 28 character IDs — which cannot be copied and pasted. It usually takes 2 or 3 tries to get it entered correctly. By the way, I do have one \$20 program that has a 349 character key. I think someone out there has a demented sense of humor.

Google is experimenting with a physical device that would be analogous to a house key. Still in the prototype phase, it looks like a thumb drive. There doesn't seem to be a clear explanation of how it works, but



it is currently available for \$25. The biggest issue so far is loss or theft. I hope you have a record of all those passwords.

Java: Last month Oracle updated Java. The updated contained a previously unknown vulnerability. The hack installs malware on the computers of users who visit compromised websites, in what are known as drive-by download attacks.

Apple responded by sending out virtual "blacklists" to Internet-connected Macs, instructing them not to run certain programs. Apple is blocking the latest version of Java from running on the most recent versions of its Mac operating system, and blocking an older version, Java 6, from running on the older version of its Mac system, called Snow Leopard. The blocks affect programs and online games that use Java in Web browsers.

The abrupt no-notification action annoyed many users. There are government-run aviation-related websites that still use Java. Some bank sites also use Java.

Java seems to be a subject were people have drawn a line in the sand. Some people rely on it. On the other hand, a post on Apple support blog: "I'd say that if you require Java, it's probably time for you to start finding ways to get things done without it, if possible. For example, many people have complained because they can't access their bank sites without Java. I'd say, time to get a new bank that doesn't use insecure technology to access your account! Would you trust your money to a bank that used an old-fashioned skeleton key to lock up the vault?"

Browsers are where most home users will find Java. It is possible to disconnect Java.

• In Firefox, select "Tools" from the main menu, then "Add-ons," then click the "Disable" button next to any Java plug-ins.

• In Safari, click "Safari" in the main menu bar, then "Preferences," then select the "Security" tab and uncheck the button next to "Enable Java."

• In Chrome, type or copy "Chrome://Plugins" into your browser's address bar, then click the "Disable" button below any Java plug-ins.

• In Internet Explorer, follow **these instructions** for disabling Java in all browsers via the Control Panel. There is no way to completely disable Java specifically in IE.

February Software Review

Apple Updates

MacBook Pro SMC Firmware Update 1.6 Jan 30, 2013 - 666 KB

System Requirements

- OS X 10.6.8
- OS X 10.7.5
- OS X 10.8.2 or later

This update addresses a rare issue on some Apple notebooks where a battery that has accumulated more than 1000 charge cycles may unexpectedly shut down or stop functioning.

MacBook SMC Firmware Update 1.5 Jan 30, 2013 - 494 KB

System Requirements

- OS X 10.6.8
- OS X 10.7.5
- OS X 10.8.2 or later

This update addresses a rare issue on some Apple notebooks where a battery that has accumulated more than 1000 charge cycles may unexpectedly shut down or stop functioning.

MacBook Air SMC Update v1.8 Jan 30, 2013 - 982 KB

System Requirements

- OS X 10.6.8
- OS X 10.7.5
- OS X 10.8.2 or later

This update addresses a rare issue on some Apple notebooks where a battery that has accumulated more than 1000 charge cycles may unexpectedly shut down or stop functioning.

iOS 6.1 Software Update Jan 28, 2013

System Requirements

- iPhone 3GS and later
- iPad 2 and later
- iPod touch 4th generation and later

This update contains improvements and bug fixes, including:

- LTE support for more carriers (complete list of supported carriers at www.apple.com/iphone/LTE/)
- Purchase movie tickets through Fandango with Siri (USA only)
- iTunes Match subscribers can now download individual songs from iCloud

• New button to reset the Advertising Identifier

Brother Printer Drivers 2.10 for OS X Jan 10, 2013 - 156.05 MB

System Requirements

- OS X 10.6.1 or later
- OS X Mountain Lion
- OS X Lion

This update installs the latest Brother printing and scanning software

HP Printer Drivers v.2.13 for OS X Jan 10, 2013 - 450.57 MB

System Requirements

- OS X Mountain Lion
- OS X Lion
- OS X 10.6 Snow Leopard

by Christopher Breen

This download includes the latest HP printing and scanning software

MacBook Air EFI Firmware Update 2.6 Jan 9, 2013 - 4.76 MB

System Requirements - OS X 10.8.2

This update is recommended for MacBook Air (mid 2012) models.

This update fixes a color issue with HDMI displays connected to MacBook Air, resolves an issue with Windows which can prevent MacBook Air from booting properly, and also resolves an issue where unplugging a Thunderbolt device may cause the system to freeze when waking from standby.

Mac 911

Playing podcasts in iOS 6's Music app

Reader Arthur Cantu prefers to access all his iPhone's audio files from a single app. He writes:

I know some people thought the previous version of iOS's Music app was a little bloated, but I liked being able to listen to podcasts within it. Now it seems that I have to use Apple's Podcasts app, which I don't like very much. Is there any way for me to put podcasts into the new Music app?

There is, but what I'm about to offer is not an ideal solution. You have to meet a number of conditions for this to work. As follows:

- You must not have a copy of the Podcasts app on your iOS device. (The same applies for the iTunes U app if you'd like that content to appear in the Music app as well.) — You must not attempt to download podcasts or iTunes U content from the iTunes app on your device. If you do, you'll be told that you must have the appropriate apps installed (and that doesn't include the Music app as far as iTunes is concerned). — You must sync your podcasts and iTunes U content from iTunes on your computer. — So, in a nutshell, remove the Podcasts and iTunes U apps from your device and sync that content only through your Mac's copy of iTunes. Do that and you'll find Podcasts and iTunes U entries when you tap the More button in the Music app.

The obvious disadvantage of doing things this way is that you can't grab new podcast and iTunes U content from your iPhone while on the go (and that includes podcasts you've subscribed to). You must do your syncing from your computer as we did in the old days. Reader Ian Brazzi finds Back to My Mac's performance inconsistent. He writes:

At one time, Back to My Mac worked well for me. But in the last year or so, I find it rarely works when I'm on the road. Any reason why?

I've had the same experience. And, at least in my case, one reason it didn't work is because I hadn't set up my base station correctly.

Specifically, you first want to be sure that you have an iCloud account as that's now the avenue for using Back to My Mac. If you have an 802.11n AirPort Express or AirPort Extreme base station with the latest firmware (7.6.1 or 7.6.2) under Lion or Mountain Lion, fire up the latest version of AirPort Utility (found in / Applications/Utilities). Select your base station in the resulting window and click the Edit button in the bottom-right corner.

In the sheet that appears you'll see a Back to My Mac option. If the Apple ID tied to your iCloud account doesn't appear in this area, that's likely your problem. To resolve it, click the Plus (+) button and in the Back to My Mac sheet that appears, enter your Apple ID and password and click Sign In. Your Apple ID should now appear where it's supposed to. Click the Update button to update your base station.

If that doesn't fix the problem, here's the next step.

Launch System Preferences on the Mac you intend to use to access your remote Mac, select the iCloud preference, and uncheck the Back to My Mac option. Quit System Preferences.

When Back to My Mac won't

Now launch Keychain Access (found in / Applications/ Utilities). Select the System keychain and check that the All Items entry under the Category heading is selected. In the Search field enter back to my Mac. In the list below you should see at least one entry whose kind is Back to My Mac key. Select any of these keys that you find and delete them. Return to the iCloud system preference and switch Back to My Mac on.

What was this all about? It's possible that you had some old Back to My Mac keys left over from the MobileMe days, and those old keys were gumming up the works. If you took the trouble to follow the first of these instructions and found that there were no such keys, then the dregs of MobileMe isn't your problem.

So, what else might it be? Back to My Mac needs cooperation on both ends. While your Mac and its base station may be set up perfectly well, the router you're running through while on the road may not allow you to use the service.

Thankfully you have alternatives. The one I rely on in such situations is LogMeIn. Create a free account with LogMeIn, launch and configure the LogMeIn application on the Mac you wish to access, leave that Mac running, and access it from any computer's web browser. From that web browser you can share that Mac's screen and manipulate its files. For example, if you've left an important file at the office, you can e-mail it to yourself or add it to a Dropbox folder. And if you're using an iOS device, you can use the free LogMeIn app to do the same thing from an iPhone, iPod touch, or iPad.

Automatically add files to Dropbox

Reader Daniel Gilbert seeks to make better use of Dropbox. He writes:

Because I travel fairly often, I'm trying to make my Mac's important documents available to me regardless of where I am. And I think I've settled on Dropbox being the way to do that. The problem is that I often forget to save these files to my Dropbox folder. Can you suggest any ways to make saving files to Dropbox easier?

I'd be happy to. Let's start with files from the Finder.

Launch Automator and in the workflow template chooser that appears select Service and click Choose. Configure the top of the workflow to read Service receives no input in any application. From Automator's Library pane choose Files & Folders and then drag the Get Selected Finder Items and Copy Finder Items actions into the workflow area. Open your Dropbox folder (found, by default, in your user folder), and create a folder for your important files (Important Files, seems like an appropriate name). Drag this folder to the Copy Finder Items action. Now choose File > Save, name the workflow something like Copy To Dropbox, and click the Save button.

Lauch System Preferences, select the Keyboard preference, click the Keyboard Shortcuts tab, select the Services entry

in the left side of the window, and scroll down the list to the right until you locate the Copy to Dropbox service you created. Click on the Add Shortcut button and press a keyboard shortcut that you'd like to use to trigger the service.

Now, when you want to copy files to your Dropbox folder, just select them in the Finder and press this keyboard shortcut.

That's convenient when you want to move files after you've saved them, but what about saving files to such a Dropbox folder directly from within an application? Here's how.

Within the Finder drag your Important Files folder into a Finder window's sidebar so that it appears under the Favorites heading. Launch an application, create a new document, and save it. Within the Save sheet that appears, click on the Where pop-up menu and select your Important Files folder (which appears under Favorites) in the resulting menu. Your file will be saved and synced with Dropbox.

If there's a small fly in this ointment it's that any time you save a new file you have to click on that Where menu and navigate to your Important Files folder as you can't choose it as a default save location nor assign a keyboard shortcut to it so that you can move to it quickly. Of course that can be addressed with the correct utility.

And that utility is St. Clair Software's \$35 Default Folder X. Using Default Folder you can assign a hotkey to a particular folder and easily navigate to it by pressing that key combination while in a Save or Open sheet. You can also set any folder you like as an application's default save location.

Anticipating comments, no, it's not worth \$35 to gain these couple of features. But Default Folder X does far, far more, as explained by our own Dan Frakes:

"This systemwide utility adds much-needed improvements to OS X's Open and Save dialog boxes. As the name implies, it lets you assign a default folder for each application, but it also makes it easy to access recently used and favorite files and folders, as well as open Finder windows, from within Open and Save dialogs."

[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 **T**

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