

printout

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



Meet us

Tuesday, September 16, 2014 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 © 2014, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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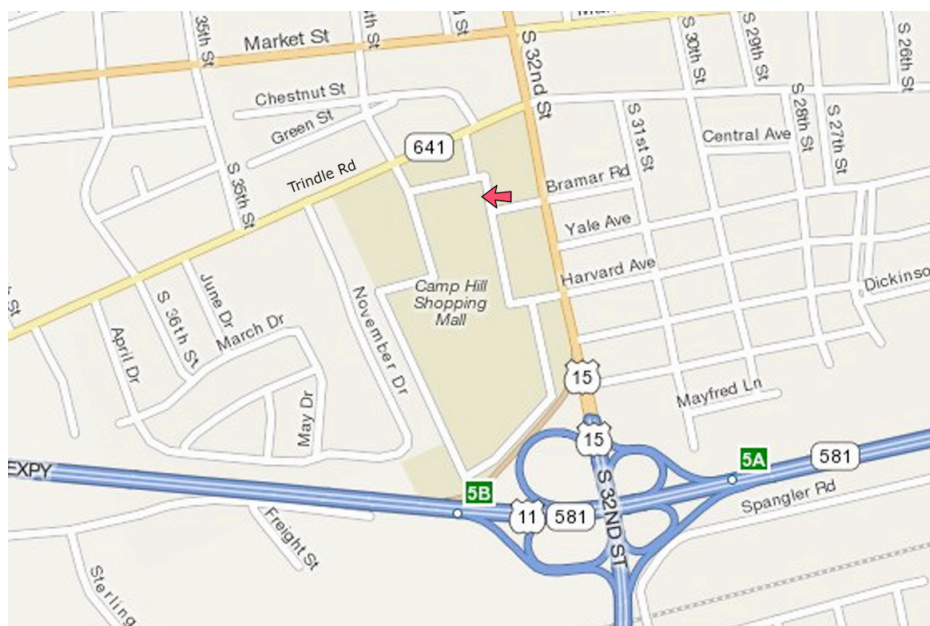
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Why iWork Had to Change (and What That Has to Do with Aperture)

Apple recently announced it is phasing out Aperture and iPhoto in favor of a new Photos app for both iOS and OS X ([“Say Goodbye to iPhoto and Aperture,”](#) 27 June 2014).

I can hear you thinking (yes, I can do that), “What does Aperture or iPhoto have to do with iWork?” Here’s what: once again, I’m seeing comments pop up in various places asserting that Apple’s goal when it reworks its software is either the deliberate “iOS-ification” of the software, or deliberately “dumbing it down.” Right after the Aperture/iPhoto news broke, in fact, I saw one commenter (no link, because I don’t want to embarrass the person) write that the replacement of Aperture by the yet-to-be-released Photos app is just like what Apple did when it (purportedly) replaced Pages on the Mac with the iOS version.

Yes, that is what the commenter claimed happened last October with iWork. That’s flat out wrong, of course: Apple did no such thing with Pages, nor with the rest of iWork, and I’m pretty sure that Apple won’t be doing that with Aperture.

Now, I won’t deny that each of the iWork apps lost a lot of features when their new versions were released last October. But after studying one, Pages (after all, I am writing [“Take Control of Pages”](#)), I can declare that Apple has not deliberately “dumbed down” Pages, nor has the Mac version undergone “iOS-ification” (whatever that is supposed to mean anyway). What Apple has done is to ensure document integrity when a Pages document travels from Mac to iOS and back. Providing that integrity is what made the iWork reboot necessary, and something like that is what is behind the transition from Aperture (and iPhoto) to Photos.

Let’s think back to how things worked with iWork last September. Suppose you created a Pages document on your Mac and saved it in iCloud as Apple encouraged you to do. Then you opened the document on your iPad, and you saw, to your disappointment, that some fonts had changed and that layouts had shifted. So you sighed and went back to your Mac and opened the document with Pages there, and you discovered — now, to your horror — that the changes you saw on your iPad had carried over to the Mac. Then you said a few words that I won’t repeat here.

The true “dumbing down” was what happened to iWork documents as they traveled across platforms.

This doesn’t happen with the new iWork apps. Over the past few months, I’ve flung Pages documents from my Mac, to my browser, to my iPhone, to my iPad, and back

to my Mac, and never once saw a layout shift or a font get changed as a result of the document’s peregrinations. To be sure, if I use a font on the Mac that iOS doesn’t provide, the document *does* look different in iOS: that’s because Pages for iOS provides a substitute font for display purposes. But the iOS app also *remembers* the font I originally used, and when the document gets back to my Mac, that font shows up again right where it belongs. (In my few experiments with the other iWork apps, Numbers and Keynote, I saw similar examples of document integrity being preserved as I moved documents between platforms.)

So much for dumbing down. Now what about iOS-ification?

As I said, I’m not quite sure I know what that term even means, but I think it might mean that the apps all look alike and act alike, whether on an iOS device or a Mac. If so, that’s certainly not true of Pages, or of the other iWork apps, and I don’t think that is what is going to happen with Photos either.

First of all, the apps don’t look alike; in the case of Pages, I have hundreds of screenshots that prove just the opposite. Yes, there are some similarities. For example, the default guide colors in Pages for Mac and Pages for iOS are the same. And, yes, that is a trivial example: I chose it because most of the examples of iOS-ified appearance in the Mac app are trivial. The similarities between the Mac iWork apps and their iOS counterparts are skin-deep, designed to create a family resemblance between the Mac and iOS apps.

I’m fine with that because, regardless of their superficial similarities, each of the apps works the way you expect it to work on its respective platform. For instance, on the Mac, you can position an object precisely on the page in a Pages document by entering coordinates in the Format Inspector, whereas on an iPad you use multi-touch finger gestures to move objects precisely. You get the same result, but you do it in quite different ways; the apps *don’t* act alike.

Nor do the Mac and iOS apps provide identical capabilities: the Mac Pages app provides a lot more functionality than the iOS app. Take styles, for instance: you can apply paragraph, character, or list styles in either app, but you can create new styles only on the Mac. There are dozens of places in my Pages book where I point out that one feature or another is only available on the Mac.

So much for iOS-ification. That’s not what’s going on with the Mac apps either.

What is going on, as I said, is that Apple is making sure that the documents handled by its apps on any of its platforms retain their integrity. This means that opening up a Keynote presentation on an iPad won't discard carefully applied transitions because of a missing animation, or that opening a Pages document on an iPhone won't permanently blow out your document's layout because a font is missing.

To achieve this, Apple rebuilt the iWork apps from the ground up. In the process, some features in all the iWork apps were lost (though in fact, [Apple promised](#) to restore many of the missing features over time and has begun to do so). Apple is likely doing something similar with Photos, developing data and metadata implementations that can work efficiently for images across all the platforms that Apple supports. Some features will almost certainly be lost. And some of them will come back later, along with new features. (For a more detailed analysis of what is going on with Aperture, see Jeff Carlson's "[Aperture's Golden Hour](#)," 2 July 2014.)

Behind all of this re-engineering, of course, is iCloud. As [Tim Cook pointed out](#) more than two years ago, iCloud is "not just a product, it's a strategy for the next decade." Apple imagines an ideal customer who has several different Apple devices (or, better yet, all the devices), and who freely bounces documents between them, with iCloud

transparently managing the handoffs. As I pointed out in "[iCloud: The Anti-Social Network](#)," 6 February 2014, Apple sees iCloud as a digital hub that connects your Apple devices, allowing seamless access to your information from any device. But unless the apps on all of Apple's platforms can provide a good user experience and *not damage the data* in the process, the iCloud digital hub would be almost useless.

And that's exactly what Apple is doing with iWork: making sure that when you store an iWork document in iCloud, you won't damage it no matter the device you open it on. The previous generation of iWork apps was not designed for a seamless, cross-device, cloud-managed experience — how could they be? There was no App store when they were in development, nor was there an iPad, and iCloud was something called MobileMe (about which the less said the better). For Apple to provide a seamless, cross-device, cloud-managed experience, it had to build its apps with that experience in mind — patching old code just won't cut it.

So what's behind Apple's rebooting of iWork, and what's driving the move from iPhoto and Aperture to Photos? I think the answer is clearly cloudy. ☁

by Josh Centers

Six Useful Apple Accessories

There are endless mountains of accessories for your Apple products, and, let's be honest, most are junk. If you've been in the Apple world for any length of time, you've probably accumulated a closet full of iPhone cases, adapter cables, keyboards, screen protectors, and other bric-a-brac.

After over a year of being a professional technology writer, I've amassed far more than my fair share of crud, but I have found six gizmos that truly do improve my everyday Apple experience.

Skiva USBLink Duo 2-in-1 Cable — The Lightning port found in Apple's newer iPhones, iPods, and iPads is great, providing quick charging and unidirectional insertion. But as with many things Apple, it's nonstandard. Most devices from other companies, such as Amazon's Kindles and Android phones, and even iPhone battery packs and iPad keyboard cases, charge using a micro USB plug.

If you're primarily an Apple household, it might not make much sense to keep a micro USB cable plugged in all the time. That's where Skiva's ingenious [USBLink Duo 2-in-1 Cable](#) comes in handy. On the surface, it appears to be a normal one-meter Lightning cable, but when you remove the cap, a micro USB plug is revealed underneath. The USBLink Duo 2-in-1 [retails for \\$15.99](#), but availability is limited.



MagCozy — Speaking of proprietary Apple cables, do you have one of those [MagSafe to MagSafe 2 converters](#) to use your older Apple power supplies with newer MacBooks? That adapter is tiny, and easily lost, which is where [MagCozy](#) comes in.

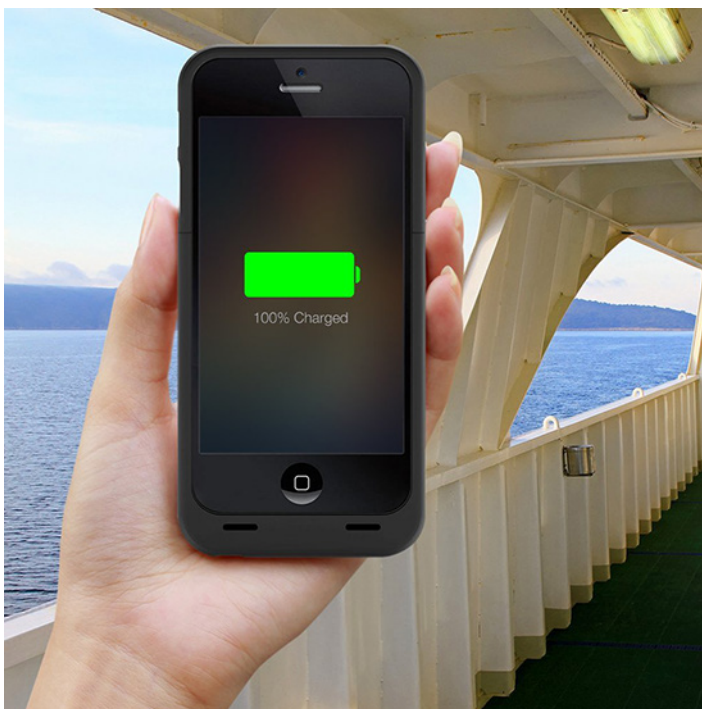
Similar to the design of the aforementioned Skiva cable, the MagCozy tethers the MagSafe 2 adapter to your MagSafe cable, whether it's a T-style or L-style. You can attach and detach the adapter at any time, but it remains secured to your cable — and out of your couch cushions. The MagCozy comes in seven colors (including Glow in the Dark), and costs \$9.99 for two.



Lenmar Meridian — I wouldn't want to use one all the time, but a battery case for your iPhone is handy to have when traveling and in case of emergency.

Before I left for Macworld/iWorld 2014, I picked up the [Lenmar Meridian iPhone 5 Power Case](#) (\$89 list; [\\$65 at Amazon](#)), which came [recommended by The Wirecutter](#). It's about half the price of the popular [Mophie Juice Pack Plus](#), and has a beefier battery — 2,300 mAh versus the Juice Pack's 2,100 mAh.

The few times I've had to use it, the Lenmar Meridian has served me well, giving me a full 24 hours of battery life without a full recharge, and without being too obtrusive. Unfortunately, it doesn't fit the iPhone 5c.



iSlip Lite — The first time I saw the [iSlip Lite](#) from Cooper Product, I found myself asking, "What the heck is this thing?" It's an elastic band with microfiber on one side. The idea is that you wrap it around your iPad's case, then take it off to clean your screen.

That sounded lame, until I figured out a better way to use it. Slide the iSlip Lite over the middle panel of your iPad's Smart Cover, with the elastic facing out, then fold the Smart Cover into a triangle. The flat side of the triangle is now a cleaning surface, turning your Smart Cover into a big fingerprint eraser for your iPad. [The iSlip Lite costs \\$5.99](#), and comes in a variety of colors and patterns, if that floats your boat.



Magnetic Organization System — If you house your MacBook on your desk, as I do, you probably also have to deal with the annoyance of your cables falling behind your desk when you unplug them.

The [Magnetic Organization System](#) (MOS) is a clever gadget that attaches to your desk via suction (or to a wall with an included adhesive circle). Inside, there's a magnet that latches onto the ends of USB and DisplayPort cables, keeping them from dropping to the floor. For non-magnetic cables, such as Ethernet cables, the MOS comes with three magnetic cable ties that you can attach to make them cling.

The MOS retails for [\\$19.95 for the plastic versions](#) and [\\$39.95 for aluminum](#). A set of three extra cable ties sells for \$5.00.



Nimblstand — Do you struggle with finding a place for your iPad and/or iPhone on your desk? The [Nimblstand](#) is an innovative solution. It's a plastic stand that attaches to your Apple Wireless Keyboard, with a slot that can hold an iPad in landscape orientation, or an iPad and iPhone together in portrait orientation.



Another interesting use for the Nimblstand is as a kind of easel for drawing on your iPad. If you turn the Nimblstand so the keyboard is facing away from you, the iPad is at

an ideal angle for drawing. To this end, the Nimblstand features a slot to hold a stylus and a hole to hold a stylus upright.

Much as I like it, I have two minor reservations about the Nimblstand. First, I wish it were aluminum instead of plastic, which feels cheap and clashes with the keyboard's aesthetics. Second, the Nimblstand comes with a couple of adhesive foam blocks to attach inside its slot to accommodate the thinner bezel of the iPad Air. Having to stick little foam blocks to the stand feels kludgy.

The [Nimblstand](#) retails for **\$39.99** by itself, or for \$56.99, you can buy one bundled with a Wacom Bamboo stylus.

Do you have a favorite Apple accessory that you use every day? Tell us about it in the comments! 🗨️

by Steve McCabe

Charge Your Electronics Before Flying, or Risk Losing Them

Keeping up with technology is hard; keeping up with the regulations surrounding technology is much, much harder.

The latest development for the traveling techie is the news that the American Transportation Security Administration (TSA) will start requiring, at some overseas airports, that electronic devices flying into the U.S. must be capable of being turned on. "Powerless devices will not be permitted onboard the aircraft," the TSA's announcement states, adding that some travelers may be subjected to "additional screening."

The logic behind this announcement is that a cell phone or laptop that can be powered up during a security screening must, therefore, be so utterly chock-full of electronics and batteries that there simply would be no room left for an explosive. NBC News reports that the new measures come as a response to fears that western fighters in the Syrian civil war might try to smuggle small-but-powerful bombs onto U.S. aircraft. The enhanced security measures are apparently being implemented in airports in Europe, the Middle East, and northern Africa, and are being applied to passengers on flights headed directly for American destinations. Details remain sketchy at the moment — the TSA, in characteristically mysterious fashion, are releasing few details of the new measures. According to NBC, the enhanced screenings are taking place at airports in London, Frankfurt, and Paris, but the TSA are not specifying which other ports may be included.

The United States government cannot enforce its own new security procedures outside American territory; the new requirements are being enacted by the aviation security services of countries out of which flights for the United

States leave, partly because any country that fails to do so Security canceling flights from those countries in the future.

One country that seems unlikely to face such non-compliance actions is the United Kingdom. The TSA's announcement was made on July 7th; on July 8th, the British government's Department for Transport announced that they would be taking similar steps, screening passengers both entering and leaving the UK. The BBC reports that the new requirement is now in place at Heathrow Airport. But while passengers now face the possibility that they may not be able to take their electronic devices on board if they aren't demonstrably charged up and working, an informal survey by the BBC at Heathrow's Terminal 3 reported a number of unused electrical outlets in a cafe there.

It remains unclear exactly how the TSA and their overseas counterparts will conclusively judge that an electronic device is sufficiently functional that it can be brought on board. The "if it lights up, it's safe" criterion does seem a little flawed, but at least the new rules bring a little consistency to a previously randomly applied policy that saw laptops being pulled out of bags to be X-rayed, but not netbooks, or, possibly, tablets.

But the question of the efficacy of the new system must be raised. If a cell phone is large enough that if one could, if hollowed out, contain enough explosive to do significant damage, then how hard would it be to fit that much explosive inside a laptop and still make it sufficiently functional to pass this test? Remove the hard drive from a MacBook Pro, for example, replace it with something worryingly bangy, and when you push the power button, the thing will chime, the screen will light up and there'll be a flashing question mark on the screen. Will a TSA agent have the

specialized knowledge to know the significance of this? Will the same agent have the breadth of specialized knowledge to recognize similar red flags on other platforms?

Perhaps a few standard chargers — an Apple MagSafe connector, a Lightning connector for new iOS devices, a micro USB cable, or even a legacy Dock connector — might be installed at security checkpoints to allow people to prove that, even if they're dead, their devices are still benign.

by Jeff Carlson

Aperture's Golden Hour

In photography, the “golden hour” is that slice of time just before and after sunset when the sun is low in the sky and the light is often bronze-hued and dramatic. It's one of the best times of the day to capture photos, but the good light too soon rolls over into darkness.

Apple's professional photo-management application, [Aperture](#), has enjoyed an extended golden hour. Although [Adobe Photoshop Lightroom](#) long ago dominated the market, Aperture has held on in development limbo — working fine (but sludgy, in my experience) for those who use it, but not updated in any meaningful way. Now, its light is close to winking out: Apple announced last week that it will soon halt development of Aperture.

Replacing it — and iPhoto, too — is the forthcoming Photos application for OS X, which Apple teased with a brief demo at the Worldwide Developer Conference (WWDC) in June. Photos is patterned after the updated [Photos app under iOS](#), and it's due to arrive in early 2015.

If you've idly considered a jump to Lightroom, now is the time to start thinking more seriously about the transition. However, there's no immediate rush. Apple plans to update Aperture to work with OS X Yosemite, making the software usable for at least another year.

As is often the case with Apple, information about the move away from Aperture is scarce. The company contacted some professional photographers and news outlets to seed the news with a short statement (I first read it at [The Loop](#)):

“With the introduction of the new Photos app and iCloud Photo Library, enabling you to safely store all of your photos in iCloud and access them from anywhere, there will be no new development of Aperture. When Photos for OS X ships next year, users will be able to migrate their existing Aperture libraries to Photos for OS X.”

Aperture currently supports the existing iCloud Photo Stream capability, but it's a bolted-on feature that I suspect most photographers, pro or amateur, either ignore or don't interact with much. iCloud Photo Library, announced at WWDC, will store all your photos on Apple's servers, accessible via the Photos apps on iOS and OS X (see

Certainly, some form of last-resort charging system might not be a bad idea — now that we're allowed to use our devices throughout flights, we're likely to see an increasing number of passengers bringing them, and while we're resigned to having tubes of toothpaste confiscated at the security checkpoint, it's less likely that passengers will be so sanguine if the man in the blue shirt tries to take an iPhone away. ☞

[“Apple Unveils iOS 8 and OS X Yosemite at WWDC,”](#) 2 June 2014).

And here's where we're currently wandering in the weeds amid the fading light. In Apple's typical way, it's looking ahead to the next solution and not, at least based on outward appearances, to the present. Photography, it turns out, is a special case.

The Photo Data Problem — We'd like to think photos are just like other data: discrete files in formats that can be read by several programs, scattered on one or more hard disks. On one level, a picture isn't much different from a Microsoft Word file. You can even select a photo or document in the Finder and press the spacebar for a large-size Quick Look preview. But photos have two characteristics that set them apart.

First, photos contain a lot of other information — metadata — that describes aspects of them other than basic image capture data. An application like Aperture tracks information such as keywords and location data that may not be written to the image file. (JPEG files, which make up the bulk of all photos, store that data within the file itself, but many photographers choose to capture photos in raw formats that are treated like film negatives: metadata is either tracked by the photo application or exists in “sidecar” files that accompany the original image.)

Aperture (and iPhoto) also feature many tools for editing images. Photographers don't want to permanently alter their original shots, so the application also tracks what's changed in a photo to be able to revert back to the unretouched state.

This leads to the second characteristic of photos: We typically interact with them as a larger collection of images, not individually. We import dozens or hundreds at a time from our cameras or iPhones and examine them as a body before drilling down to work on single shots.

So with the new Photos application, Apple isn't just updating an application, it's *updating everyone's image libraries*. You're probably not going to start fresh with an empty Photos library when the software is released. You're going

to bring all (or most) of the photos you've captured and stored in iPhoto, Aperture, or other software.

Let's compare this situation to other application rewrites in Apple's recent past.

When Keynote was rebuilt and released as version 6.0, it didn't support some features present in Keynote '09. That was certainly annoying, but in most cases people don't need to open old presentations. They build a new presentation using the latest version, or they convert one or two files and work around the limitations. There's often a line in the sand after which you don't need to access most older files.

Apple has a notorious history of clear-cutting old software to make room for new in this way. iMovie, for example, gained a brand new approach with iMovie '08, but didn't catch up to the previous version's feature set for a couple of revisions. And many Final Cut Pro users are still hanging onto their editing systems three years after the introduction of Final Cut Pro X. The ones who did make the switch wisely completed projects in the old version and reserved Final Cut Pro X for use with new projects.

With photos, however, you can't just disregard old photos and move forward with the new, unless you're willing to make a clean break and risk that your old library may become inaccessible. Part of having a photo library is to be able to reach into it to find old images. Abandoning a mature application like Aperture, where users probably manage thousands or tens of thousands of images, is complicated.

(I go into much greater detail about managing photos in my book [Take Control of Your Digital Photos](#), which favors Lightroom but also includes information about working with Aperture and iPhoto.)

Oh, and I almost forgot to mention a third characteristic: photos are also deeply personal artifacts that represent our fondest memories, and people get extremely emotional if their images are lost or needlessly duplicated during the conversion between applications and versions. (Backups! Backups! Backups, my friends!)

Expectations of the Photos App — Fortunately, Apple knows all of this. To revisit Apple's statement: "...users will be able to migrate their existing Aperture libraries to Photos for OS X."

Aperture and iPhoto share the same database format, so you can currently open iPhoto libraries in Aperture and vice-versa without losing metadata or adjustments; iPhoto just ignores what it doesn't understand. No doubt the shift to a compatible library format, which happened two years ago, presaged the move to Photos for OS X.

But what will Photos offer in terms of features? Right away, it will have to fulfill a lot of expectations:

- It will need to *seamlessly* open iPhoto and Aperture libraries. Perhaps Apple is keeping the same library format and building up from there. The key will be how much of a hassle the migration process is.
- It will need to preserve all metadata entered using iPhoto or Aperture. That's a small order for iPhoto, but professionals take advantage of the many ways photos in Aperture can be tagged (keywords, ratings, color labels, flags).
- It will need at least some advanced features that Aperture users take advantage of, such as metadata presets for applying information to photos during the import stage.
- It will need robust raw image format support. Aperture and Lightroom initially appealed to photographers because their adjustment tools work directly with raw images; the advanced adjustments are limited when working with JPEG images. Camera manufacturers use proprietary raw formats in their cameras, resulting in the applications being unable to process files from the newest cameras on the market until updates arrive. Lightroom has traditionally held the edge in this department because Apple updates its raw support at the system level, not the application level, although the frequency of updates has improved over the last couple of years. More important, Photos will need to incorporate the same fine-tuned raw adjustments that Aperture uses now.
- It will need to handle *edited* photos cleanly, retaining adjustment histories if possible or, more likely, the ability to discard all edits and revert back to the original. What we don't want to see are hundreds of unwanted duplicates created by edited versions of photos.

Chances are, unless Apple has really spent all this time building a deep application while ignoring Aperture and iPhoto, Photos for OS X will fall down in one or more of those areas. (I'd love to be proved wrong.) But Apple's pattern of re-engineering applications and releasing them with core — not comprehensive — functionality doesn't make me optimistic. Features present in old versions may not appear for several incremental releases of the new versions as initial bugs are worked out.

For iPhoto users, that isn't a concern. Aperture users will likely move to something else and see if Apple is interested in wooing them back in the future.

Photo Assistants — Then again, maybe Apple is taking Photos in a different, modular direction. According to a [report by Ars Technica](#), Apple said it will allow third party extensions, presumably similar to the capability coming in iOS 8. Want better black-and-white conversions than what Photos offers? Load a [Nik Silver Efex Pro module](#).

Or (and I'm completely speculating here), maybe Apple wants to get off the raw image train and let Adobe pick up the slack by enabling customers to process images using [Adobe Camera Raw](#). That would contradict Apple's inclination to make the photo experience fall entirely under

its umbrella, but perhaps the company is content to focus on core functionality instead.

Morning Light — Photographers wake up early to take advantage of the light at sunrise as well as at sunset. Often, driving or hiking to a scenic location in the dark, you

don't know whether the light and sky at dawn will be dramatic or muddled with clouds. So, you set up your camera, breathe in the morning air, and hope for the best. Photos for OS X looks to be a new day for Apple and photographers. 📷

by Tim Sullivan

Rumors and Reality

Around Apple

- Mac OS X 10.10 (Yosemite) will feature an end-to-end redesign. There will be a new look: similar toggle designs to iOS 7, sharper window corners, more defined icons across the system, and more white space than the current version.

There will be more convergence with iOS where it makes sense. Major features such as Finder, Mission Control, and multitask will remain.

- Down the road
 - Song identification: Siri would listen to a song playing and use Shazam's database to id the track.
 - Apple acquired BookLamp, a reading recommendation app. Based on your reading preferences, the application would suggest other books for you to read.
 - Apple TV has become more of a priority. Look for new content and Siri-based voice control
- You can buy and download almost as many tracks as you want from Apple. But tracks loaded from other sources are limited to 25,000. Be advised — do not go over that limit. You will enter the Twilight Zone where very strange things will happen: errors connecting to servers and inability to upload or download. Removing tracks from iTunes probably won't help.

Consider creating a second library. You can then move music back and forth

- The current system font, Lucida Grande, will be replaced by Helvetica Neue.

Lucida Grande

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Lucida Grande is a humanist sans-serif typeface. It is a member of the Lucida family of typefaces designed by Charles Bigelow and Kris Holmes. It has been used throughout Mac OS X user interface since 1999, as well as in Safari for Windows up to the browser's version 3.2.3 released on 12 May 2009.

Apart from Mac OS X, many websites and blogs use Lucida Grande as the default typeface for body text, for example Facebook and many phpBB message boards.

Helvetica Neue

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Helvetica (Latin for Swiss) has the style which was associated with Swiss typography in the 1950s and 1960s. It is perfect for international correspondence: no ornament, no emotion, just clear presentation of information. Helvetica is still one of the best selling sans-serif fonts.

Neue Helvetica is a reworking of the typeface with a more structurally unified set of heights and widths. Other changes include improved legibility, heavier punctuation marks, and increased spacing in the numbers. The design was launched in 1983.

- The new iPhone could include a new sensor: a barometer. A barometer is a sensor commonly used for measuring altitude and the sensor is already found in Android devices such as the Galaxy Nexus. A barometer sensor could be used by hikers, mountain climbers, bike riders, and enthusiasts who want accurate knowledge into their current altitude. Barometers, via air pressure data, also measure temperature and weather information.

- In a deal that could deepen Apple's sales to corporations and strengthen IBM's position in business software, the two companies announced a wide-ranging partnership intended to spread advanced mobile and data analysis technology in the corporate world.

IBM and Apple have been working together on the venture for several months, and they are jointly working on more than 100 business software programs developed exclusively for Apple's iOS operating system and for use on iPhones and iPads. The applications will be tailored for use in industries including retail, health care, transportation, banking, insurance and telecommunications.

To run Yosemite, users will need Macs with 2GB of RAM, at least 8GB of available storage and at least OS X 10.6.8 already installed on the device, in order to be able to download Yosemite from the Mac App Store.

The full list of Yosemite-compatible Mac models, as listed by ArsTechnica follows below:

- iMac (Mid-2007 or later)
- MacBook (13-inch Aluminum, Late 2008), (13-inch, Early 2009 or later)
- MacBook Pro (13-inch, Mid-2009 or later), (15-inch, Mid/Late 2007 or later), (17-inch, Late 2007 or later)
- MacBook Air (Late 2008 or later)
- Mac Mini (Early 2009 or later)
- Mac Pro (Early 2008 or later)
- Xserve (Early 2009)

Check the Apple menu > About This Mac > More Info. It should indicate which Mac you are using.

Apple's new HealthKit platform and Health app for iOS 8 acts as a central location for users to store and share health data from third-party apps, but Apple is also supporting some Bluetooth accessories natively in the Health app. That means that some accessory manufacturers will be able to skip the process of developing a companion app for their product and instead allow HealthKit to automatically connect to and control the device itself.

Heart rate and blood pressure monitors, glucose sensors, and health thermometers will be build into the watch.

Changes in iOS 8:

- **Extensive customization** User will be able to Customize everything including fonts, text colors and highlights.

- **Private lives**

iOS 8 randomizes MAC addresses when scanning for Wi-Fi networks. The effect will be to stop retailers and location tracking firms from spying on iPhone users as they go about their day.

- **Split-screen view**

- **Camera**

My wish list for my camera includes GPS and time-lapse photography. Actually my iPhone will have both when iOS 8 gets here. Check [here](#) to see what you can do with time-lapse on the iPhone.

iPhone 6's camera is expected to include a wider aperture, a time-lapse mode, a filter for color shifts, and possibly some form of image-stabilization feature. Despite wide-spread demand, it seems unlikely that it will support RAW images owing to the massive hard drive demands of the file type.

- **Find your car**

Apple is developing a Maps feature that will help users find their parked cars.

- **Mass transit Maps**

Apple is working on transit direction features for Maps.

- **New Apps**

Apple may introduce new apps, including a standalone version of iTunes Radio, and some form of TextEdit and Preview, along with the capacity for third-party apps to access Siri. There will also be a Buy button situated on Control Center when listening to iTunes Radio

- **New keyboard**

You'll be able to use alternate keyboards on your apps.

- **Song ID**

Apple's Song ID feature ties Shazam search into Siri.

- **Weather**

Apple's Weather app won't use Yahoo for its meteorological information any more — instead it will take data from the Weather Channel.

- **Notes**

You'll be able to pop a photo into the Notes app; you'll also be able to hide images within the Photos app.

- **Recover**

You'll be able to recover deleted images. (Although I wouldn't wait too long. It could get over-written.)

- **New lockscreen**

Apple is opening up the lockscreen for a number of creative ideas:

- the ability to show apps on your lockscreen — even if you don't have the app installed — triggered by iBeacon.
- The Continuity feature being built into OS X and iOS will show an icon on the iOS screen when you are working on the OS X platform. The file will be available for completion on either platform.
- Third parties already access the lockscreen. [Slidelock Locker](#) allows notifications to appear on your lockscreen and even supports touch-free viewing of those notifications. And the anonymous chat app called Wut pops messages right up on top of your lockscreen as push notifications.

- **Photos**

Apple has begun notifying users of the soon-to-be-defunct iPhoto for iOS to migrate their iPhoto data to the totally revamped Photos app in iOS 8, as part of Apple's new photo strategy being rolled out this fall and early next year. While photo data can be migrated out of iPhoto, Apple warns that Journals, Slideshows and Book layouts will no longer be available going forward.

Migrate photo library: It's important to recognize that you don't need to immediately block off the next week to migrate your photo library. iPhoto still works and Aperture will be updated to work with OS X Yosemite, scheduled to appear this fall (likely October). That gives you at least a year — assuming Apple won't continue to support Aperture in the next OS X revision after Yosemite — to plot a strategy, and more important, to evaluate options as they arrive.

Second, Apple has said that users will be able to migrate their existing photo libraries to Photos for OS X when the application arrives in "early 2015." We don't yet know what that migration process will look like, but it will probably be a built-in step the first time you run Photos that converts the library, just as previous updates to iPhoto and Aperture have done over the years.

A big advantage on this front is the fact that iPhoto and Aperture share the same library format. Currently, you can open a photo library in either application without converting the data.

Check [here](#) for direction on how to move your photo library to a Finder folder. 📁

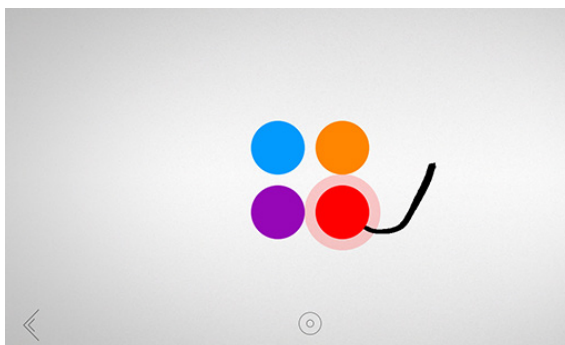
Jul - Aug Software Review

FunBITS: Blek Is a Curvy Challenge for iPhone and iPad

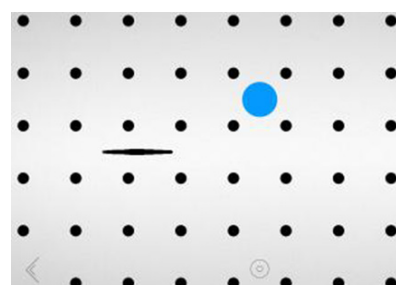
by Josh Centers

Though Independence Day has passed here in the United States, there remains, at least in my neighborhood, a month-long nightly barrage of outdoor explosions. Maybe, like me, you need a nice, quiet way to unwind. If so, you may want to check out Apple Design Award-winner [Blek](#), a game based on calligraphy by developer Denis Mikan. Blek is \$2.99 in the App Store (28 MB).

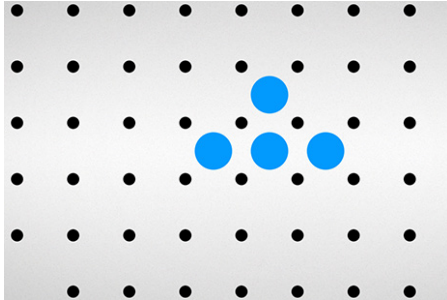
A game based on calligraphy? Here's how it works: you have to burst colored bubbles by drawing lines. That might sound dull, but what makes Blek brilliant is how the lines take off like an ink snake after you draw them. Draw a straight line and it will shoot straight out. Draw an arc and it'll scamper off the bottom of the screen, but if you draw an arc that ends in an opposing curve, it'll loop up and down across the screen like a waveform. To get a better idea of how the mechanics work, watch the [official trailer](#).



Figuring out those mechanics become essential when black dots are introduced, which act like black holes, sucking your line into oblivion. The trick then becomes drawing a line in such a way so it curves around the black dots while hitting the colored ones. Each level can be a frustrating exercise in trial and error, but fortunately, if a plan doesn't come together, you can merely draw another to start fresh.



Another trick to the game is that your line will bounce off the sides of the screen but vanish into the top and bottom. It's a key mechanic in many levels, where you have to angle the line in such a way that it will loop around the black holes, hit the colored ones, then bounce off the side and up at such an angle to hit another set of colored dots — while not crossing over the top or bottom edges of the screen. It's a game that takes rigorous thought to succeed.



That's really all there is to Blek. It's a simple, nearly Zen-like experience, but with over 60 levels, it will leave you challenged for a long time. [The New Yorker](#) included [Blek](#) in its 2013 list of elegant iPhone games, and [Mike Fahey of Kotaku](#) named [Blek](#) "the most brilliant game I've played all year." Blek is the best of mobile gaming in its purest form, a kind of touch-based game too simple to be feasible on a traditional game console, but nevertheless a fulfilling experience. 📱

Apple Updates

iTunes 11.3

Jul 10, 2014 – 239.6 MB

System Requirements

- OS X 10.6.8 or later
- 400MB of available disk space
- iTunes in the Cloud, iTunes Match, and iTunes Radio availability may vary by country
- iTunes Radio requires OS X 10.7 or later
- iTunes Extras requires OS X 10.9.3 or later

iTunes 11.3 includes all-new iTunes Extras for HD movies. iTunes Extras can include behind-the-scenes videos, short films, high-resolution image galleries, director's commentary, scenes, and more. These immersive iTunes Extras can also be enjoyed on Apple TV with Software Update 6.2 now, and will be available on iOS 8 this fall.

New iTunes Extras will be automatically added to your previously purchased HD movies as they become available — at no additional charge.

OS X Mavericks 10.9.4 Update (Combo)

Jun 30, 2014 – 958.2 MB

System Requirements

- OS X 10.9

The OS X Mavericks 10.9.4 Update is recommended for all Mavericks users. It improves the stability, compatibility, and security of your Mac.

This update:

- Fixes an issue that prevented some Macs from automatically connecting to known Wi-Fi networks
- Improves the reliability of wake from sleep
- Includes Safari 7.0.5

OS X Mavericks 10.9.4 Update

Jun 30, 2014 – 283 MB

System Requirements

- OS X 10.9

The OS X Mavericks 10.9.4 Update is recommended for all Mavericks users. It improves the stability, compatibility, and security of your Mac.

This update:

- Fixes an issue that prevented some Macs from automatically connecting to known Wi-Fi networks
- Improves the reliability of wake from sleep
- Includes Safari 7.0.5

Security Update 2014-003 (Mountain Lion)

Jun 30, 2014 – 139.3 MB

System Requirements

- OS X 10.8.5

Security Update 2014-003 is recommended for all users and improves the security of OS X.

Security Update 2014-003 (Lion)

Jun 30, 2014 – 134 MB

System Requirements

- OS X 10.7.5

Security Update 2014-003 is recommended for all users and improves the security of OS X.

ProApps Codecs 1.0.5

Jun 27, 2014 – 2.6 MB

System Requirements

- OS X 10.6 or later

This update adds the following video codecs:

- Apple Intermediate Codec
- Apple ProRes
- AVC-Intra
- DVCPRO HD
- HDV
- XDCAM HD / EX / HD422
- MPEG IMX
- Uncompressed 4:2:2

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

Java for OS X 2014-001

May 29, 2014 – 63.98 MB

System Requirements

- OS X Lion 10.7 or later
- OS X Mountain Lion 10.8 or later
- OS X Mavericks 10.9 or later

Java for OS X 2014-001 includes installation improvements, and supersedes all previous versions of Java for OS X. This package installs the same version of Java 6 included in Java for OS X 2013-005.

Digital Camera RAW Compatibility Update 5.05

May 15, 2014 – 7.3 MB

System Requirements

- OS X Mountain Lion 10.8.5 w/ iPhoto 9.4.3 or Aperture 3.4.5
- OS X Mavericks 10.9 w/ iPhoto 9.4.3 or Aperture 3.4.5

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

- Canon EOS Rebel T5 / 1200D / Kiss X70
- Canon PowerShot G1 X Mark II
- Nikon D4S
- Sony Cyber-shot DSC-RX10

OS X Mavericks 10.9.3 Update (Combo)

May 15, 2014 – 947.2 MB

System Requirements

- OS X Mavericks 10.9

This update:

- Improves 4K display support on Mac Pro (Late 2013) and MacBook Pro with 15-inch Retina Display (Late 2013)
- Adds the ability to sync contacts and calendars between a Mac and iOS device using a USB connection
- Improves the reliability of VPN connections using IPsec
- Includes Safari 7.0.3

OS X Mavericks 10.9.3 Update

May 15, 2014 – 461.7 MB

System Requirements

- OS X Mavericks 10.9.

This update:

- Improves 4K display support on Mac Pro (Late 2013) and MacBook Pro with 15-inch Retina Display (Late 2013)
- Adds the ability to sync contacts and calendars between a Mac and iOS device using a USB connection
- Improves the reliability of VPN connections using IPsec
- Includes Safari 7.0.3

Canon Printer Drivers 3.0 for OS X

May 8, 2014 – 257.2 MB

System Requirements

- OS X Lion or later

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

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