April 2015 Vol. XXVI, No 4





KeyMac Annual Auction Bring money. Bring food.

Keystone MacCentral is having its annual auction on Tuesday April 21 at our regular meeting room in the

> Education Room of Bethany Village West Maplewood Assisted Living (Bld 21) 5225 Wilson Lane Mechanicsburg, PA 17055

For those unfamiliar with our meeting room, there is a map at the back of this newsletter. The auction is open to both members and non-members so bring a friend.

Bethany Village is party friendly. KeyMac will supply soft drinks and a few munchies. Wendy has promised to bring chili. We will gladly accept any other offerings!

Once again we will have a great list of vendors participating this year thanks to Eric Adams. That means lots of great software and hardware for you to bid on and great values. A great deal of thanks goes to the vendors who have been very supportive of users groups like ours. Go to our web site to see the latest list of goodies.

Come to what promises to be an enjoyable evening. \Box

Meet us at Bethany Village Retirement Center Education Room 5225 Wilson Lane, Mechanicsburg, PA 17055

Tuesday, April 21, 2015 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 © 2015, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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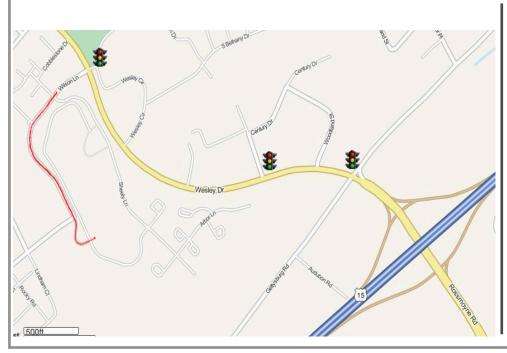
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Keystone MacCentral Essentials

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Mailing Address

310 Somerset Drive Shiresmanstown, PA 17011

Keystone MacCentral Minutes March 17, 2015

Business Meeting

We have been receiving items for the auction on a daily basis, so we should have plenty of items to bid on during our annual auction at the April meeting. Proceeds will help us pay our annual insurance bill. Webmaster Thomas Bank II continues to update the list of items received for the auction on our web site.

Click on a few links to get additional information on items that interest you and remember to support our contributing vendors. Jim Carey suggested that Eric Adams contact Kelby One and Lynda.com to see if they would donate a one month trial offer to view their training videos.

Q&A & Comments

We watched a video on net neutrality, followed by a discussion of the impact of legislative action. Charles Palenz has noticed some bugs in Yosemite, particularly one he encounters when sorting emails in Mail. A problem with the cursor disappearing when using Microsoft Word was mentioned, with a restart needed to make it appear again. The disappearing cursor might be a Word problem rather than a Yosemite one.

Someone mentioned that deleting photos from an iPad does not automatically give you all of that storage space back. Linda Cober brought in brownies to celebrate St. Patrick's Day. Thanks Linda. They were delicious.

Program Notes

Tom Bank, Sr. demonstrated Aurora 3D Text and Logo Maker and showed us how he creates 3D logos. The program includes a number of templates to get you started. Start by typing in your text to see a 3D effect, with modifications that can be done around x, y, and z axises. Files can be exported as JPEG files. There are a lot of options for text transformations. Tom showed us a number of them. Text can be animated with many different effects and the animations can be exported as animated GIFs or movie files. Each letter can have its own animation style. Tom showed us samples of the work he has done with the program. He has provided us with a user group discount code for this app as well as Aurora's other applications. Tom also mentioned some good user generated videos available on YouTube. The discount code and links for the videos can be found elsewhere in the newsletter.

After Tom's demonstration, we watched the second half of a video on the care and handling of SD camera cards. When you delete photos from a card, some information is still present on the card taking up storage space until it is overwritten. Rather than erasing all of the pictures after they have been downloaded to your computer and backed up, you can reformat the card to create a clean directory. You should format new cards before using them.

When the photo app you are using asks if you want to delete photos, you should use the computer to format the card while it is still in the camera.

The video explained the various classes of SD cards as it relates to bus speed and storage space. Of course, your camera must be capable of using a card to its potential. Be careful loading and unloading cards from your camera to prevent problems. Make sure that power is off in the camera before inserting or removing cards. If you have multiple cameras, cards should be formatted for use with each camera. After this part of the program, Jim Carey showed us an easy drag and drop method to combine movies into one file using QuickTime Player.

If you are a person who likes to experiment with software, you can sign up for Apple's Beta program using your Apple ID. You will probably want to try beta software using a secondary computer. In a video we viewed, Garrick Chow demonstrated a beta release of Apple's Photos app. He warned not to delete your iPhoto or Aperture libraries before using Photos. Be sure you have backups in a secure location. The actual photos will still be in those libraries. Photos will point to their location for its purposes. Photos automatically creates albums and moments. Moments are photos grouped when taken in one location on one date. Browsing in Photos presents you with Year, Collection, and Moments views. Photos can crop and straighten photos. Garrick demonstrated some of the adjustment options. Changes are non-destructive. Still in beta is the ability to sync photos with iCloud Photo Library across all of your devices.

Aurora3D Software

Aurora has a number of 3D programs. The more expensive ones add the ability to produce video products, as for television advertisements, and provide much greater user control of icon and other 3D element movement along paths during a much longer presentation. Any of these programs can be used for production of commercial quality still or animated video elements, and anyone who purchases these programs could easily set up a sideline or retirement business making logos or advertisements on a commercial basis.

The URL for Aurora's product list is: http://www.presentation-3d.com/products.html Additional information is available for each product by clicking the "More Info" button to the product's right. Aurora will give our users' group members a 30% discount for any or all of their software based on this URL's listed pricing. Members should use the SWREG coupon code: 45K2D46D6E to buy any of the software, which will result in the 30% discount when the bill is calculated. Clicking on the "Buy Now" buttons will take members a second page, where they must use the SWREG purchase link: http://www.presentation-3d. com/buy.html. Note that KeyMac Members don't need the extended download service, so please remove it on your order, because you always can download from the website, without limits.

So:

1. Make your selection at http://www.presentation-3d. com/products.html .

2. Clicking on the "Buy Now" button to go to: http:// www.presentation-3d.com/buy.html 3. Click on the Trash Can to the left of the Extended Download Service line.

4. Add 45K2D46D6E to the Coupon Code field to get the 30% discount.

- 5. Update the Cart.
- 6. Choose your payment type.

Suggested YouTube Videos about Aurora 3D Text and Logo Maker

• Aurora 3D maker text & logo english spoken <https://www.youtube.com/watch?v=qx5ASSX27sc&spfreload=10>.

• Aurora 3D logo and Text Tutorial <<u>https://www.youtube.com/watch?v=_DOfoiQLTTc&spfre-load=10></u>.

• Aurora 3D Maker for Mac - Create 3D Text, Logo, Title Animation and Effects

<https://www.youtube.com/watch?v=fXxX6Db9Uo0>.

- Aurora 3D Animated titles, step by step tutorial <<u>https://www.youtube.com/watch?v=7PrHZMolcFo&spfre-load=10</u>>.
- Aurora 3D Text and Logo Maker/ Review <<u>https://www.youtube.com/watch?v=5Bo15XkZjWc&spfre-load=10</u>>.
- And a list if the Aurora 3D Text & Logo Maker features is at:

<http://www.presentation-3d.com/products/maker-3d/ m3d-features.html>.







How to Say "No Thanks" to Verizon's Supercookie

Much virtual ink has been spilled discussing Verizon Wireless's so-called "supercookie." While it may sound delicious, it's actually a threat to your privacy, and Verizon customers can finally opt out of it.

You're probably familiar with standard Web cookies, which are small pieces of data stored by your browser to retain information. Cookies are mostly used to make Web sites work better, such as keeping you logged in to a Web site across launches or maintaining the contents of an online cart as you shop. However, cookies can also can be used for less constructive purposes, such as tracking your online activity in order to serve you targeted ads. You may not like everything cookies are used for, but they're hard to live without. Most Web browsers help you block "third-party cookies" (such as those used by ad networks), and browser plug-ins such as **Disconnect** can block even more unwanted cookies while allowing useful ones.

So what makes Verizon's supercookie different? It's created not by a Web site you visit, but by Verizon itself. It takes the form of a unique identifying number inserted into all of your HTTP requests to load Web sites, called a Unique Identifier Header (UIDH). Verizon Wireless began setting these supercookies in 2012, and it sells the resulting data to advertisers, who use it to better target advertising to you. It would be like your phone company listening in on your phone calls and interrupting every so often with special offers.

Supercookies are worse than regular cookies for a few reasons:

• They offer no benefit apart from possibly more targeted ads.

• They are inserted by Verizon, whom you're already paying for service.

• Supercookies can't be deleted, or avoided with browser privacy modes.

• Because of the way Verizon inserts the UIDH, third parties can intercept it and use it to track your online activity.

Thanks in part to **pressure from the U.S. Senate**, Verizon is now allowing customers to opt-out of supercookies.

Here's how:

- Log into your Verizon Wireless account.
- If you're not taken there automatically, click My Verizon.
- Click Manage Privacy Settings in the left-hand sidebar.

• Under Relevant Mobile Advertising, find the column that says, "No, I don't want to participate in Relevant Mobile Advertising," and select each phone line under that column, or click Select All.

• Click Save Changes.

ave for you and certain co terest categories provided wner), we will determine rogram uses a unique iden sing a different unique ide lows select advertises to ressages to mobile device:	s device, you often see advertising on websit summer information such as your device type, to us by other companies (such as gender, a whether you fit within an audience category titler that is inserted into certain web traffic to d fulfier we create when you register on our we use information they have about your visit on our network. This means ads you see may u personally outside of Verizon as part of this p	language preference and demographic ge range, sports fan, frequent diner, or that an advertiser is trying to reach. eliver ads to your mobile device. In addi belles we mark your account in a way s to online websites to deliver marker be more relevant to you. We do not si
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If you see nothing under Relevant Mobile Advertising, your ad blocker may be preventing you from seeing those settings. Either disable it, or disable it for that specific page, and reload.

While you're reviewing your privacy settings, you may also wish to opt out of Verizon Wireless sharing your Customer Proprietary Network Information Settings and using your mobile usage information for Business & Marketing Reports.

You can also opt-out with a phone call. Here's how:

- Dial 1-866-211-0874
- Enter your Verizon Wireless phone number
- Enter your billing account password

• Press 3 to edit privacy settings for both Business & Marketing Reports and Relevant Mobile Advertising

• To opt out for all lines on the account, press 2

The account owner should receive a free text message to verify the updated privacy settings.

How can you be sure that opting-out worked? Pick up your mobile device, disable Wi-Fi, and head over to amibeingtracked.com via cellular Internet. Click Test Now, and the site will tell you if Verizon is tracking your Web browsing.



Our test detected that your carrier is Cellco Partnership DBA Verizon Wireless.

Congratulations! According to our test, you are not being tracked by your carrier. But other people are being tracked, and that's not ok. Verizon informs me that it could take up to a week for the updated privacy settings to take effect, so don't be alarmed if the supercookie doesn't crumble right away.

Should you be concerned if you use a different cellular carrier? In the United States at least, probably not. AT&T had been testing supercookies, but announced last year that **it would phase them** out; our tests have confirmed that. Other major carriers, such as Sprint and T-Mobile, have not been known to use supercookies. And given the bad publicity that they've garnered for Verizon Wireless, I wouldn't be surprised to see them tossed in the compost soon.

by Michael E. Cohen

Apple Unveils More Apple Watch Details

At Apple's "Spring Forward" event, the company revealed more details about the pricing and availability of the Apple Watch, as well as a few more examples of Apple Watch apps and capabilities.

Trail of Tiers — As was well known before the event, the Apple Watch will be available in three basic tiers: the Apple Watch Sport, featuring anodized aluminum bodies in two colors, each with a pair of fluoroelastomer bands; the standard Apple Watch, with a stainless steel body and a wider range of included bands; and the Apple Watch Edition, featuring an 18-karat gold body and a more expensive range of bands. Now we know what the starting prices are for each tier:

• Apple Watch Sport: The least-expensive tier, the Apple Watch Sport starts at the previously known price of \$349 for the 38 mm body. Apple is charging a \$50 premium for the 42 mm body, raising its price to \$399. Models are available in anodized aluminum space gray and silver, with fluoroelastomer bands in five colors. Each Apple Watch Sport comes with two bands.

• **Apple Watch:** The stainless steel Apple Watch occupies the midrange tier, with prices for the 38 mm model starting at \$549 and going up to a breathtaking \$1,049, depending on the band; the 42 mm Apple Watch will range in price from \$599 to \$1,099.

• **Apple Watch Edition:** The fewest details were given for the high-end 18-karat gold Apple Watch Edition model. We now know that it will be in limited supply and that the price will start at a whopping \$10,000 and will top out at the stratospheric price of \$17,000, depending on band. Only select stores will be selling this luxury item. If you can afford an Apple Watch Edition, we have a fine online publication you can **support**.

You will be able to acquire **additional bands** for your Apple Watch, but they won't come cheap either: the least expensive, a Sport Band, will siphon \$49 from your Apple

Pay account, and the Link Bracelet, the most expensive, will set you back \$449.

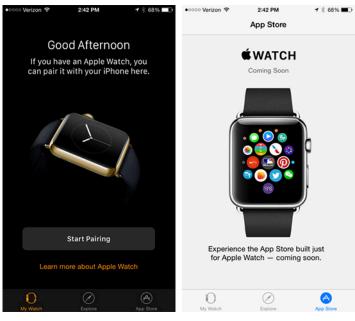
Apps and Battery Life – A fair portion of the event was taken up with a look at the apps and functionality available. Independent apps such as MLB At Bat, Uber, and Instagram were shown, along with apps designed for travelers, including flight tracking and hotel door-key apps, and, of course, health apps that track your activity and remind you to stand up if you've been sitting too long.

The built-in apps include such long-time favorites as Phone, Mail, Messages, Calendar, Maps, and Weather, along with useful newcomers like Camera Remote, which acts as a viewfinder and shutter release for your iPhone camera. The Remote app will help you control your Apple TV — no more searching under the sofa cushions for that elusive remote! In case you forget that your Apple Watch is a timepiece, the built-in apps include World Clock and Stopwatch.

Third-party apps include obvious ones like Twitter, entertainment apps like Shazam and Fandango, commerce apps like Citi Mobile and eBay, and even such special purpose apps as AMPLIFi Remote for tuning your electric guitar.

As we've known all along, though, nearly all these apps are really iPhone apps that communicate with the Apple Watch: for example, your MLB app may show you up-tothe-minute game results on your watch, but the app itself is running on the iPhone and sending those results to the watch for display.

With iOS 8.2 (which was released following the event, see "Apple Releases iOS 8.2 with Apple Watch Support," 9 March 2015) comes a new Apple Watch app, which you can use (once you have your Apple Watch) to pair your Apple Watch with your iPhone. It also provides a direct path to the Apple Watch section of the App Store, where Apple Watch-enabled apps are offered. To help you become familiar with your Apple Watch, the app provides links to videos demonstrating its use.



Siri provides much of the interactive capability of the Apple Watch: you speak to your watch (raise your wrist and say "Hey, Siri") to invoke many of the device's features. However, you must have an iPhone paired with the watch and within range for this to work. Luckily, "in range" does not mean "in your pocket or within Bluetooth range": the Apple Watch can also communicate with your iPhone if it is on the same Wi-Fi network. Those who are old enough to remember **Dick Tracy** (who?) and his wrist radio will be pleased to know that the watch can function as a wristworn speakerphone — again, in collaboration with your iPhone.



All of these apps and capabilities, of course, consume power. Tim Cook said that the Apple Watch was designed with an "all day battery" which provides enough **power for 18 hours of "typical" use**. This means, of course, that the more attractive that Apple Watch apps become to use, the more likely it is that such "typical" usage patterns may change, driving the hours between required recharges down.

The inductive charger included with the Apple Watch is easy to connect — it snaps into place magnetically — and can recharge a completely depleted Apple Watch in about two and a half hours according to Apple. Additional chargers can be purchased separately: a charger with a 1 meter cable lists for \$29, while a charger with a 2 meter cable costs \$10 more.

Availability – Apple has finally announced when the watches will be available: pre-ordering starts on 10 April 2015, and the devices ship on 24 April 2015. Purchasers can preview and configure their purchases both in the online Apple Store and in physical Apple Stores; the latter will have special tables set up to display and demonstrate the devices. Initially, the Apple Watch will be available in ten countries with more to follow shortly.

Given the steep prices, not everyone who has an iPhone will want an Apple Watch, but if you do, start saving now and get ready to enjoy the sound of money whooshing from your pocket toward the money pits beneath Cupertino. It will be a mighty wind.

Apple Watch Crash Course — If you want to learn more about the Apple Watch right away, allow us to recommend our latest ebook, Jeff Carlson's "Apple Watch: A Take **Control Crash Course**." It has only 23 tightly written pages now, but is carefully designed to help you choose an Apple Watch, understand what it can (and cannot) do, learn how it stacks up against the smartwatch competition, and explain how you'll interact with it. Because the 1.0 version is so short, we're selling it for only \$5, half what it will cost once Jeff gets his own Apple Watch and can document it fully. Everyone who buys now will get a free update to the more comprehensive 1.1 version, which we plan to publish in May. Of course, like all our Crash Course titles, you'll be able to ask Jeff questions that can help guide the next version. **♂**







Net Neutrality Passes, Eliminating Broadband Restrictions

The FCC has voted, 3 to 2, in favor of adopting the Open Internet Order, which reclassifies broadband Internet service as a "telecommunications service" under Title II of the Communications Act (for background, see "FCC Goes All-In on Net Neutrality," 7 February 2015). The FCC also voted to overturn certain state restrictions on municipal broadband networks.

The actual rules have not yet been released publicly, and it could be several days before we know the details. For now, all we have to go by is the FCC's **press release**, which summarizes the new rules.

The main provisions are the so-called "Bright Line Rules," which ban three practices that the FCC said harm the open Internet. To quote:

• No Blocking: broadband providers may not block access to legal content, applications, services, or non-harmful devices.

• No Throttling: broadband providers may not impair or degrade lawful Internet traffic on the basis of content, applications, services, or non-harmful devices.

• No Paid Prioritization: broadband providers may not favor some lawful Internet traffic over other lawful traffic in exchange for consideration of any kind — in other words, no "fast lanes." This rule also bans ISPs from prioritizing content and services of their affiliates.

In addition, the rules give the FCC the power to act as a referee between broadband providers and customers, and require broadband providers to disclose promotional rates, fees, surcharges, and data caps in a consistent format. Additionally, the FCC will also act as a referee for interconnection disputes between broadband providers and content providers.

While broadband providers are now technically subject to Title II regulations, there are a few that will not apply, such as rate regulation and Universal Service Fund contributions. Also, broadband service will remain exempt from state and local taxation.

One interesting thing I noticed about the wording of the press release is that the FCC prefers the term "broadband providers" over "Internet service providers." Given that the FCC recently **redefined broadband** as transfer speeds of 25 Mbps down and 3 Mbps up, could that mean that slower Internet connections are not covered?

One thing is for sure: the telecommunication companies are hopping mad. Verizon released an angry press release condemning the vote in **Morse code**, with a translated version appearing to be drafted with a **typewriter**. The press release, mockingly dated 26 February 1934, claims that the Internet now falls under rules from the 1930s.

There is little doubt that major telecom firms will sue. The Republican Congress isn't pleased either, but for the most part, it has **conceded to the Obama administration**. However, some Republicans are still looking to push forward with a bill that would bring some new broadband regulations, but would also defang the FCC on Internet matters.

The FCC also voted to **preempt laws** in Tennessee and North Carolina that prevented municipalities from expanding their broadband networks (I discussed these in "Net Neutrality Controversy Overshadows U.S. Broadband Woes," 19 February 2015). However, this move does not affect the 18 remaining states with similar laws.

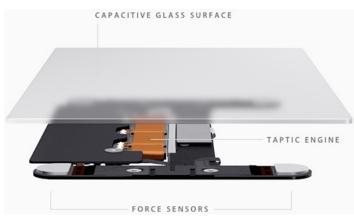
by Julio Ojeda-Zapata

Force Touch Trackpad Makes MacBooks More Compelling

I've always been conflicted about Apple's trackpads. I admire their comfort and precision, but I'm just more effective with a mouse. I'm also overwhelmed by all the trackpad features — I can never remember all the multi-finger taps and gestures, much less put them to practical use. So when Apple announced the Force Touch trackpad, with yet more input options, I was skeptical.

The Force Touch trackpad is currently exclusive to the just-refreshed 13-inch MacBook Pro with Retina display. It will also be found on the new 12-inch MacBook, due early next month (see "New 12-inch MacBook Joins Updated MacBook Air and MacBook Pro," 9 March 2015). I've been using it on a 13-inch MacBook Pro with Retina display for a few days.

"Force Touch," which sounds like a kung fu fighting move, refers to new capabilities that simulate the sensation of a mechanical click even though the trackpad surface scarcely moves at all. Instead, the trackpad uses sensors to detect finger presses and responds with haptic vibrations.



This is almost indistinguishable from a physical click and is likely to fool anyone who is unaware there is a new trackpad. I had to watch my finger clicking on the new trackpad to be certain I wasn't using an old Apple trackpad with traditional mechanical movement.

TechCrunch's Matthew Panzarino does a good job of **explaining the trackpad technology**:

There is a set of vibrating motors underneath that provides "force feedback," also known as haptics in some applications. This feedback fools your finger into believing that you've pressed down on a hinged button, the way your current trackpad works. This feedback relies on phenomenon called lateral force fields (LFFs), which can cause humans to experience vibrations as haptic "textures." This can give you the feel of a "clickable" surface or even depth. The Force Touch feature of the new trackpad allows you to press "deeper," giving you additional levels of tapping feedback. The effect is done so well that you actually feel like you're pressing down deeper into a trackpad that still isn't moving at all. It's so good it's eerie.

Force Touch is more than a parlor trick. It brings with it new capabilities. In addition to the standard simulated clicking, you can press down a bit more firmly to "forceclick." When you do so, you feel not one but two distinct clicks. And depending on where your cursor is pointing when you do this, different things happen.

Apple has a **long list of capabilities** on its site, but key examples include force-clicking a file icon to see a Quick Look preview, a point on a map to put a pin in a location, a reminder or event to see the details inspector, a link in Safari or Mail to see an inline Web preview, and text in a Web page or a Mail message to conjure up a window with relevant dictionary or Wikipedia information. It's unclear exactly how Apple chose these actions, or how they differ conceptually from Control/right-click actions.



Increasing finger pressure on the trackpad makes video in QuickTime Player and iMovie fast-forward and rewind more quickly, and accelerate zooming in the Maps app. You also feel haptic feedback when aligning annotations in a PDF, dragging an iMovie clip to its maximum length, and snapping an iMovie title into place, among other actions.



Eventually, third-party developers will be able to tap the trackpad's new capabilities to, for instance, add pressure sensitivity to drawing applications. Such a feature is already present in Apple's Preview app, which lets you vary the thickness of a line you're drawing based on how hard you press the trackpad while doing so. This also works when marking up a Mail attachment.



On a more basic level, the new Force Touch trackpad replicates familiar features found on the mechanical trackpad, such as dragging a file with thumb and forefinger. It feels a bit better to do this with the Force Touch trackpad because click pressure can be adjusted from "light" to "firm" in the Trackpad pane of System Preferences, something that wasn't an option with mechanical clicking. I prefer "medium" pressure.

The Force Touch trackpad retains older capabilities. Tapping lightly with two fingers is still an equivalent of a mouse right-button click. Also present is the one-finger "tap to click" feature that some other Mac users dislike; I've long loved it. All the other gestures for dragging, zooming, rotating, and the like are there as well; I've just never found them compelling enough to integrate them into my fingers.

I wonder if I'll come to regard Force Touch as indispensable, or pointless. I can't answer that with just a few days of use, but I am leaning towards the middle ground of liking, but not needing, the new capabilities.

For example, I typically use Quick Look by selecting a file or folder and then pressing the Space bar. I could forceclick the file instead, but is that easier or more convenient? A little bit, maybe.

Going down the list of Force Touch actions, none make me want to cry out, "Wow, I'm glad I can now do that." But as these become ingrained in the Mac landscape, it's entirely possible I'll embrace some of them. They're not game-changing, but they certainly are cool and fun.

In other words, the Force Touch trackpad alone is no reason to rush out and buy a new MacBook. But the new features are more evidence that Apple leads the way in trackpad design. I expect PC notebook makers to mimic Force Touch capabilities in short order.

Execution is everything, and the Force Touch trackpad has been implemented impeccably as far as I've seen so far. It just works, and is a welcome addition to the MacBook line. I hope Apple makes it possible for desktop Mac users to join the Force Touch party too, with an updated Magic Trackpad.

Excellent though it is, I'm still a mouse guy. That said, if key Mac apps start providing interesting Force Touch feedback capabilities that go beyond Apple's basics, I may have to reconsider.

by Adam C. Engst

Apple Watch: Your Personal Technology Rorschach Test

With Apple's announcement of pricing details and a ship date (24 April 2015) for the Apple Watch, the technology echo chamber has gone into overdrive, with predictions ranging from complete flop to mind-blowing success. The truth undoubtedly lies somewhere in the middle, since failure is almost inconceivable for a product with Apple's design and engineering chops behind it, not to mention the company's marketing muscle and unlimited budget. On the flip side, the Apple Watch cannot possibly match the iPhone in terms of success, not least because it requires an iPhone and offers little functionality that goes beyond what the iPhone provides.

Here's where the Rorschach ink blot test starts — what you think about the likely success of the Apple Watch probably says quite a bit about how you view Apple. Those of us who pay close attention to Apple seldom bet against the company, since Apple has repeatedly proven its ability to identify a target market, meet that market's needs, and continue to execute over time. But we're also victims of selection bias, since there are an awful lot of people out there who know or care little about Apple, many of whom may have iPhones, but a majority of whom rely instead on Android smartphones.

Here's an experiment to try. Identify several friends who aren't involved in the tech industry in any way, explain the Apple Watch to them, and see if they think they'd be interested. I did this with a friend who's a massage therapist and does all her work on an Android smartphone and tablet, both purchased because they were cheaper than the iPhone and iPad. She had no trouble understanding what the Apple Watch offered and even picked up on the fashion angle for some potential buyers, but was shocked at the pricing and was concerned about what would happen to it in several years.

It's particularly interesting to see how people react to the Apple Watch's pricing. Previously, Apple had said only that the Apple Watch would start at \$349, generating vast amounts of speculation about how the more expensive models would be priced. It was all wasted brain cycles, of course, because it's not as though you could change your behavior in any useful way based on a prediction, correct or not. Now we know that the Apple Watch Sport will cost \$349 (38 mm) or \$399 (42 mm), the Apple Watch will range from \$549 to \$1,099 depending on size and band, and the gold Apple Watch Edition will start at \$10,000 and top out at \$17,000.

How you view those prices is another ink blot in the Rorschach test. Personally speaking, I grew up on a small farm and for the first 10 years of my life, my parents were trying to be entirely self-sufficient. Even after they eventually settled for jobs, their income didn't hit some definition of middle class until I was almost out of high school. In short, it's hard for me to spend money at all, and that's exponentially true for luxury items.

Yes, I'll buy an Apple Watch Sport because it's essential for our business that I know about it (and as an athlete, I want to evaluate Apple's fitness claims), but I'd have a hard time justifying the mid-level Apple Watch, and the Apple Watch Edition is utterly unimaginable for me. If I'm going to buy something, it needs to be highly functional and improve my life in a real way. But that's me, and clearly, lots of people spend vast sums of money on luxury items that have no practical value — they're shopping for entirely different reasons.

Where I suspect many long time Apple customers feel discomfort is not actually in the prices, but the fact that Apple is presenting us with a purchasing decision that doesn't hinge on quantitative specifications, and instead on intangible factors like emotion, desire, and affirmation of social status. That's a major shift. Apple has never before presented us with a model choice that couldn't be resolved by evaluating functionality. Spend more on a desktop Mac and you get more performance or a larger screen. Spend more on an iPhone or iPad and you get more storage or better connectivity. Increased price has always been associated with a quantitative benefit, and you can match that to your functional needs. For those of us who instinctively avoid luxury brands, being given a choice between different Apple Watch models that are functionally identical is uncomfortable.

Plus, while Apple has changed over the years, this is the company whose first Macintosh marketing slogan was "The computer for the rest of us." While never the cheapest, Apple's technology has always been welcoming and inclusive, and the Macintosh was a force for the democratization of technology, breaking down hierarchies and control structures. The iPod and then the iPhone may have had an elitist cachet briefly, but quickly became so widespread that using one in public in no way made a statement about class or wealth.

With the Apple Watch, though, Apple has changed the equation. Paying more doesn't get you a more functional Apple Watch, it gets you a more expensive Apple Watch that everyone can see on your wrist. Does the stainless steel Apple Watch really cost \$200 more to make than the aluminum Apple Watch Sport? Is there really \$10,000 worth of gold in the Apple Watch Edition? Of course not. Apple is setting these prices so consumers can choose how much they wish to spend and in doing so, make a statement about what sort of people they are and what socio-economic class they belong to. I wonder if I'll ever see an Apple Watch Edition in the wild.

Regardless, the next Rorschach ink blot comes when pondering the future of the Apple Watch. The only statement from Apple on this topic is that the battery is replaceable; **TechCrunch claims the battery will last around three years.** The bigger question is if Apple will make upgrades to the Apple Watch available.

Those who are dubious of Apple's commitment to current customers (as opposed to attracting new ones or generating upgrade revenue) will consider the Apple Watch a deadend purchase that will end up in a drawer alongside that old iPod nano. It's not like you can upgrade any other Apple device these days. Conversely, optimists who like to imagine the most efficient technological solutions will instead posit that Apple will come up with a way of swapping the guts of the Apple Watch for newer hardware. That would also protect the future value of the Apple Watch Edition for those who can't imagine buying a \$10,000 watch that may lose its functionality in a few years.

Extend that to the next generation of the Apple Watch. I think there will be one. As Jeff Carlson, author of our "Apple Watch: A Take Control Crash Course," commented in a staff discussion, the investment in research and manufacturing infrastructure to make the Apple Watch is staggering. Even if this initial model of the Apple Watch isn't an instant best-seller, Apple will continue to add capabilities (standalone GPS and a waterproof case, please!) and further miniaturize the components. Or at least that's how I see things, since I'm a technology optimist — I always see better gear just around the corner. But that's a long way to look into the future — not everything Apple touches turns to gold, and I suspect that those who believe Apple hasn't been the same since Steve Jobs died may see the Apple Watch as indication of how Apple is continuing to wander.

Personally, once I tamp down my discomfort with how Apple has positioned and priced the different Apple Watch models, I'm excited to get my hands on one and see how it integrates into my life. And once I do, I'll hold out hope that becoming addicted to the Apple Watch won't result in a \$400 biennial tax and a trail of obsolete hardware, either because the initial model holds its own functionally for much longer or because Apple provides some sort of hardware upgrade to keep it sufficiently capable. But that's just me. How about you?





by Tim Sullivan

Rumors and Reality

Updating Java, while not as consistently annoying as Adobe's Flash Player, happen now and then. The latest update automatically installs a Web browser add-on for Ask.com. Ask.com then replaces you search engine of choice.

If you're careful when you update Java, you can avoid downloading the Ask.com bloatware by unchecking the option during the installation process. Users who skip the options can manually uninstall the software in each browser, and reset the homepage.

Trackpads are evolving. Apple has introduced pressure sensitive trackpads. They are currently available on 2015 MacBook and 13-inch Retina MacBook Pro.

The new Force Touch trackpad adds new features within certain apps on OS X. With this, you now have the ability to Force Click (a click with a continued press) on specific items to perform different actions.

Some Force Click feature:

- Rename any label
- Preview any file
- Preview Calendar dates
- Click on any date to create an event
- Drop a pin in Maps
- Pressure sensitive zoom in Maps
- Lookup the definition of any word
- Pressure sensitive fast forward
- Show all windows from an open app
- Right click on certain dock icons
- Edit contact details
- Add a contact with number or email address
- Preview any link (Safari only)
- Show Do Not Disturb options in Messages
- Pressure sensitive drawing

Apple Watches might be the next big thing for Apple and maybe for the road warriors who need to stay connected. People will not be as apt to check their iPhone every few

minutes. As much as I like the watch feature, it is not worth the probable \$500 to \$600 I would need to get version 1 of the watch.

But, Sean Udall, CIO of Quantum Trading Strategies and author of The TechStrat Report, speculates that upgrading the watch could be done. The processor and battery could conceivably be swapped out quickly and easily making the purchase of the watch a long term investment.

By the way, check out this **article** for a very interesting read on the development of the watch.

Top-Level Domains (TLDs) are those identifications that come after the "dot" used for web sites. Internet industry regulator ICANN (The Internet Corporation for Assigned Names and Numbers) is in the process of reorganizing the internet through the introduction of more than a thousand new web address endings.

The TLDs will help categorize the web sites. Some samples include dot-bar, dot-rest (for restaurants), and dot-design

Mice are evolving. Logitech has introduced the **MX Master**. It sells for \$100. From the **reviews** and **Logitech's sales pitch**, it looks like a good investment. Besides improvements in scrolling and customizable buttons, the mouse takes a shot at replacing some trackpad gestures. The mouse can emulate a number of trackpad gestures using the Gesture button and several side wheels.







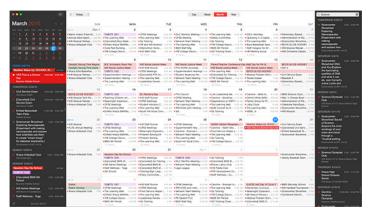
March Software Review

Fantastical 2 Aims to Replace Apple's Calendar

by Adam C. Engst

Bundled apps — such as Apple's OS X Calendar — tread an uneasy path. It is of course a good thing that every Mac user has access to a generally capable calendaring app for free — that's necessary to ensure that OS X remains competitive with other operating systems. However, bundled software has a chilling effect on competition, and thus on innovation. It's hard to make a business case for the time and effort necessary to create a new app when you have to convince every customer to switch from a free alternative that's already installed.

It's always refreshing to see a Mac developer step up to take a swing at the incumbent, and that's just what Flexibits is doing with **Fantastical 2**. The initial version of Fantastical was a focused menu bar utility that extended Calendar by showing your schedule with a click and making it easy to enter new events with natural language processing. Flexibits has now expanded Fantastical beyond the menu bar, making it into a standalone app with a full calendar window with standard day, week, month, and year views.



Notably, Fantastical boasts a left-hand sidebar that shows a mini month view and a highly useful list of both upcoming events and dated reminders (a quick click on a checkmark button switches the list to show only reminders). In this respect, it's extremely similar to the company's well-regarded versions of Fantastical for the **iPhone** and **iPad**, and if you already like one or both of them more than iOS 8's Calendar app (as I do), you'll be at home in the Mac version.

Rather than just tie into Calendar's data, Flexibits wrote their own native CalDAV engine for Fantastical, which gives it direct access to iCloud, Google Calendar, and Yahoo Calendar. It also brings in and displays to-do items from iCloud (the things you'd usually access in Apple's Reminders app), and can show birthdays and anniversaries based on date information stored in Apple's Contacts app.

That can add up to a lot of calendars, and perhaps the most welcome innovation in Fantastical is its concept of calendar sets. It's not hard to turn individual calendars on and off in Apple's Calendar, but it gets tedious fast, so most people don't bother. With Fantastical, you can easily separate sets of calendars, so, for instance, I can hide personal calendars for the school district and various clubs I'm in while pondering Take Control release schedule weeks. You switch between calendar sets using a pop-up menu at the bottom of the left-hand sidebar, but Fantastical can even change them automatically based on your Mac's location. This is welcome — there's far too little locational awareness among Mac and iOS apps.

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When you want a new event, just double-click the appropriate day or click the plus button at the top of the sidebar. Either opens a new event popover into which you can type event details like "Snowshoeing at Hammond Hill at 6:30." Fantastical turns such text into an event titled "Snowshoeing" with a location of "Hammond Hill" and a start time of 6:30 PM. You can define alerts to be applied automatically. My only minor annoyance with the natural language processing is that I sometimes want the location to be in the title of the event so I don't have to double-click the event to see the location in a popover. The workaround for this turns out to be to enclose your desired title in quotes; Fantastical doesn't try to parse quoted text. With reminders, you can even add a geofence that transfers properly to Reminders or the iPhone version of Fantastical so you'll be alerted when you leave or arrive at the specified location.

The left-hand sidebar is a key aspect of Fantastical usage, and that's another small problem I have at the moment, since I like to put my calendar full-screen on my left-hand monitor (a 27-inch Thunderbolt Display, paired with a 27-inch iMac with Retina display), meaning that sidebar is so far away that I can barely read it. Flexibits tells me an update will let you swap the sidebar to the right side, where search results show up now.

Another slight confusion comes when you click a day in month view; the sidebar list scrolls to show that day's events and events on subsequent days. That's sensible, but since Fantastical doesn't indicate in month view what day you've clicked, it can be hard to orient yourself in the list (the mini month view calendar at the top of the sidebar does always indicate the selected day). Since scrolling in the sidebar list also changes the selected day quickly, it's easy to end up at an unexpected date. Plus, month view shows six weeks, which continually throws me, since most calendars show only five weeks, and that makes it harder to orient myself relative to the end of the month.

I'm also not enamored of the position of the arrows to navigate through days/weeks/months/years (in the sidebar, and at the top left of the main window, rather than in some way connected to the center-mounted Day, Week, Month, and Year buttons). That's personal preference and likely wouldn't be an issue on a single-monitor system, but I find myself instead relying entirely on Fantastical's left and right arrow shortcuts.

Speaking of year view, it's something Fantastical does so much better than other calendars that I might begin using that view more frequently. To start, Fantastical colorizes each day in year view as a heat map, so different colors tell you at a glance how busy each day will be. Also, if you hover the pointer over a day, Fantastical displays a pop-up showing the events for that day. Clicking a day scrolls the sidebar list to that day too. I've never had much use for day or week views either, since my days aren't that scheduled apart from Macworld Expo weeks in past years, but it looks as though Fantastical does a fine job with those views as well.

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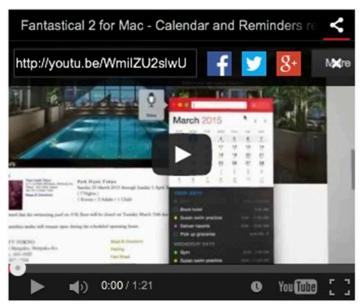
If you've been using Fantastical 1 and like its menu bar approach, Fantastical 2 retains those capabilities. (Happily, it even has an option to colorize the menu bar icon so you stand a chance of finding it among the multitude of dreary icons in 50 shades of Yosemite grey.) You can now even detach the mini window from the menu bar; since it essentially replicates the contents of the full window's sidebar, it's a small but fully functional calendar in its own right. It even shows the little pop-ups from year view when you hover over a date.

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Fantastical requires OS X 10.10 Yosemite, and supports Handoff from the iOS versions of Fantastical, if you're somehow incapable of finishing creating an event on your iPhone or iPad. It also features a Notification Center Today widget, plus Share and Action extensions that let you add events to Fantastical from other Yosemite-savvy apps.

At this point, it's impossible not to acknowledge that Fantastical 2 competes not just with Apple's Calendar, but also with BusyMac's \$49.99 BusyCal, previously the main alternative to Calendar. Both outstrip Fantastical in calendar sharing — Fantastical can subscribe to shared calendars, but not share them. You can add an attendee to an event in its popover or share an event with a contextual menu that attaches a .ics file to a new message in Apple Mail (but not other email clients) or by dragging the event to the Desktop to create a shareable .ics file. (Full disclosure: Take Control published Joe Kissell's free "Take Control of Calendar Syncing and Sharing with BusyCal" in 2013.) BusyCal also does a better job showing the selected day and marks today more obviously; and it shows weather forecasts for the upcoming 10 days in month view, which makes it even easier to identify the current day and the near future at a glance. But it lacks Fantastical's excellent list of events and reminders.

As compelling as Fantastical's sidebar, calendar sets, year view, and natural language processing are, I suspect few BusyCal users will switch. But that's not the goal — Flexibits is instead targeting those who find themselves dissatisfied with Apple's Calendar, and if you fall into that group, you should give Fantastical 2 a serious look — or at least watch its video.



Fantastical 2 has a **14-day free trial**, and currently costs \$39.99 from either the **Flexibits Store** or the **Mac App Store**; the price will go up to \$49.99 after an introductory discount period.

Apple Updates

Security Update 2015-003 Yosemite (Early 2015 Mac) Mar 19, 2015 – 5 MB

System Requirements

– OS X Yosemite (Early 2015 Mac)

Security Update 2015-003 is recommended for all users and improves the security of OS X.

Security Update 2015-003 Yosemite Mar 19, 2015 – 5.5 MB

System Requirements

– OS X Yosemite 10.10.2

Security Update 2015-003 is recommended for all users and improves the security of OS X.

Security Update 2015-002 Mountain Lion Mar 9, 2015 – 177.3 MB

System Requirements - OS X Mountain Lion 10.8

Security Update 2015-002 is recommended for all users and improves the security of OS X.

Security Update 2015-002 Mavericks Mar 9, 2015 – 62.3 MB

System Requirements

– OS X Mavericks 10.9

Security Update 2015-002 is recommended for all users and improves the security of OS X.

Security Update 2015-002 Yosemite (Early 2015 Mac) Mar 9, 2015 – 5 MB

System Requirements

– OS X Yosemite (Early 2015 Mac)

Security Update 2015-002 is recommended for all users and improves the security of OS X.

Security Update 2015-002 Yosemite Mar 9, 2015 – 5.4 MB

System Requirements - OS X Yosemite 10.10.2

Security Update 2015-002 is recommended for all users and improves the security of OS X.

iOS 8.2 Release

Mar 9, 2015

System Requirements

- iPhone 4s or later
- iPad 2 or later
- iPad mini or later
- iPod touch (5th gen)

This release introduces support for Apple Watch, and also includes improvements to the Health app, increased stability and bug fixes.

Apple Watch support

• New Apple Watch app to pair and sync with iPhone, and to customize watch settings

- New Activity app for viewing fitness data and achievements from Apple Watch; appears when Apple Watch is paired
- Available on iPhone 5 and later

Health app improvements

• Adds the ability to select the unit of measurement for distance, body temperature, height, weight and blood glucose

• Improves stability when dealing with large amounts of data

- Includes the ability to add and visualize workout sessions from 3rd-party apps
- Addresses an issue that may have prevented users from adding a photo in Medical ID
- Fixes units for vitamins and minerals
- Fixes an issue where Health data wouldn't refresh after changing data source order

• Fixes an issue where some graphs showed no data values

Stability enhancements

- Increases stability of Mail
- Improves stability of Flyover in Maps
- Improves stability of Music
- Improves VoiceOver reliability

 Improves connectivity with Made for iPhone Hearing Aids

Bug fixes

• Fixes an issue in Maps that prevented navigating to some favorite locations

 Addresses an issue where the last word in a quick reply message wasn't autocorrected

 Fixes an issue where duplicate iTunes purchased content could prevent iCloud restore from completing

 Resolves an issue where some music or playlists didn't sync from iTunes to the Music app

 Fixes an issue where deleted audiobooks sometimes remained on device

• Resolves an issue that could prevent call audio from routing to car speakers while using Siri Eyes Free

• Fixes a Bluetooth calling issue where no audio is heard until the call is answered

 Fixes a timezone issue where Calendar events appear in GMT

 Addresses an issue that caused certain events in a custom recurring meeting to drop from an Exchange calendar

• Fixes a certificate error that prevented configuring an Exchange account behind a third-party gateway

• Fixes an issue that could cause an organizer's Exchange meeting notes to be overwritten

 Resolves an issue that prevented some Calendar events from automatically showing as 'Busy' after accepting an invite

Digital Camera RAW Compatibility 6.03 Mar 5, 2015 – 7.6MB

System Requirements - OS X 10.10 w/ iPhoto 9.6 or Aperture 3.6

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

- Leica D-Lux (Typ 109)
- Leica V-Lux (Typ 114)
- Leica X (Typ 113)
- Leica X Vario (Typ 107)
- Nikon D5500
- Panasonic LUMIX DMC-FZ70 / DMC-FZ72
- Panasonic LUMIX DMC-ZS40 / DMC-TZ60 / DMC-TZ61
- Panasonic LUMIX DMC-ZS50 / DMC-TZ70 / DMC-TZ71
- Pentax 645Z
- Pentax K-S1
- Sony Alpha ILCE-7M2

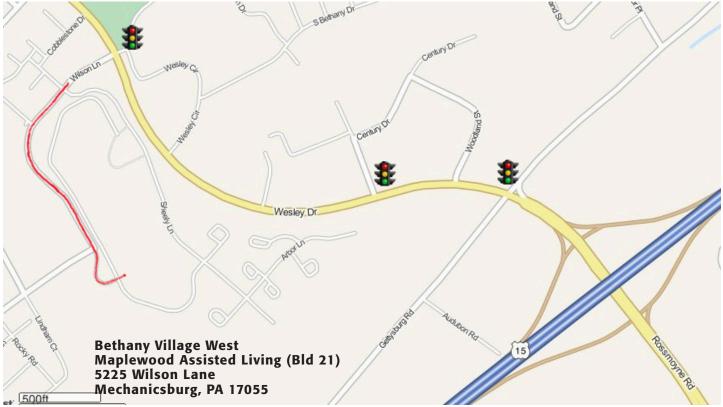
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Turn onto Wilson Lane from Wesley Drive. Follow Wilson Lane until you see Bld 21 straight ahead. There is parking to the right.

If the door to Bld 21 is locked, press the "Intercom" button. Tell them you are attending the Keystone MacCentral computer meeting.

We will be in the Education Training Room. In the lobby turn left, go to the end of the hall, and turn right. The Education Room is about half way down the hall, on the right.

