mini'app'les
newsletter
the minnesota apple computer users' group, inc.

From the Editor:

I was off on vacation for the last week and most of the time I was unable to find a wi-fi spot to work on the newsletter. The good news is I had a great time, especially in Cedar Rapids, Iowa, where I went to the Alphonse Mucha Exhibit at the National Czech and Slovak Museum. Wonderful! News in the Apple world was wonderful as well with a new iPhone, a new iPod Touch, iOS 6.0, OS X 10.8.2, a new version of iTunes, and a new version of iPhoto. It's been exciting playing with everything except a new iPhone. Hmmm...

Tom Ostertag, Publications Director

Meeting Calendar

This information was compiled as this newsletter was being assembled and is subject to change. As always, confirm the Special Interest Group (SIG) date, time, and location with the SIG Leader or the mini'app'les website: www.miniapples.org.

Meeting Calendar – October 2012			
Tuesday	October 2	7:00 pm	Mac OSX SIG
Wednesday	October 10	7:00 pm	VectorWorks SIG*
Wednesday	October 10	7:00 pm	TC Photoshop User Group *
Monday	October 15	7:00 pm	Board of Directors Mtg.
Tuesday	October 16	7:00 pm	iOS SIG
Thursday	October 18	7:00 am	Mac Consultants SIG
Wednesday	October 24	6:30 pm	Mac Q&A SIG
Thursday	October 25	6:30 pm	FileMaker Pro SIG

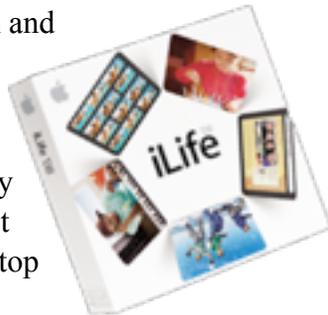| Meeting Locations and Leaders		
Meeting	**Location**	**Leader**
Mac OSX SIG	Plymouth Library, 15700 36th Avenue North, Plymouth	Bob Demeules, 763-559-1124
VectorWorks SIG*	CJR Office, 4441 Claremore Dr., Edina	Charles Radloff, 952-941-1667
TC Photoshop User Group *	Mpls College of Art & Design, 2501 Stevens Avenue So, Minneapolis	Jeff Tranberry
Board of Directors Mtg.	Southdale Library, 7001 York Ave. S., Edina,	Tim Drenk, 952-479-0891
iOS SIG	Hack Factory, 3119 E. 26th Street, Minneapolis	Tim Drenk, 952-479-0891
Mac Consultants SIG	Good Day Cafe, 5410 Wayzata Blvd., Golden Valley	Bob Demeules, 763-559-1124
Mac Q&A SIG	Check the on-line calendar for information	Harry Lienke, qasig@miniapples.org
FileMaker Pro SIG	Erik's Bike Shop Corporate, 9201 Penn Ave S. #1, Bloomington	Steve Wilmes, 651-458-1513
* This SIG is NOT sponsored by mini'app'les; the listing is provided as a service to members.		

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Q&A SIG Meeting • 22 August 2012
by [Harry Lienke](#)

On August 22 the Question and Answer Special Interest Group (Q&A SIG) was called to order at 6:30 pm at the Merriam Park Library in the Saintly City. Our first order of business was a laptop with a sticky drive. The member had found a reasonably priced replacement and was wondering where to have it installed since it sounded like the store with the drive lacked installation experience. Suggestions included Team Electronics, First Tech, and MicroCenter. There was also a suggestion that the member could install the drive himself if he were very careful to keep track of all the screws. In the end, MicroCenter proved to have not only a nicely priced replacement drive but also a nicely priced and fast installation facility.

Upgrading his RAM provided some consternation for one member. He found seating the memory cards required a great deal of force. Others at the meeting verified that Macs require pushing hard to completely insert memory cards.

An attendee wondered if one should back up iMac system files with Time Machine or save the space on the back-up drive. All of the experts at the meeting who were using Time Machine agreed that the system files should be backed up so OS X updates causing problems can be reversed. One of the experts strongly recommended the use of Network Attached Storage (NAS) for the Time Machine disk. NAS is specialized external disk storage all your computers communicate with using your network rather than each computer having a direct connection such as FireWire or USB to its own storage unit.

One attendee who does his backing up manually received an error message telling him he did not have permission to copy data to his external back-up disk. He was told to use the Get Info command to check the Sharing and Permissions for the drive. He needs to either correct the permissions on the back-up disk or put a check-mark next to the "Ignore ownership on this volume" option so the permissions are not used.

A question was asked as to whether USB 3 is backwards compatible. The answer is yes it is compatible but data transfer speeds are reduced when non-USB 3 equipment is attached to the channel.

One person wondered about Spaces: why and how is it used? One of our experts showed how Spaces can be used to group applications and their windows so the desktop is less cluttered, making it easier to concentrate on the task at hand. He also showed how Mission Control can switch between the desktops that have been set up to use Spaces.

Someone was having a problem with the Safari toolbar not being present so no addresses or search items could be entered. Using Safari > View > Show Toolbar or entering Cmd-| (holding down the Command key and entering the Vertical Line key) makes the Toolbar visible when it has gone missing.

It was pointed out that under OS X 10.7 and 10.8, applications such as iWorks have been updated to save versions of documents so you can access older copies of the documents if, for example, you make a major mistake as you try to update the document. This capability is similar to what Time Machine does but the data is stored on the boot drive, not on the back-up drive, and is accessed through the application (File > Revert Document) rather than with Time Machine.

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iOS SIG Notes • 18 September 2012
by Tom Ostertag

The meeting started a little after 7:00 pm. Tim Drenk lead the meeting and presented information on the new iPhone5 and iOS 6.0 that was being released the following day. Tim's presentation talked about the features gained in Jailbreaking an iPhone, the ability to run Apple unauthorized apps obtained from other sources such as Cydia.

> Cydia is a *software application* for *iOS* that enables a user to find and install *software packages* (including apps, interface customizations, and system extensions) on a *jailbroken iPhone*, *iPod Touch* or *iPad*. Cydia is the main independent third-party *digital distribution* platform for software on iOS.*[2] Many of the software packages available through Cydia are free, and it also includes several hundred packages for sale through the Cydia Store payment system with a commission setup similar to the App Store.[3] Most of these packages focus on providing customizations and modifications (often called "tweaks") that can only run on jailbroken devices (since the App Store is limited to distributing self-contained apps).[4]*
>
> *Cydia is a graphical front end to Advanced Packaging Tool (APT) and the dpkg package management system, which means that the packages available in Cydia are provided by a decentralized system of repositories (also called sources) that list these packages.[5]*
>
> *Cydia is developed by Jay Freeman (also called "saurik") and his company, SaurikIT.[1] The name "Cydia" is an allusion to the Codling Moth, with a scientific name of Cydia pomonella, which is the proverbial "worm in the apple." Citation from Wikipedia, the free encyclopedia.*

Tim suggested using http://greenpois0n.com as a source to jailbreak. You download Absinthe which runs on a Mac or PC to jailbreak an attached iOS device and install the Cydia app. Joel Gerdeen had problems running Absinthe under Mountain Lion but it worked fine under Snow Leopard. Jailbreaking an iPhone can be undone so the phone can still be serviced under warranty. (See the article on Cult of Mac, The Evolution Of Jailbreaking: Looking Back At iOS 5 And Ahead At iOS 6)

Unlocking an iPhone allows the ability to use different providers in the US. An unbroken iPhone can be used as is in Europe.

There was a question about photos on the iPad using iPhoto that was not resolved but another attendee volunteered to report on their progress on the same issue. The meeting ended at 9:00 pm and there was some discussion that continued afterwards.

The Hack Factory is an interesting venue: lots of desk space with an eclectic touch in furnishings.

Q&A SIG Notes • 26 September 2012
by Les Anderson

The September Q&A was held at the Wentworth Library in West St. Paul. Maybe it was because of the location change but attendance was very sparse. The only question dealt with the system freezing on a PPC G4 running OSX 10.5.8. An internet search of similar problems showed a number of possible causes.

Russell Griffin R.I.P.
by Les Anderson

Another long term mini'app'les member has passed away. Russ Griffin, age 86, died on August 30. Russ was a member since 1996, and attended mainly the Q&A SIG. Because of health reasons he had been mostly inactive for the past year. At the last Q&A meeting he attended I had to give him a ride to his car because it was too far to walk.

His obit can be found at http://www.legacy.com/obituaries/twincities/obituary.aspx?n=russell-e-griffin&pid=159902150

Apple Redesigns iPod touch, iPod nano, and iTunes
by Agen G. N. Schmitz

While the iPhone has hogged the spotlight the last two years, Apple brought back a bit of the music theme of yesteryear to its September media event with the release of new iPod models, as well as a brief introduction to the newly redesigned iTunes desktop software. Interestingly, neither the new iPods nor the new version of iTunes will be available until October (though pre-orders for the iPods began on 14 September 2012), which led some to wonder if another iOS-based product (i.e., the rumored "iPad mini") may be announced in the intervening weeks.

iPod touch -- The fifth-generation iPod touch adopts the same 4-inch Retina display (1136 by 640 pixels) of the iPhone 5 and similarly grows taller and slimmer due to the shared form factor. In particular, the iPod touch grows to 4.86 inches/123.4 mm tall (compared to the 4.4-inch/111-mm fourth-generation iPod touch) while remaining essentially the same width (2.31 inches/58.6 mm). It also shaves off a bit of depth (0.24 inches/6.1 mm versus 0.28 inches/7.2 mm) and weight (3.1 ounces/88 grams versus 3.56 ounces/101 grams).

Although it doesn't go all the way to the iPhone 5's A6 chip, the iPod touch does get a processor bump to the older A5 chip — enabling it to run Siri — and upgrades its wireless capabilities to dual-band 802.11n Wi-Fi (2.4 GHz and 5 GHz bands) and Bluetooth 4.0. Both front and back cameras have been updated, with the rear iSight camera moving up to 5 megapixels and 1080p HD recording and the front FaceTime HD camera improving to 1.2 megapixels and 720p HD video resolution. Like the iPhone 5, the iPod touch includes the new Panorama feature that stitches images together into a panoramic photo.

In addition to the standard black and white case options, the iPod touch now comes in pink, yellow and blue, plus a red model that donates some of its profits to the Product (Red) anti-AIDS effort. The fifth-generation iPod touch is available for pre-order with pricing remaining the same as the previous model: $299 for 32 GB and $399 for 64 GB. The fourth-generation iPod touch remains a part of Apple's product mix, with black and white models

available at $199 for 16 GB and $249 for 32 GB (the 8 GB model has been discontinued).

iPod nano -- The seventh-generation iPod nano has once again been given a drastic redesign, returning to the slim, tall profile of the fifth-generation iPod nano after the sixth generation's square shape (you won't be wearing this one like a watch). This latest iteration measures 3.01 inches/76.5 mm tall, 1.56 inches/39.6 mm wide, and 0.21 inches/5.4 mm thin. With the larger body, it has also grown in weight to a "hefty" 1.1 ounces/31 grams (up from 0.74 ounces/21.1 grams).

The iPod nano sports a 2.5-inch Multi-Touch display (240 by 432 pixels), a home button on the front, and volume and play/pause buttons on the right side. Although it has a touch-sensitive display and a home screen with icons, its capabilities are still limited to audio, video, photos, and fitness tracking. It keeps the FM radio of its predecessor (though adding DVR-like pause and rewind capabilities) while also including Bluetooth 4.0 and improving its battery life to 30 hours. You have eight choices of colors — pink, yellow, blue, green, purple, silver, and slate, along with the Product (Red) model — but only a single choice of storage capacity (16 GB). Retailing for $149, the iPod nano will also be available in October (with pre-orders having started 14 September 2012).

New Accessories -- Like the iPhone 5, both the latest iPod touch and iPod nano adopt the new Lightning connector, which replaces the long-in-the-tooth 30-pin dock connector that we've used since 2003. Of course, a new adapter can play havoc with the iPod accessories you've become accustomed to, but Apple is offering two versions of a Lightning-

to-30-pin adapter that's available as a $29 single standalone piece or as a $39 0.2 m cable.

Both additions to the iPod family also include Apple's EarPods, a replacement for the oft-maligned earbuds. The new EarPods have been designed to (thankfully) fit better in the ear and provide deeper bass — we'll see how they work when they arrive.

The iPod Survivors -- The iPod shuffle doesn't receive any improvements, but it's now available in colors that match the new iPod nano — pink, yellow, blue, green, purple, silver, and slate, plus Product (Red). It's available immediately at $49 for 2 GB of storage. Additionally, the iPod classic survives another product cycle, with no changes to capacity (160 GB) or price ($249).

iTunes Goes to 11 (Or Does It?) -- While Apple hasn't officially assigned the version 11 number to the new iTunes (perhaps in order to avoid endless Spinal Tap references), the updated desktop software seems to be taking design cues from the redesigned iOS iTunes app. The new desktop iTunes has been given a cleaner edge-to-edge design that echoes its iOS compadre (which is where 60 percent of all downloads are made, according to Eddy Cue, Apple senior vice president of Internet software and services). It also adds a new Up Next feature that displays upcoming songs and enables you to add songs or albums to the queue.

Other improvements include a redesigned MiniPlayer mode with built-in search and support

for Up Next, and searches that span across your entire library (rather than having to choose a particular playlist or category to search within). iCloud is further integrated into iTunes, with all iTunes purchases now viewable in your library.

However, the new iTunes won't be released until late October. In the meantime, Apple has released iTunes 10.7 to bridge the compatibility gap for iOS 6 (see "iOS 6 to Ship 19 September 2012," 12 September 2012).

Passbook's Best Is (Probably) Yet to Come

by Glenn Fleishman

"The new Passbook app in iOS 6 — what's that for, anyway?" I hear you ask. Apple may have demonstrated the potential for Passbook to manage coupons, boarding passes, tickets, affinity cards, and the other identifying paraphernalia of daily life among road warriors, but it seems mysteriously empty right now.
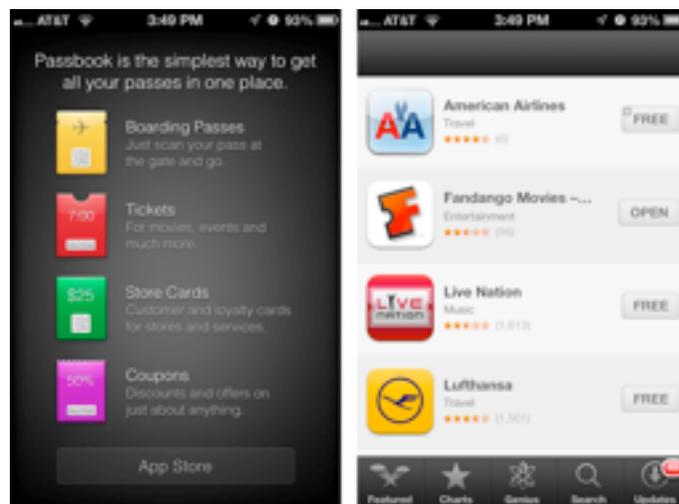
Passbook is simultaneously looking to the future while remaining firmly fixed in the past. Many transactions in our digital life that require a real-world component involve printing a sheet of paper that contains a barcode or a 2D tag (those areas of squares and rectangles that you can see at the very bottom right of this page — see "Tag, You're in 2D!," 1 October 2009) that's scanned by a clerk or gate agent.

You might choose to turn such a document into a PDF or open it as HTML email on your smartphone, but not all scanners (still!) read smartphone screens, or the display scale might not be the right match with what the equipment can resolve. I often have to resort to punching in a long sequence of digits. In February 2012, at Pennsylvania Station in New York, I had to wait in a 20-minute line because Amtrak's "bar-code scanners" wouldn't recognize my phone's screen, the number I typed in from it,

nor the credit card against which I'd charged the ticket. (Amtrak, whose budget woes are deserving of pity, has upgraded its systems since).

I have many times expressed my love for QR Codes, the most popular category of 2D tags, because they provide a sort of analog glue between two separate digital systems. With a QR Code, you snap a picture an item in a newspaper, on a poster, in a train schedule, or even off a computer monitor, and your device turns it into a URL or text. In actual practice (outside Japan), this is a multi-step operation: launch a special app, wait for the camera sheet to appear, put the tag in its view, wait for it to resolve, and tap, then wait for Safari to launch. (If Apple built 2D scanning right into the Camera app, it would be a different matter. See "Apple Could Make QR Codes Work with a Simple Tweak," 2 July 2012.)

But Passbook turns that process on its head. As a phone user, you don't have to scan anything. You will need an iOS app, like that of Fandango or United Airlines (already updated for Passbook), and the app will offer to add an entry to Passbook when you purchase a ticket or request a boarding pass. (The need for apps is why there's an App Store button on the main screen of the Passbook app when it's empty; tapping it displays Passbook-enabled apps in the App Store app.) This process will also work on Web sites, as the Passbook format is straightforward and a company has already started offering to produce them for businesses as a plug-in service.

Many people were disappointed that the iPhone 5 didn't support NFC (near field communication), a set of standards that enable mobile devices to communicate with one another when in close proximity, and whose marquee use is contactless transactions. But NFC doesn't have significant penetration in U.S. retail outlets yet, while barcode scanners that work with 2D codes on smartphones and, thus, Passbook are far more common. NFC may yet come to the iPhone, and if it did, Passbook could evolve to transmitting the necessary data via NFC rather than relying on barcode scanning.

(NFC is likely closer to the tipping point in the rest of the world, because of the wide use of chip-and-PIN credit cards that sport a computer chip inside and require the customer to enter a PIN to complete a transaction. Unlike with a debit card, the PIN isn't sent remotely, but to the card's chip to validate the payment with the card interfaced to a reader. Chip-and-PIN required point-of-sale updates years ago, and thus upgrades to NFC aren't as substantial as in the United States, where swiping remains dominant for credit cards. Instead of metal contacts between the chip-and-PIN card and reader, NFC would just be there in its place.)

Over time, we'll see Passbook entries for all sorts of things. Place an online order at a store with a brick-and-mortar retail shop, and the Passbook entry has the code to scan to pick it up. Or perhaps you're browsing a Web site about coffee, and see a Starbucks ad offering a free latte; tap it, and the coupon is added to Passbook. Join an affinity program, such as a hotel-chain's loyalty program, and the card entry winds up in Passbook so you don't have to carry an extra card in your wallet. I hope my local library, which has its own app that can show my barcode, adds my card's info into Passbook as well.

The point of Passbook is to give you a single location to find all of these scannable documents, no matter where they're generated. At some point in the future, there will be no more managing pieces of paper, PDFs, email messages, and separate apps for these bits of digitally displayed analog glue.

The other element of Passbook that we'll be able to see only once it has really ramped up is location-based awareness. When you arrive at the airport for your United flight, Passbook will automatically bring up the boarding pass you need. Walk into a Starbucks, and your Passbook notifies you of a 20-percent-off coupon for the new triple caramel-encrusted macchiavelliano (if that's not a Starbucks drink, it should be — the coffee whose ends justify the means!). Digitally savvy muggers will be able to accost you in an alleyway, and Passbook will promptly give them a code to scan to empty your wallet. Perhaps that's too speculative.

After a decade of mostly staying put in Seattle, I've started traveling more again in the last year. I've been amazed at how the amount of user information I have to manage in some form has truly multiplied. On a single trip, I might need four boarding passes, a hotel affinity card, a car-rental affinity card, and a Starbucks card. Yes, yes, it's a rough life, I know. But you may have seen the same clutter in your own life. Rather than stuff your wallet full of those cards and passes, why not have an app that does it for you?

At least, that's Apple's intention with Passbook. We'll have to see how it plays out. Reports say Apple has major airlines, hotel chains, and retailers signed up. Any Web site or app maker should be able to play along easily as well, although it remains to be seen what sort of oversight Apple will apply and if Passbook will be truly open. The more the merrier — just as long as Passbook doesn't become so crammed that I can't sort through it, either.

One last note: If, like me, when you launch Passbook and tap the App Store link at the bottom of the main screen, an error appears that says "Cannot connect to iTunes Store," there's a trick to fix this bug. TUAW has the details, which involve setting your clock a year ahead and then back.

Facebook Integration Comes to Mountain Lion

by [Michael E. Cohen](#)

Unlike some cats you might know, Mountain Lion is a sociable beast, and with the 10.8.2 iteration it has become even more so by adding Facebook integration to its collection of big cat toys. This integration gives you the capability of making Facebook posts from Mountain Lion's Notification Center, from Game Center, and from the Share buttons in the Finder, in Safari, and in Quick Look windows. Plus, you'll be able to see all of your Facebook friends in your Contacts app and add their profile pictures to Contacts — if you so choose.

To bring Facebook into your Mac OS X environment, take a trip to System Preferences and open the Mail, Contacts & Calendars preference pane. There you find Facebook as one of the account types listed on the right side of the preference pane. Click the Facebook logo in that list, enter your Facebook username (or the email address you use to log into Facebook) and your Facebook password, and then click Next.

When you do that, you see a list of all the things you can do with Facebook. These include the following:

• Download and integrate your Facebook friends into the Contacts app

• Integrate Facebook into Notification Center and post links from various apps

• Enable other Facebook-savvy apps on your Mac to work with your Facebook account — only, Apple is careful to point out, with your consent

Following that list are various caveats and additional items of interest concerning the integration. For example, Apple points out that you can approve or deny any app's request to use your account, you can review what the requesting app purports to do with your account, you can grant the app permission to use information available to the app on your behalf in Facebook, and you can see (and specify) whether

that information is available to just your Facebook friends, just you, or the entire Facebook community.
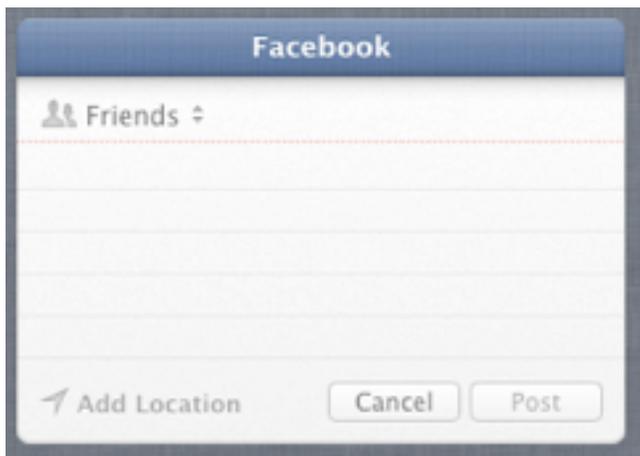

In the fine print, Apple also points out what granting Facebook access to your apps could entail; this is well worth reading and considering if you are at all concerned about maintaining a modicum of privacy while interacting with Facebook from Mountain Lion. But, if the fine print doesn't scare you off, click Sign In and you're ready to go… almost: the preference then presents a pane showing you the apps that have requested Facebook access. In my case, the only app listed was Contacts, and the default was to allow Facebook access to my Contacts list (I immediately unchecked it). Even if you don't allow Facebook access to your Contacts, you can still have Contacts look through your Facebook contacts and bring profile pictures from Facebook into your Contacts app and assign them to matching contacts if you like.

Posting to Facebook from Safari is much like posting to Twitter: click the Share button on the Safari toolbar and choose Facebook from the pop-up menu, compose your post, and click Post. Your post, along with the URL of the page you are viewing, are published as your current Facebook status. Similarly, posting from Notification Center is much like posting to Twitter from there; in fact, the Click to

Tweet button at the top of the Notification Center now shares space with a Click to Post button for Facebook. (For this to work, you must have the Share button enabled in the Notifications preference pane; for details, see "Going In Depth on Mountain Lion's Notifications," 11 September 2012.)
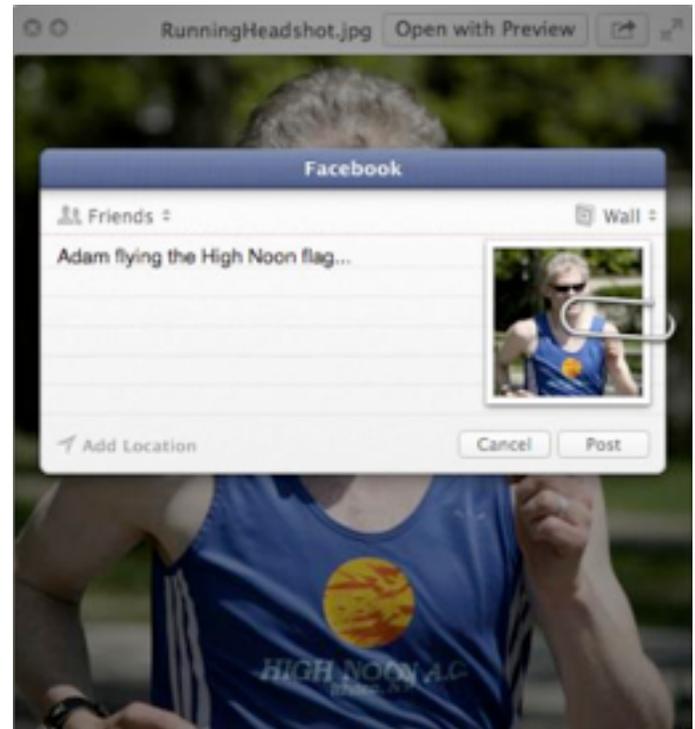
In both these cases, and, I imagine, in other situations where you can post to Facebook from a Mac app, you see a small pop-up menu at the top of the posting pane from which you can choose who gets to see your post. Choices include Public (i.e., everyone on Facebook), Friends, Only Me, Friends of Friends, and various other Facebook groups to which you may belong. In fact, this menu seems to me more obvious and informative than the one lurking at the bottom of the Facebook posting pane in Facebook's own Web interface.

Posting to Facebook from the Finder or the Quick Look window is a bit different, since you must first select a file, then click the Share button and choose Facebook from the pop-up menu. But Facebook (and this is true for Twitter and Flickr as well) appears in the menu only if the file selected is a graphic file format, and you're given the additional option of posting the image to your Wall or to an existing Facebook album.

Facebook integration also includes notifications: when someone comments or likes a Facebook post of yours, or sends you a message via Facebook, Notification Center can let you know about it. You can configure Facebook in the Notifications preference pane to choose how you are notified in the usual ways — None, Banners, or Alerts — and you can specify how many Facebook items are listed in Notifications Center.

The integration that Apple and Facebook jointly provide in 10.8.2 seems to me to offer a good balance of utility and security. Whether you are only an occasional Facebook user or a complete Facebook addict, I suspect you'll like what the cat dragged in in the latest OS X update.

Apple User Group Bulletin • 15 September 2012
Submitted by Bruce Thompson

Recent Highlights from the Apple User Group Resources website:

http://appleusergroupresources.com

- Macat TW: Special Apple User Group Meeting in Kaohsiung 2012
- Mac Computer Expo (MCE): Be There
- Mountain Lion Presentation: Terry White of MacGroup Detroit

- The Fresno Macintosh Users Group: Chris Breen Presents
- Apple Users' Society of Melbourne: Rob Cummings Talks Security
- iGroup, Usuarios Mac Mexico: 13 Years of Fun
- TAGteam: Founder Dan East Noted in Modern Drummer Magazine
- Plano Macintosh User Group: Lesa Snider Presents
- SVMUG: Gordon Bell of Prosoft and a Special Offer
- Milestones: September 2012
- Apple User Group Locator: New Look Coming Soon
- Offers for User Group Members:
  • Special Offer – Qmadix Quality Products: 30% off
  • Special Offer – Spicebox iPhone Cases: 25% Off
  • Special Offer – Disk Drill data recovery: 35% Off
  • Special Offer – Apple II publication: 10% Discount
  • Special Offer – L5 Remote for iDevice: 50% Discount
  • Special Offer – Softpress Freeway: 25% Discount
  • Special Offer – SlideShark iPad PowerPoint Viewer: Free App plus
  • Special Offer – Dolly Drive backup/sync/ storage: 20% Off
  • Special Offer – AgileBits 1Password and more: 25% Discount
  • Special Offer – O'Reilly: Wonderful Discounts for User Group Members
  • Special Offer – MacAddict Reborn: 75% Off New Mac|Life
  • Special Offer – Eltima Software multimedia products: Pay 20% less
  • Special Offer – Take Control Books: 30% Discount on All eBooks
  • Special Offer – Peachpit Press, Macworld Magazine, Mac|Life and more
- Offers for User Group Leaders:
  • Special Leader Offer – IGG Software iBank4: Leader Offer
  • Special Leader Offer – Prosoft: Products Review Special

- Special Leader Offer – Dolly Drive Revo backup/sync/storage: Leader Offer
- Expiring Soon:
  • Special Offer – Premium iPad Leather Bag for Everyday Use: 50% Off
  • Special Offer – Camtasia for Mac and Snagit for Mac: 30% OFF

All offers and codes are on one easy-to-cut-and-paste page for newsletter editors:

http://appleusergroupresources.com/?page_id=653

New password from May 16 - November 15, 2012:

ugspecials

Hot Links:
Compiled by Tom Ostertag

Apple, Inc.

One Not-So-Secret Reason Apple Built Its Own Maps For iOS 6 | *TUAW*

iPhone 5 First Weekend Sales Top Five Million | *Apple Hot News*

Apple Introduces New iPod touch and iPod nano | *Apple Hot News*

Apple Unveils New iTunes | *Apple Hot News*

Mac Software

iOS 6: Shared Photo Streams | *TUAW*

iTunes 10.7 | *TidBITS*

Mac OS X 10.7.5 Lion | *TidBITS*

iPhoto 9.4, Aperture 3.4 | *TidBITS*

Apple Releases iOS 6 for iPhone, iPad & iPod touch | *The Mac Observer*

OS X 10.8.2 Adds System-wide Facebook Support, More | *The Mac Observer*

Apple Updates Cards to 2.0; iPad Support, New Templates | *The Mac Observer*

Apple Updates iPhoto, iMovie, and GarageBand for iOS | *The Mac Observer*

Apple Adds Gatekeeper to Lion with OS X 10.7.5 | *The Mac Observer*

iMovie adds new editing features, 1080p HD uploading | *iLounge*

Mac Hardware

Where Are New IPhone Users Coming From? | *Low End Mac*

iFixit Tears Down The iPhone 5 | *EdibleApple*

Review: IPhone 5 | *MacInTouch*

iPad/iPod/iPhone/iTunes/iPhoto

How iOS 6 Changes Groups in the Contacts App | *The Mac Observer*

iOS 6 Compatibility Chart | *Low End Mac*

iOS 6 Makes iPhone 3GS Feel Like a New Phone | *Low End Mac*

Secrets & Features of iOS 6.0 | *iLounge*

The iPhone 5 Vs. The Competition: Which Camera Takes Better Pics In Low-Light? | *Cult Of Mac*

Unlock An Off-Contract iPhone 5 For Free With An iTunes Restore | *Cult Of Mac*

Gmail's Priority Inbox v. Apple's VIP: fight! | *Infinite Loop*

Shared Photo Streams go live for iOS 6, Mac | *iLounge*

iPhoto for iOS Adds Numerous Enhancements | *iLounge*

iTunes gets a makeover, and just in time | *Infinite Loop*

iCloud.com No Longer Beta, Functionality Matches Mountain Lion Apps | *Cult of Mac*

The iPod Nano: A History Of Apple Quirkiest iPod [Gallery] | *Cult of Mac*

iOS 6 Available to Download | *World Of Apple*

iOS 6: Talking to Siri - International Edition II | *TUAW*

In-Depth Review: iOS 6 Review: New Features & Rough Edges | *The Mac Observer*

Miscellaneous

Mac Fading Away? | *Low End Mac*

Bond Order Via Microscopy | *C&EN*

Controlling Your Home with the Touch of an iPad | *Apple Hot News*

Get Mac OS X Mountain Lion To Speak Text On Command [OS X Tips] | *Cult Of Mac*

Speed Up Camera Shutter Slowdown On Your iPhone And iPad [iOS Tips] | *Cult of Mac*

Alphonse Mucha: Inspirations of Art Nouveau | *Mucha Foundation*

Try the All New "EveryMac" Mac Specs App | *EveryMac.com*

I Like Them! | *MacSurfer.com*

Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call or an email away. Please call only during the appropriate times, and **only if you are a current mini'app'les member** and own the software in question.

Apple II / IIGS Software & Hardware	NV	Mac OS X	NV
AppleWorks / ClarisWorks	3, 4	Microsoft Excel	5
Classic Macs	NV	Microsoft Word	2, 5
Cross-Platform File Transfer	2, 3	Networks	NV
FileMaker Pro	NV	New Users	1
iMacs	NV	PhotoShop	NV
Intel-Based Macs	NV	QuarkXPress	5
iPhoto	2, 3	Quicken	NV
iMovie	NV	QuickBooks and QuickBooks Pro	NV
iWork	4	VectorWorks	NV
Mac OS Classic	3		

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2.	Tom Ostertag	651-488-9979	tostertag@q.com	DEW
3.	Bruce Thompson	763-546-1088	bthompson@macconnect.com	EW
4.	Pam Lienke	651-343-5475	plienke@aol.com	DEW
5.	Ron Heck	651-774-9151	ronheck@comcast.net	DEW

D = Days, generally 9 a.m. to 5 p.m.
E = Evenings, generally 5 p.m. to 9 p.m.
W= Weekends, generally 1 p.m. to 9 p.m.
NV = No Volunteer

Please call at reasonable hours and ask if it is a convenient time for helping you. By the way, many of these volunteers can also be contacted on our forums. We appreciate your cooperation.

Mini'app'les needs more volunteers for Members Helping Members — If you are willing to be a Members Helping Members volunteer, please send an email message to Membership Director Mike Bertrand or contact him on our forums with your name, telephone number, contact hours, and the software and hardware areas you are willing to support.

Mini'app'les Membership Application and Renewal Form

Membership cost is $15.00 for one year. To pay electronically using PayPal, visit the mini'app'les [website](#).
If you prefer to pay by check, use the form below. Please make your check payable to "mini'app'les."

Name: _____

Company (if mailed to): _____

Address: _____

City, State, Zip: _____

Phone # (home): _____

Phone # (work): _____

Phone # (cell): _____

Membership ID # (if renewal): _____

Email: _____

Your email address will NOT be sold, shared, or distributed. It will be used only for official mini'app'les business such as distribution of the newsletter and membership renewal reminders.

_____Check if this is a change of address notice

_____Check if you want to volunteer

_____Check if you want to be added to "Members Helping Members"

_____Check if you were referred by a club member (if so, please give member's name)

Please mail this application and your payment to:
    mini'app'les
    P.O. Box 796
    Hopkins, MN 55343-0796

Thank you for your support!

Benefits of mini'app'les Membership

- Access to the mini'app'les online forums. Post questions and/or answers about issues, trouble shooting, products, buying and selling, special events, discounts, and news about Apple and the mini'app'les club.

- Access to our Members Helping Members network of professional and advanced users of Apple technologies. These members volunteer their time to help other members with software, hardware, and other Apple related issues.

- A variety of Mac Special Interest Groups (SIGs) that meet each month.

- Multi-SIG meetings and workshops to help members with computer problems. You can bring your equipment to these events and receive support from knowledgeable Mac users to help diagnose your problem(s).

- Participation in drawings for computer hardware, software, and other computer related materials.

- Discounts from vendors and manufacturers. Refer to the on-line forums for current offers.

mini'app'les

the minnesota apple computer users' group, inc.

Introduction — This is the newsletter of mini'app'les, the Minnesota Apple Computer Users' Group, Inc., a Minnesota non-profit club. The whole newsletter is copyrighted © by mini'app'les. Articles may be reproduced in other non-profit User Groups' publications except where specifically copyrighted by the author (permission to reproduce these articles must be given by the author). Please include the source when reprinting.

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Questions — Members with technical questions should refer to the Members Helping Members section or bring their questions to an appropriate SIG meeting. Please direct other questions to an appropriate board member.

Dealers — Mini'app'les does not endorse specific dealers. The club promotes distribution of information that may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware, and publications. Members may organize such activities on behalf of other members.

Submissions — We welcome contributions from our members. Perhaps you're using new software that you just can't live without. Maybe you have a new piece of hardware that you find extremely useful and of high quality. On the other hand, you might be struggling with problematic software or hardware. Why not share your experience with other members by writing a product review? Doing so may steer others towards quality products or help them avoid the problems you may be having.

Submissions must be received by the 15th day of each month to be included in the next month's newsletter. Please send contributions directly to our post office box (mini'app'les, PO Box 796, Hopkins MN 55343), or email them to info@miniapples.org.

The deadline for material for the next newsletter is the fifteenth of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Publications Director, it constitutes material suitable for publication.

This newsletter was produced using Apple's Pages word processor.

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