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

From the Editor:

I was off on vacation for the last month 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 London and Scotland where I went to the Highlands. Wonderful, even though I didn't see the Loch Ness Monster! The bad news is I contracted the Flu. News in the Apple world again was wonderful as well, with a new iPad mini, iPad 4, 13" MacBook Pro, iOS 6.0.1, OS X 10.8.2 and a new version of iTunes.

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 – December 2012			
Tuesday	December 4	7:00 pm	Mac OSX SIG
Monday	December 10	6:30 pm	Mac Q&A SIG
Wednesday	December 12	7:00 pm	VectorWorks SIG*
Wednesday	December 12	7:00 pm	TC Photoshop User Group*
Monday	December 17	7:00 pm	Board of Directors Mtg.
Tuesday	December 18	7:00 pm	iOS SIG
Thursday	December 20	7:00 am	Mac Consultants SIG
Thursday	December 27	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 S, 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	Wentworth Library, 199 East Wentworth Ave, West St. Paul	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 Announcements
by Harry Lienke

The November 28 and December 26 meetings of the Q&A SIG have been cancelled. The next Q&A SIG meeting will be held at 6:30 pm on Monday, December 10, at the Wentworth Library.

The first meeting of 2013 will be held on Monday, January 14, at TEAM Technology, 8484 Tamarack Bay, Woodbury (651-738-1243) at 6:30 pm. The meeting will start after the store has closed for the day. If things work out, I anticipate using the library on February 11 and then going back to TEAM Technology in March or April.

Q&A SIG Meeting 24 Oct 2012
by Harry Lienke

The Question and Answer Special Interest Group (Q&A SIG) met at the Wentworth Library in West St. Paul on October 24.

Our meeting reservation at the Merriam Park Library was cancelled for the third time in about six months

(hours have been shortened at the St. Paul libraries and groups with higher priority than ours are using all the meeting rooms). Consequently, a major topic of conversation was where and when to meet. I want to keep this SIG on the east side of the Twin Cities, if possible, since it is the only meeting held east of the Mississippi. The folks at the meeting seemed to think the usual suspects would attend even if we scheduled meetings in Woodbury. I have talked to TEAM Technology about having a meeting at their Woodbury store and they agreed to host a meeting in January. If TEAM is a viable site, Q&A SIG meetings will be held at both the Wentworth Library and TEAM Technology. I also expressed a desire to schedule the meetings earlier in the month so meeting reports like this one can appear in the next month's newsletter and not be delayed until after the next meeting has been held. After checking the mini'app'les on-line calendar and the calendars of the individuals at the meeting, we decided to try meeting on the second Monday of each month. Not only does this date occur before the newsletter deadline, but it removes the conflict with November and December holidays. Our next two meetings will occur on December 10 and January 14. In December we will meet at the Wentworth Library; in January, at TEAM Technology.

Someone wondered about being able to use peripherals with USB2 interfaces on a new computer having USB3 interfaces. Assurance was given that the USB2 equipment would operate on a USB3 channel, but the channel will operate at the slower USB2 data rates and USB3 power distribution and protocol features will not be available.

An attendee complained that Microsoft Word documents were opening in Pages rather than Word. This behavior can be altered by clicking on a Word document to select it and then entering CMD-I to Get Info on the document. About half-way down the Info window is an Open With section. If the section is not open, click on the disclosure triangle next to Open With. From the pull-down window, select Word (if Word is not showing, click on Other and select Word from the Applications list). Once Word is selected, click on Change All to tell the Finder that all documents of this type should be opened with Word. Close the Info window.

We mentioned using the Self-Monitoring, Analysis and Reporting Technology (SMART) capability of Apple's internal hard drives to help detect when a hard drive may be failing and need to be replaced. Apple's Disk Utility checks the SMART Status and provides a "Verified" message if things are okay. TechTool Pro provides a read-out of the results of the individual tests to allow you to see if your hard drive is having problems in any areas.

We talked about using Firewire drives with a Mac with Thunderbolt connectors. An adapter cable must be used to hook a Firewire peripheral to such a Mac.

One attendee was having trouble getting a CD-ROM out of a Mac that was freezing up and had a fan that was no longer working. We discussed the usual ways to get a CD to pop out when the computer is started—pushing the Eject key, clicking on the eject button in the sidebar, dragging the CD icon to the Trash, starting with the Mouse button depressed, etc.

The new iMacs are available with a Fusion Drive which combines a solid-state drive with a hard disk drive to provide high speed control storage with a large data capacity.

We discussed the new iPads briefly.

Burt Benson R.I.P.
by Les Anderson

Mini'app'les has lost another long term Member. We sadly need to inform you that Burt Benson passed away on November 17, 2012, at age 84. Burt was a Korean War Veteran. R.I.P. Burt, and Thank You for your service.

Born in Minneapolis, MN on Nov. 9, 1928. Departed on Nov. 17, 2012 and resided in Minneapolis, MN. Joined mini'app'les 11-81. Member ID is 167

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iMac Drive Replacement Program
by Harry Lienke

If you have an iMac you purchased in the interval from October 2009 to July 2011, Apple would like to replace your hard drive at no charge. Seagate apparently provided Apple with a group of defective 1 TB drives and Apple wants to exchange them. To find out if your iMac qualifies for the replacement program, go to Apple's web page (http://www.apple.com/support/imac-harddrive/ and enter your iMac's serial number. The web page will then tell you if you are entitled to a disk replacement. For the repair, you can take your iMac to any Apple Store or to any Apple authorized service provider.

We have an iMac that qualified for the program, so I utilized SuperDuper! to create a clone of the internal hard drive on an external drive. I used the Finder to securely delete all the private information on the disk and deleted all the applications that are not part of Mac OS X; some of the applications provide uninstall programs, but many applications have to be removed by searching with a specialized tool like CleanApp or by using a search utility like EasyFind. After I removed all applications, I used Disk Utility to write zeros in all the unused space on the disk (this took several hours).

We took the iMac to [TEAM Technology](#) for the repair (you can back up your vehicle to their front door so carrying even a big iMac into the store is quite easy). They checked the iMac to be sure it was eligible for the program, which it was. They indicated repairs were taking three to five work days, but called the next day to say the repair work had been completed. I did not need the original Install Disks for the iMac because TEAM copied the data from the old hard drive to the new one. Once they knew I had successfully transferred all my applications and data to the new hard drive, they erased the old drive before sending it on to Apple. When we were ready to leave TEAM with our repaired unit, they volunteered to carry it to our vehicle for the journey home.

Once the iMac was home again, it was easy to use SuperDuper! to restore the applications and data from the clone.

Editor's Note: My iMac was under the same recall. I stalled the replacement because no problems were apparent. After the Holidays I took mine to the Roseville Apple Store where they were able to turn my iMac around in 3 days. When it came time to surrender the hard drive, I balked and said No! to everyone including the manager. They politely put the original drive in the replacement box and handed it to me to take.

Interesting aside: The replacement started showing missing blocks within 5 months (past the 90 day replacement warranty). I took the iMac back to the Roseville Apple Store and because of the recall experience, they replaced the drive with a new one in less than 8 hours. They also remembered that I wanted the dead hard drive and had it in a box ready to go. I had to do the restoration at home with Time Machine and Carbon Copy Cloner backups.

I still have the original drive and it still works though I don't trust it with any important information other than transferring data or making temporary backups.

Thoughts about the iPad mini for Photographers
by Jeff Carlson

Like a lot of other people, I'm getting familiar with a new iPad mini during this first week of its availability, and so far I can unequivocally state that my wife will steal it from me if given any opportunity.

But while other writers are thinking about how it fares for average customers (my take: people are going to love it), I want to look at the iPad mini in terms of how it would work for photographers.

After using iPads since the original model, I've become convinced that the tablet is a great addition to a photographer's camera bag, regardless of whether you're a pro or casual shooter. In fact, I was inspired to publish a book earlier this year, "[The iPad for Photographers](#)," that goes into depth on the topic.

The iPad mini will appeal to photographers much in the same way it appeals to most potential customers: the smaller size and reduced weight is a draw for folks who want a better look at their photos when shooting in the field, but pros who need to show off their work in the best possible way may opt for a full-size iPad with a Retina display. When I wanted to shoot the last day of my daughter's soccer league, for example, I could have brought either model, but my instinct was to reach for the iPad mini. Because the iPad mini does everything the full-size iPad does, I had no concerns about being limited later when I would review and share photos from a coffee shop.

iPad mini in the Field -- Photography involves gear. That could involve capturing photos with a point-and-shoot camera, or carrying a DSLR, several interchangeable lenses, a portable lighting kit, and more. And digital photography — which has mostly become a redundant term — also involves a computer of some sort for storing and working with the photos you shoot.

Laptops make this process easier, but they also involve gear, especially if you're shooting on location, or going on vacation where you may want

to avoid any temptation of work. Portability becomes paramount, and although the 9.7-inch iPad is a big improvement over laptops, the iPad mini is a revelation. It occupies less space and weighs far less than a regular iPad, while still giving you a screen for reviewing photos that is far better than the tiny LCD on the back of most cameras.

The extra gear required for an iPad mini could fit into an envelope. A sync cable and power adapter for charging, and some way to get photos directly from a camera onto the iPad. Apple now sells two camera adapters: the Lightning to SD Card Camera Reader and the Lightning to USB Camera Adapter, each priced at $29. If you already own the iPad Camera Connection Kit (also $29, but you get both USB and SD adapters) for older iPads, and you want to continue to be able to use both adapters, you'll need to buy a Lightning to 30-pin adapter (available as a $29 one-piece adapter or as a $39 0.2m cable). Or, you can get an Eye-Fi wireless SD memory card for your camera and transfer photos via Wi-Fi.
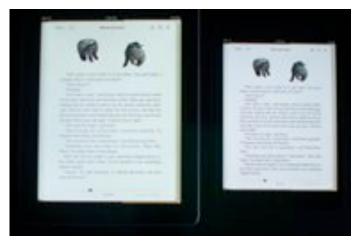
With 10 hours of battery life (which some people are reporting is a conservative estimate), the iPad mini doesn't demand that you scramble for a power outlet after just a few hours of use. When you do have to recharge the device, it doesn't take as long as the Retina iPad models, which contain massive batteries that can take 6 to 8 hours to charge fully.

Non-Retina Isn't a Problem -- The top criticism of the iPad mini is the screen. Or rather, it's the screen it doesn't have: a Retina display. The iPad mini's screen has the same resolution as the iPad 2 at 1024 by 768 pixels, though the pixel density is higher, at 163 ppi, thanks to physically smaller pixels.

People accustomed to Retina displays will notice a difference when reading text, but photos look great, even when you zoom in to check whether an image is in focus or to spy details. And in general, I'm noticing that the more I use the iPad mini, the less I care about the reduced resolution compared to my third-generation Retina iPad; it's a jarring adjustment at first, but my eyes have adjusted.

Resolution aside, the screen on the iPad mini is still very good. When I compared some samples with the

fourth-generation iPad with Retina display, I found the iPad mini to be a bit cooler (or the Retina iPad a bit warmer), especially when looking at an app like iBooks.

For photos, the Retina screen fares better in terms of saturation and warmth, but not dramatically so. This comparison shot, taken with a Nikon D90, makes the effect more pronounced than it appears in person.

You're definitely paying more for a better screen in a Retina iPad, but for more casual use or for getting a better read on how images are shaping up in the field, the iPad mini is perfectly fine.

It's the Ecosystem -- Perhaps the most important aspect of the iPad mini is that it's still a fully functional iPad. Too often we think of something "smaller" as having fewer features, and Apple certainly could have made a single-purpose device like an Amazon Kindle. But the iPad mini runs the same software as its larger siblings, which gives you a portable photo studio in your camera bag. You can review, rate, and tag photos using an app such as Photosmith; edit them in iPhoto for iOS or dozens of other apps; and post them to your favorite photo-sharing sites. That's in addition to using the device for keeping up with email and news, storing ebooks and camera manuals as PDFs for easy reference, and, of course, playing games during downtime.

Many photographers may not be interested in the iPad as a photo studio or in-the-field reviewer, but they do see it as a great portfolio presentation device. It's so much more convenient to meet a potential client in a coffee shop with an iPad instead of a bulky photo album.

The iPad mini runs dedicated portfolio software such as Portfolio for iPad, so you can definitely keep your best photos at easy reach. However, the larger screen of the Retina iPad makes for a more dramatic impact if you're selling your photos and ability. I expect pro photographers will stick with a Retina iPad for this purpose.

iPad mini as Camera -- I admit I cringe when I see people holding up a 9.7-inch iPad to capture a photo (it was worse when the only option was the iPad 2, which has a crummy camera), but I'm seeing that happen more often. The smaller physical size of the iPad mini should make shooting photos more tolerable, both in the sense that the cameras have improved — the FaceTime camera on the front is quite nice for video chatting — and that taking photos won't be as socially awkward; people behind you won't be watching your iPad as if it were a small Jumbotron.

In terms of image quality, the iPad mini's 5 megapixel iSight camera performs decently; the fourth-generation iPad with Retina display shares the same camera specs (although the good folks at

Boinx discovered that the larger iPad's camera takes slightly better photos while the iPad mini has a wider field of view).

It's better than having nothing at all, of course, but my iPhone 4S captures better shots, and I would assume the iPhone 5 (which I haven't used) improves upon that. But really, serious photographers aren't likely to buy any iPad for its photo-capture capabilities.

A Photographer's Companion -- If your most important consideration is size and weight, the iPad mini is an easy choice — and it's less expensive than a full-size iPad, too, although in either case we're still talking about spending several hundred dollars. The iPad mini isn't using the latest, fastest processor, but I haven't found areas yet that suffer from the difference. Developers must design their apps to work within tight memory and processor restrictions

as it is, so it doesn't feel as if buying an iPad mini means making a significant step down in terms of performance. The simple truth is that you're using an iPad, only this one happens to be smaller and lighter for those who value those characteristics.

Apple, Let Us Delete Apps for Good
by Adam C. Engst

Begin mea culpa!

[Move along, there's not much to read here, because I failed to find how Apple designed this functionality. You cannot "delete" apps from your account, but you can hide them, and unhide them later if you wish. Hiding an app removes it from your Purchased list. As far as I can tell, the best way to hide an app is in iTunes: Click iTunes Store, then click the Purchased link in the Quick Links box on the right. Click Apps at the top, mouse over an app icon, and click the X button that appears in the upper left corner. To unhide an app, you must click your email address in the upper right corner to load your iTunes account, scroll down to iTunes in the Cloud, click View Hidden Purchases, click Apps, and then click the appropriate Unhide button. Although an Apple support article claims you can hide apps in iOS too, swiping left and right on items in the Purchased list did nothing in iOS 6.0.1; in iOS 5 it works. Unhiding purchases in iOS 6 does work: in your account, available from the bottom of the Featured screen, there's a Hidden Purchases button under iTunes in the Cloud. To address my final complaint, the Purchased list in iTunes can be sorted, as can the Purchased list on an iPad; only the iPhone and iPod touch can't sort the list.]

End mea culpa. Read further only if you'd like to see how someone who spends a lot of time on this stuff can still be unaware of deeply hidden functionality. I could complain about how a better and more discoverable interface would be to enable app hiding from the Apps screen in iTunes, and how it's very odd that this doesn't work in iOS 6, but the fact is, the article asks for a feature that does exist.

I recently set up my iPhone 5 from scratch (see "Solving iOS 6 Battery Drain Problems," 28 September 2012), and one of the things I lost was my app selection and home screen organization. This was no great hardship, mostly because I have long been overwhelmed by the number of iOS apps I have on my devices, to the point where I mostly use Spotlight to launch anything but apps on my Dock and first two home screen pages. This is, I believe, evidence that Apple's Springboard home screen concept needs to be scrapped and replaced with something that both scales to accommodate large numbers of apps and enables information-centric screens that let you avoid launching an app just to see some data. Whether Apple will ever do this, it's impossible to say.

But what Apple could do — and should do — is give us full control over our apps. You can, of course, choose which apps appear on any given iOS device, and delete apps that you don't want. You can even, if you sync via iTunes instead of iCloud, delete them from your Mac.

To delete an app on an iOS device, tap and hold on any app icon, until the apps all start to jiggle, and then tap the X button on any non-default app to delete it. In iTunes, click Apps in the Library section

of the sidebar. Then select an app, press Delete, confirm that you want to delete the app, and in the second dialog, click Move to Trash. (As an aside, if you use a relatively small SSD or are generally low on disk space, look in your Mobile Applications folder — Control-click any app in iTunes and choose Show in Finder — and you can manually delete old versions of apps that are still sticking around. I cleared over 7 GB of unnecessary files that way.)

Deleting apps in these ways are somewhat fussy procedures, though, and should you ever set an iOS device up from scratch, you will have to look through all your apps to determine which you want. If you're syncing with iTunes, that may not be too bad, but if you're downloading from the Purchased list in the App Store app, it's going to take time to sort through everything. That's because, no matter what, you cannot delete an app from your Purchased list.

This has been an annoyance for me, and for writers like me who test a great number of apps, for some years. For instance, back when iOS was inadvisedly caching iTunes Store authentications for 15 minutes, thus enabling accidental in-app purchases by kids, I downloaded a free app with in-app purchases called Fishies to test the scenario. I don't even remember

what Fishies does any more, and I certainly don't want it for anything. But no matter how hard I try to eradicate it, Fishies stubbornly sticks around. The same is true of an untold number of other apps — after the release of Passbook in iOS 6, I quickly downloaded the United app, the Target app, the Starbucks app, and the Valpak app, just so I could see what the Passbook experience was like (the Valpak app is the best for getting coupons into Passbook, seeing how they work, and deleting them with Passbook's excellent shredder animation). Of these, only the United app is likely to be of any use to me going forward, but I'm stuck with the rest until the end of time.

I haven't raised this issue previously because I figured I was an outlier due to my position as a technology writer. But I think the greater world has now caught up with people like me. Nielsen reported earlier this year that iPhone users have an average of 41 apps. That's an average, and with the massive number of iPhone users out there, that says to me that there are millions of people who have as many apps as I do or more. And a commenter on another article said that he has trouble in iOS 6, because the App Store app crashes whenever he tries to load his 3000-app Purchased list — I thought my 360 apps was a lot! Clearly, it's just too easy to download free and inexpensive apps.

That's not even the entire story. 21 percent of iOS apps are launched only a single time, and only 35 percent are launched 11 or more times, according to the app analytics firm Localytics. (That 35 percent is actually pretty good; only 23 percent of Android apps are launched 11 or more times, and in general app retention improved from 2010 to 2011.) Still, assuming that it's safe to say that an app that isn't launched at least 11 times has basically been ignored, nearly two-thirds of all iOS apps are sitting unused, cluttering our devices and our accounts.

So Apple, give us control over our purchases, and let us eradicate those apps from our accounts. Just because we pick up a newspaper on the way to work doesn't mean we have to keep it for the rest of our lives, and apps shouldn't be any different.

Downloading or purchasing an app is an extremely lightweight action, which isn't bad, but such simple actions should be easily reversed as well.

Oh, and in the process, please provide the capability to sort the list of purchased apps in the App Store app by name as well as by purchase date? It's damnably difficult to find anything in that massive scrolling list if it isn't among the most recent apps.

Public Radio Group Finds iOS 6.0 Streaming Bandwidth Bug
by Glenn Fleishman

The Public Radio Exchange (PRX), a clearinghouse for and producer of public-radio programs, helped This American Life and other shows sort out an iOS 6-related spike in bandwidth usage by uncovering a bug in a fundamental part of the operating system.

PRX was asked by This American Life for help in figuring out a spike in bandwidth bills in October, and found a similar problem in its own logs. It isolated the behavior to ensure its own streaming apps weren't at fault. Its analysis shows that apps that rely on iOS frameworks to handle networked audio streaming in iOS 6.0 make multiple overlapping requests for audio that substantially increase the total number of bytes downloaded. The blog entry noted that a 30 MB podcast consumed 100 MB by the completion of a streamed episode, an exact ratio (30 MB taking 100 MB) that TidBITS and its readers have seen as well.

PRX writes that the bug disappeared in 6.0.1 and couldn't be replicated in iOS 5, nor did the group test anything but access via Wi-Fi. Nonetheless, we're convinced that the problem isn't limited to streaming media nor Wi-Fi. Readers continue to post stories of massive data consumption over 3G, 4G, and LTE without using the Podcasts app or other streaming audio and video apps both or either while they are within range of a Wi-Fi network in their homes and when they are using programs that allow

disabling mobile broadband usage. Twitter users also immediately noted that they continue to have problems with the iOS 6.0.1 update and other apps.

Our previous coverage includes Matt Neuburg's deep dive, "Mysterious iOS 6 Cellular Data Usage: A Deeper Look" (24 October 2012) and my earlier examination, "What's Behind Mysterious Cellular Data Usage in iOS 6?" (29 September 2012).

If you continue to experience mysterious jumps in cellular data consumption and are charged for it by your carrier, we recommend asking customer service to remove the charges, and documenting your usage and any calls you make to the carrier about the issue in case you are required to make a claim later to obtain a refund.

(Hat tip to Michael Panzarino at The Next Web for the link to the story, and his reciprocal link to our previous coverage.)

Mac/iOS Combo Apps: Maximize Wi-Fi Productivity
a review by Tom Piper

For the last two years, I've wanted (but have not been able) to record my iPad or iPhone screen to do training videos without using a video camera to capture it. It also seemed to me that we should be able to live broadcast my video camera to my iPad. And, when will I be able to touch-control my Mac screen (without using a Wacom tablet)? The power of AirPlay has helped to now make all of this possible.

AirPlay wireless streaming (originally called AirTunes 2004-2010) was designed to make it easy to tap into your iTunes library through Apple TV. You just open iTunes on your laptop or Apple portable device, and select Apple TV in the AirPlay menu. You can then control the volume remotely, and even stream the music simultaneously to additional AirPlay-compatible components.

You can also send music or video from your iPhone, iPod touch or iPad (even play games on your TV using your iPhone as the controller, hearing the soundtrack through your audio system). I have found that I can also play Internet radio stations through iTunes, or sound from my iPhone or iPad apps — including music services such as Pandora Internet radio, Rhapsody, and Last.fm.
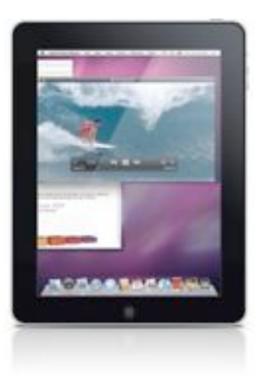
Apple TV gives you a virtually unlimited selection of high-definition movies, TV shows, video, and photos to explore. This wireless digital media receiver can play music from your computer, show photos from your iPhone, even access your media collection stored online in the iCloud. The newest Apple TV can stream full 1080p high-definition video and audio. You'll enjoy your favorite TV shows, movies and even photo slideshows in breath-taking 1080p resolution. And, with the ability to deliver Dolby Digital 5.1 surround sound, your movies and shows will sound as good as they look, all for only $99.99.

But, if you have an iPad 2, the new iPad or iPhone 4S, you're not just limited to audio. Your device also has AirPlay Mirroring functionality (introduced in 2011 as part of iOS 5) which means you can wirelessly stream what's on its screen to your TV screen through the Apple TV. Show everyone what's on your device, even when you zoom in or change from portrait to landscape. This concept has been adapted into some really cool apps, four of which I'm describing here because they are cutting-edge innovative multi-device approaches that expand utility and functionally in unique ways that enhance the thrill and excitement of our Mac and iOS device investments.

AirBeam turns your iPhones, iPod touchs or iPads into a realtime audio and video surveillance system. It streams live video and audio from the cameras and microphones of any number of iPhones, iPod touchs or iPads. You can watch the stream on any other iDevice, Mac or Web browser, even on multiple screens simultaneously. Use your iDevices as luxury baby monitors, for serious surveillance, to keep an eye on your pets, a FPV cam in your remote control toys, and hundreds of useful (and not so useful) things you can do with it. Even if you have just a single device, AirBeam is an awesome tool for motion-controlled video recording. This universal app is available on the iTunes Store for $3.99.

Air Display can satisfy your wish for an extra display for your Mac (or Windows) computer. You can use your iPad, iPhone, or iPod touch as a wireless display, to extend your computer desktop. Air Display works in both landscape and portrait configurations (you just rotate your screen, and it automatically reconfigures). This makes a laptop much more useful by adding the iPad's 1024x768 display which nearly doubles the screen area of a laptop (except the 2009 15" /17" MacBook Pros) or netbook. Air Display not only gives you a wireless computer screen extender, but also works as a tablet input device. You can use your finger to draw directly on the screen's surface such as with a calculator, painting tool, music control surface, iWorks Inspector, email location, and more (simple gestures allow you to operate the right mouse button and scroll wheel too). This program is available at the Mac App Store for $9.99.

Reflection allows you to use AirPlay to mirror your iPhone 4S, iPad 2 or new iPad to any Mac running OS X 10.6+, wirelessly. I can now easily demo iOS apps on any Mac running OS X Lion using AirPlay Mirroring on iOS 5, and record it using QuickTime, ScreenFlow or other screen recorders. I can now enable/disable an iPhone or iPad "wrapper" (this preserves the look of the device around the screen), change the color, record the screen, and more. Amazingly, I can also display any iOS game on either my 27" iMac or 17" MacBook Pro screen, even show my iPad 2 and iPhone 4S on the screen at the same time (no, you can't "touch" them, is display). A free trial version (fully-function for 10 minutes) is available at www.reflectionapp.com, and the full purchase price is $14.99.

AirParrot will place our Mac's screen on your Apple TV. You can choose the display the AirPlay device will mirror to in order to enjoy your video and audio. Also adjustable is the quality versus speed performance, show the mouse cursor, and adjust that nasty overscan. This program is built from the ground up to support the great things in OS X Lion while also supporting OS X Snow Leopard. A free trial version (fully-function for 10 minutes) is available at www.airparrot.com, and the full purchase price is $9.99.

These are amazing Mac and iOS apps which fully utilize the power of Wi-Fi through Airplay and Apple TV to achieve a new level of productivity. And, they are FUN to boot!

Apple User Group Bulletin • 15 November 2012

Submitted by Bruce Thompson

Recent Highlights from the Apple User Group Resources website:

http://appleusergroupresources.com

 AUG Offers for User Group Members:
- Special Offer – iBank 4 personal finance software: 20% off
- Special Offer – Mac|Life: 65% Off Special Offer – Mac|Life: 65% Off
- Special Offer – Dolly Drive Revo backup/sync/storage: 100GB 30-day trial plus 33% Off
- Special Offer – TinyLightbulbs: 20% Off Three Popular Items
- 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 – AgileBits 1Password and more: 25% Discount
- Special Offer – O'Reilly: Wonderful Discounts for User Group Members
- 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 and more

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

http://appleusergroupresources.com/special-offers-with-codes/

Password from November 15, 2012 - May 15, 2013

ugcoolbuys

Hot Links:
Compiled by Tom Ostertag

Apple, Inc.

Apple says first weekend of 4G iPad, iPad mini sales set record | *Infinite Loop*

iPhone 5 supply still not caught up with demand | *Edible Apple*

Apple sells 3 million iPads in 3 days | *Edible Apple*

Apple donates $2.5 million to Hurricane Sandy relief | *Edible Apple*

OS X 10.9 Called Lynx? Probably Not! | *Cult of Mac*

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Mac Software

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Apple working to make Bonjour compatible with enterprise networks | *Infinite Loop*

Best of both worlds: Setting up Wi-Fi for iOS on 2.4 and 5GHz | *Infinite Loop*

OS X 10.9 to feature Siri, use Apple's new Maps APIs | *Infinite Loop*

Enable And Use AirDrop Via Ethernet On Unsupported Macs | *Cult of Mac*

The Dropbox Pro For Life Giveaway [Giveaway] | *Cult of Mac*

Mac Hardware

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iTunes through the ages | *Infinite Loop*

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The Complete Guide to Transferring your Content to a new iPhone, iPad or iPod touch | *iLounge*

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Re-Enable Password Check in iOS 6 To Avoid Nasty In-App Purchase Surprises | *Cult of Mac*

Passbook app usability enhanced for first-time users in iOS 6.1 beta | *AppleInsider*

'Dramatically simpler' iTunes features new interface, tighter iCloud integration | *AppleInsider*

Miscellaneous

Macintosh OS X Beachballs |*MacAttorney*

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Routine Maintenance On Your Mac |*MacAttorney*

Watch the World's Oldest Working Digital Computer — the 1951 Harwell Dekatron — Get Fired Up Again | *Open Culture*

How to make your own Fusion Drive | *Macworld*

DSLR buying guide | *Macworld*

The unusual world of Mac prototypes | *Macworld*

Method Detects Damage In Fossil Bones And Other Collagen-Containing Artifacts | *C&EN*

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

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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."

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City, State, Zip: _____

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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.

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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.

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