

Website: <http://www.miniapples.org>

Forums: <http://miniapples.7.forumer.com>

Email: info@miniapples.org

From the Editor:

2012 is fast approaching an end and I would like to wish everyone a Joyous and Prosperous New Year. Anyone for New Years Resolutions? #1, Backup everything!

First, there will be No Mac OS X SIG Meeting in January since it falls on a Holiday but make a resolution to get to your favorite meeting several times this coming year. Maybe even make it to a Pie SIG and enjoy some fellowship.

Not much news in the Apple world this month, just a new version of iTunes and some updating of iCloud.

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 – January 2013			
Wednesday	January 9	7:00 pm	VectorWorks SIG*
Monday	January 14	6:30 pm	Mac Q&A SIG
Tuesday	January 15	7:00 pm	iOS SIG
Thursday	January 17	7:00 am	Mac Consultants SIG
Thursday	January 24	6:30 pm	FileMaker Pro SIG

Meeting Locations and Leaders

Meeting	Location	Leader
VectorWorks SIG*	CJR Office, 4441 Claremore Dr., Edina	Charles Radloff, 952-941-1667
Mac Q&A SIG	TEAM Technology, 8484 Tamarack Bay, Woodbury	Harry Lienke, qasig@miniapples.org
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
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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mini'app'les Directors Meeting Minutes for 20 December 2012

Submitted by Joel Gerdeen

In attendance: Tim Drenk, Jeff Berg, Joel Gerdeen, Bob Demeules, Mike Bertrand, Bruce Thompson, and Kevin Stryzik

Absent: Tom Ostertag

Other Attendees: None

Agenda: See Directors' Reports and Old and New Business below.

Minutes: The minutes for the June 18, 2012, BOD meeting were approved electronically and distributed through email on June 24.

Directors' Reports

Treasurer Bob Demeules report: A written report was distributed by email prior to the meeting and discussed. All bills are paid.

President Tim Drenk report: Newsletter needs user confirmation to receive through email. Dreamhost hosts for free since our business status is 501c non-profit.

Vice President Jeff Berg report:

Secretary Joel Gerdeen's report: Distribution of BOD minutes through email worked fine last time and will be repeated with this report.

Publications Director Tom Ostertag's report: Tom was absent but still producing a good newsletter.



Newsletters online through Dreamhost group website. Joel & Bruce discussed scanning all old newsletters which Bruce has stored for the group.

SIG Director Kevin Stryzik's report: SIGs looking for more permanent non-library meeting locations.

Membership Director Mike Bertrand's report: Currently have about 74 current members. Need to catch up with membership renewal notices. We will extend membership from renewal form return date, not their original expiration date. Bob has most current database to generate renewals and will clean up and migrate to v12 of Filemaker. BOD approved Filemaker 12 upgrade for Mike to use. Bob, Mike and other interested BOD members will meet in January to restructure the database, eliminating unused fields.

Past President Bruce Thompson's report: Need homeland security approval for post office box. Passport and ID are used to confirm identity. Bruce just renewed in October, but would like someone else to take over responsibility. Problems with the group calendar are still being addressed. May move to Google calendar.

Old Business

SIG Restructuring

Because Mac Apps SIG interests have split between OS X and Q&A, users are encouraged to attend one of those SIG meetings. There is no separate Mac Apps SIG meeting.

Website and communication changes – Changed hosting company to DreamHost. New emails have been set up for officers and SIG leaders. Miniapples@mac.com will no longer be used. Further email to members will elaborate on changes.

mini'app'les meeting possible dates - Considering dates in February for a full membership mtg.

New Business

Forum to be addressed next year.

Annual meeting may be at Friendship Village? Jeff is arranging the speaker.

Discussed calendar move to Google calendar

Next meeting: Scheduled for annual meeting at a date TBD. All club members are welcome to attend.

The meeting ended at 8:00 pm.

Q&A SIG Meeting • 10 Dec 2012

by [Harry Lienke](#)

In spite of the cold and snow, a small but bold and hardy band of Nordic warriors known as the Question and Answer Special Interest Group (Q&A SIG) met at the Wentworth Library in West St. Paul on December 10 to discuss the Legend of the Macintosh as told to us by the Steves.



One of the warriors held up a white rodent with a long tail and wondered if it had only one usable button. The crew agreed that was the case but an Internet search subsequent to the meeting produced information indicating the rodent was actually an Apple Mighty Mouse with four-button capability. This data, along with a link to some information, was emailed to the warrior.

One individual was having difficulty with Safari: it wasn't opening to the desired web page on start-up.

It was suggested Safari preferences were not set correctly.

A warrior reported updating iTunes to the newest version and indicated there were many changes which required re-learning to use the application.

An email sent prior to the meeting contained a link to a site entitled Macintosh OS X Routine Maintenance. The information is somewhat outdated but there are some very useful suggestions. We reviewed a condensed version of the website.

The site recommends lots of RAM, an external disk, and back-up software. It mentions repairing permissions as a starting point when a machine seems to be running slow or misbehaving. The site says to make sure the maintenance tasks built-in to Mac OS X are run and the system and browser caches are cleaned occasionally. Repairing and backing up preference files is suggested (the utility program recommended to do this is obsolete, having been updated last in 2007). The Safe Boot mode is mentioned for doing file system checks and repairs. The web site's author believes in defragmenting the free space (not the files but the free space) to ensure there are large blocks of free space available to the operating system for working space. Checking the SMART status of the internal hard drive so you are warned of impending drive failure is recommended. Several tricks are mentioned for keeping the desktop uncluttered to maximize the speed of the CPU. The web site recommends using Safari's Reset to improve its speed by cleaning out its various caches. Activity Monitor can be utilized to locate items like widgets and other processes that may be slowing the CPU down; if Spotlight is indicated as a CPU cycle hog, rebuilding Spotlight's database may improve the situation. Cleaning out Mail's archived messages can improve Mail's performance in some cases. As we talked about the various items on the website, we mentioned utility applications that can be used to maximize a Mac's performance: Disk Utility, OnyX, iDefrag, TechTool Pro, SuperDuper!, Carbon Copy Cloner, OmniDiskSweeper.

The next meeting will be held at TEAM Technology in Woodbury on January 14. Our meeting will be

held after business hours are over, but there will be folks available to answer questions for us. The meeting will start at 6:30 pm as usual and last until about 8:00 pm. PieSIG will be held at the Perkins Restaurant near Valley Creek Road and I-494.

Comparing Apple's Maps and Google Maps

by [Adam C. Engst](#)

Like a pair of sumo wrestlers, Apple and Google are facing off in the field of iOS mapping services. First Google held the upper hand, controlling the map database underlying Apple's first Maps app. But in a bold move that was both expensive and ultimately somewhat embarrassing, Apple escaped Google's clutches by creating a new Maps app and its own mapping infrastructure, relegating Google Maps to a Web browser window. Now Google has returned to the ring with a new [Google Maps](#) app that offers all the features that Apple said couldn't be added to the original Maps app.

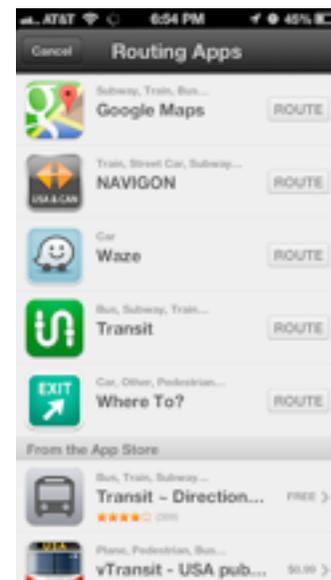
I doubt we'll ever know exactly who was responsible for what in the breakdown of that relationship, but regardless, iOS users can now choose between Apple's Maps app and Google Maps, along with the many other GPS navigation apps like [Navigon](#), [MotionX](#), [Garmin StreetPilot](#), [CoPilot](#), and [TomTom](#). It's these other companies I feel sorry for, since between Apple's bundled Maps and the free Google Maps, a commercial app will be a hard sell. The main advantages I see to a paid app (with Navigon being the one I'm most familiar with) are offline access to stored maps (both Apple's Maps and Google Maps rely on a cellular data connection to retrieve maps and directions) and interface niceties like pausing a podcast instead of talking over it and offering a light-on-dark night mode.

Since Google Maps for iOS just appeared, it's too early to tell if it will have any subtle issues in real-world navigating, though it's hard to imagine that it would react differently from Google Maps in a Web browser or Android app. The data behind Google Maps may not be perfect, but Google has been

refining it for years. Apple took a lot of early abuse for the quality of its mapping database, and most recently, [police in Australia warned against using it](#) after having to rescue six motorists who followed incorrect directions into a national park. (Amusingly, police later had to [issue a similar warning about Google's database](#).) Realistically, though, Maps has likely worked well for the vast majority of its uses, and Apple is constantly correcting user-reported mistakes like the Australian debacle and refining the data through monitoring, just as Google does.

Before we look at how Apple's Maps and Google Maps compare visually, there are some notable differences.

- Unlike Apple's Maps app, Google Maps includes transit directions. For the vast number of iPhone users who live in major cities, this is huge, and may be the main reason people will prefer Google Maps. Interestingly, I just learned yesterday from Rich Mogull that if you ask Apple's Maps for transit directions (click the bus button), it will feed the associated locations to other routing apps you may have on your device. Better yet, say to Siri, "Give me directions to Joe Schmo's house, via transit." That works swimmingly with Google Maps.



- Besides this "via transit" trick, it's not possible to start navigation in Google Maps directly via Siri, as it is with Apple's Maps. As I become more

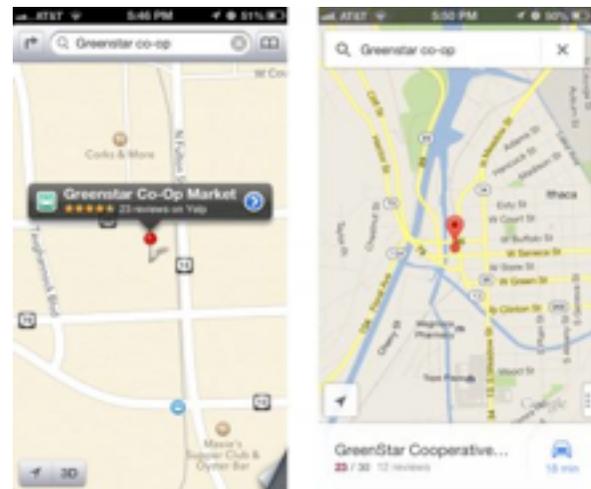
comfortable using Siri, I find that voice interactions while out and about are increasingly important to me. You can use iOS's voice dictation to enter search terms in Google Maps, but it's not the same as talking directly to Siri. Apple has shown no signs of allowing apps from other companies to be accessed via Siri, but perhaps it will happen someday.

- Similarly, Google Maps isn't allowed to display its maps on the lock screen or employ a system-wide "Touch to return to Navigation" header, as can Apple's Maps. Theoretically, Google Maps can display notifications on the lock screen with upcoming directions and will continue to provide voice directions in the background.
- Google Maps doesn't ask for or get access to Contacts in iOS, which seems like the sort of feature that will be added in a revision. Nor can it access contacts in Gmail or Google+, which is even weirder. Personally, this doesn't bother me much, since most of the places I need directions to are not in my contacts list. Again, you can use the "via transit" trick to have Apple's Maps feed your contacts' locations to Google Maps.
- Although both Maps and Google Maps will show a turn-by-turn list of directions, in Google Maps, you can also swipe horizontally to show the next or previous turn on the map display. That could be particularly useful when looking through an upcoming route. (Oddly, this is true of Maps too, but only on the iPhone 4, which lacks voice directions.)
- Google Maps asks you to log in to your Google account so you can share searches and saved locations. This isn't necessary; there's a Skip button on that screen, but opinions about this are coming down on both ends of the spectrum. Some people object to being asked to log in to an account, whereas others appreciate being able to access saved locations generated in Google Maps in a computer's Web browser. Google also hides the option to turn off location data collection: to find it, tap the silhouette icon in the upper right corner to access your account, then tap the gear

icon, then "About, Terms, & Privacy," then "Terms & Privacy," then "Location Data Collection," and finally, Off. To be fair, it's not clear to me that you can prevent Apple's Maps from collecting data at all, since turning it off in Settings > Privacy > Location Services prevents Maps from determining your location at all.

- Whereas Maps has pictures, Google Maps has Google Street View, at least where it's supported. I could imagine it being helpful for getting a sense of what a previously unknown destination looks like before you arrive. There are also interior pictures for 100,000 businesses, which is cool, but likely of only sporadic utility.

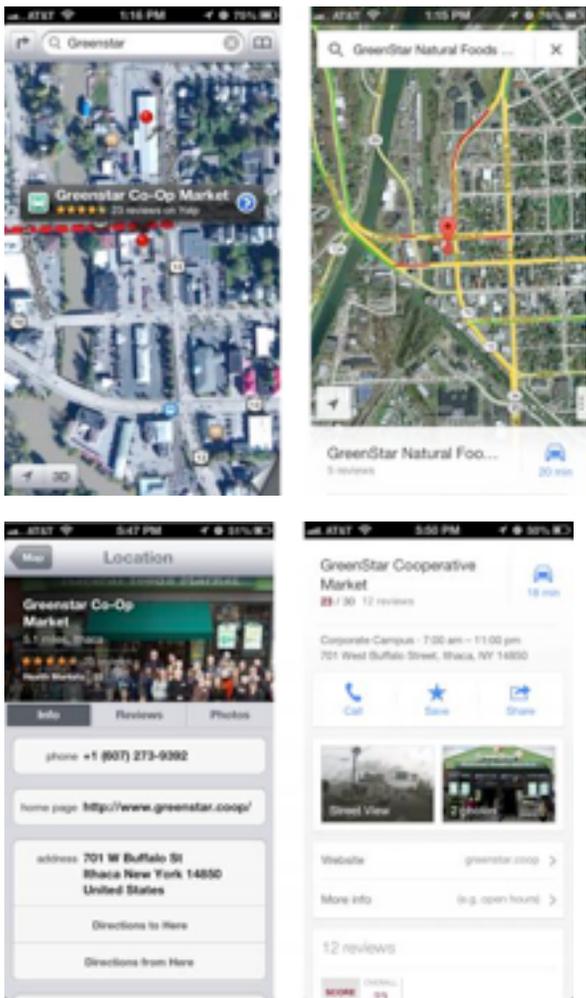
Let's take a look at how the screens in Maps and Google Maps compare for the same everyday actions of searching for a destination, picking a route, looking at the instructions and more. Maps will be on the left, Google Maps on the right.



First up is the display of a found business. By default, Maps zooms in more than Google Maps, thus providing more local detail, but at the cost of losing of the neighborhood details that give you a useful overview of where the destination is actually located. Apple does a better job of focusing on the pin, and providing the discoverable right-pointing arrow for more details. But what you can't see in the screenshot is that tapping the pin in Google Maps causes the bar at the bottom to bounce slightly, and swiping up from it displays more information. It's more subtle and a bit less discoverable, but equally effective. I do like that Google Maps gives an

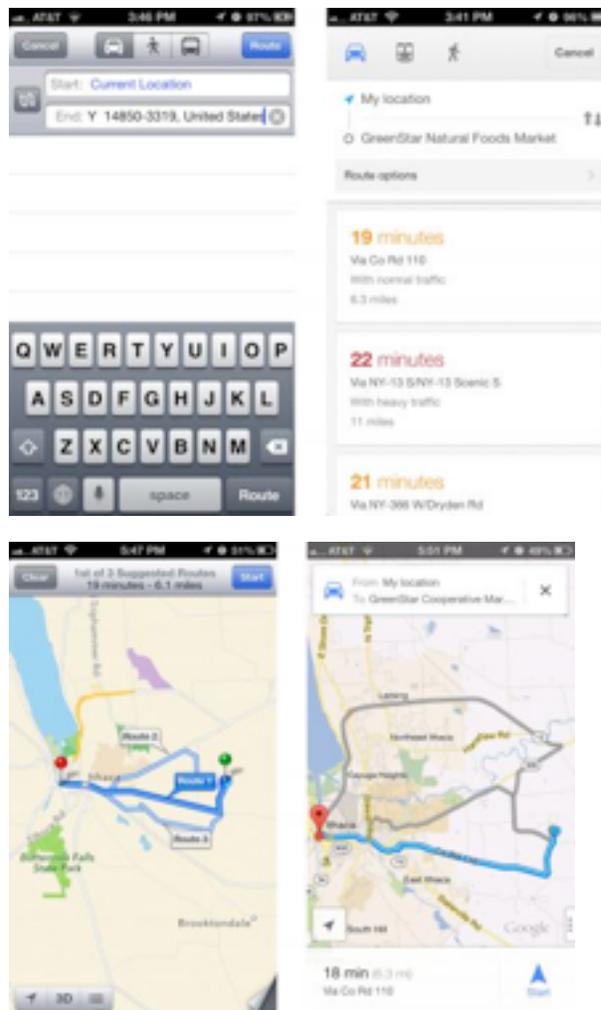
estimate of driving time, even before I've asked for directions.

Both apps offer satellite views and can show traffic, although Google Maps gives more traffic detail (the green and yellow markers) and they don't quite agree on where the traffic is. (And let's face it, "traffic" in Ithaca is really pretty unimpressive at the worst of times.)

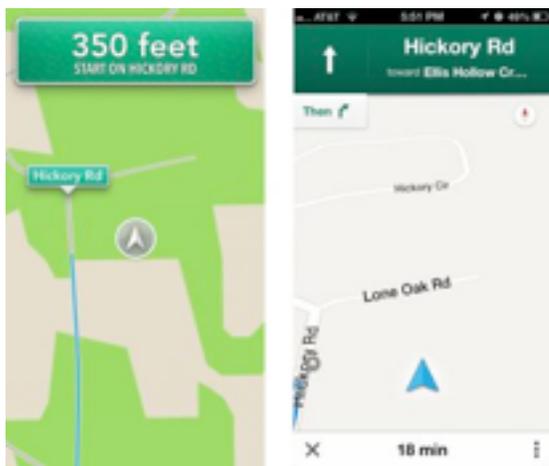


Moving in to the detail views, the main difference is in the graphical look. Apple maintains a standard iOS approach, with "tiles" of labeled data, whereas Google Maps utilizes Google's new look (the recently updated Gmail app is similar). The available data is roughly the same, though Google shows its own data, whereas Apple relies on Yelp. Apple is more clear about how to get directions; with Google Maps, you must tap the car button in the upper right corner, which isn't as obvious as a Directions To Here button.

How about the interface for setting up a route? Both apps require two screens here, so I've stacked them below, still with Maps on the left and Google Maps on the right. Apple's first screen, where you can enter a location and routing type (car or foot, or hand off to a transit direction app) is a bit confusing, since the End field displays the address of the place you just tapped badly. Once you tap Route, though, it's easy to choose among the different routes by tapping them. Google Maps does better, showing you the name of your selected destination and providing descriptions of the various options, with color-coding for traffic. I hear that the transit directions are particularly good here too — Google Maps doesn't know about Ithaca's bus system. Tapping a route on the first screen takes you to the second, where it shows you the graphical view, and where you can tap a different route if desired. Though I don't have much experience yet, Google Maps seems snappier than Apple's Maps at bringing in possible routes.

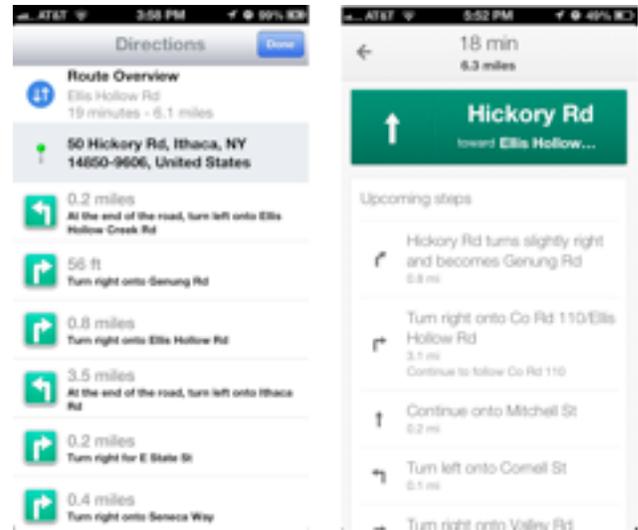


Once we actually get into the directions, Apple does some rather odd color coding — I have no idea what the green shading means — and puts up little green street signs, whereas Google Maps eschews the color coding and labels the streets themselves. Apple hides the arrival time and extra buttons behind a tap anywhere on the screen; Google Maps shows a cancel (X) button, the estimated arrival time, and a widget in the lower right corner that can be used to reveal a turn-by-turn list and mute the voice directions. Google wins on discoverability here, since while it’s certainly easy to tap anywhere on the screen, there’s no indication that doing so will reveal Apple’s extra information and controls.



Speaking of turn-by-turn directions, they’re comparable in both good and bad ways. Apple shows more turns per screen, with a tighter layout, but Google Maps combines some essentially unnecessary directions into a single step. And while both sets of directions will work, they make the classic GPS/mapping service mistakes that cause locals to shake their heads in disbelief: taking odd turns, referring to streets by unfamiliar names, and ending up on the “wrong” street because the parking lot entrance is on a different street than the business address. Amusingly, Google Maps has a neat “Shake to send feedback” setting — shaking the iPhone in irritation is exactly what I’d do if it made a mistake, and it provides an option to be notified when there’s a fix. The voices didn’t strike me as terribly different, but some have said they prefer Google’s voice. Personally, I’d like a good Australian accent,

which makes synthesized voices sound more natural to my American ears.



In the end, I believe that the real area where Google Maps stands out from Apple’s Maps is in transit directions, which I can’t test, but which have been praised by city dwellers like [David Pogue](#) of the New York Times, and [Jacqui Cheng](#) of Ars Technica, [Dan Moren](#) of Macworld, and [Andy Ihnatko](#) of the Chicago Sun-Times. Otherwise, both apps do a decent job and do so with entirely reasonable interfaces. Apple’s mapping data undoubtedly isn’t as good as Google’s, overall, but in most cases, I doubt that it will make a significant difference. And it’s now easy enough — thanks to the “via transit” trick — to compare routes in both apps, though I suppose that then raises the issue of which you want to believe.

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Five Apps Apple Could Delete from the iPhone

by [Josh Centers](#)

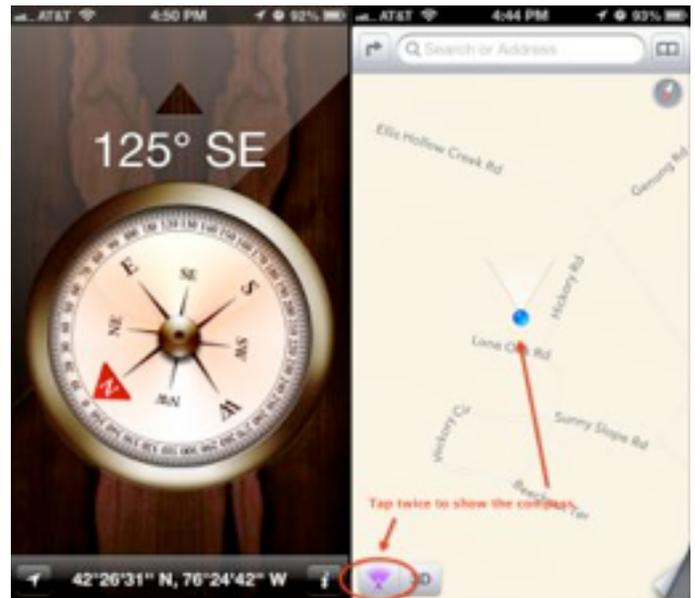
Bundled apps. There’s no question that some are essential, whether we’re talking Mac OS X or iOS. Safari? Sure. Mail? No problem. But while most of the less useful apps that Apple bundles into Mac OS X are out of sight, out of mind in the Utilities folder

(when was the last time you used, or even noticed, Grapher or Audio MIDI Setup?), it's harder to avoid the iPhone's crufty default apps. They might have been worthwhile — or at least novel — when the original iPhone shipped, but now they sit firmly unused on many iPhones, taking up valuable space. I can't help you delete these apps (it's impossible, so just toss them in a folder labeled "Barnacles" and squirrel it away on your last home screen page), but I can make some recommendations for how to put them to use or replace them with something that's more useful.



Compass -- When it first appeared with the iPhone 3GS, Compass was a neat proof-of-concept for the iPhone's then-new sensors, but most of us have as much use for a compass as we do for a sextant. If you just need to know which way is north, Maps has a built-in compass: just tap the arrow in the lower-left corner twice.

Make it useful: If you're a cord cutter, you may have a niche use for the Compass app: aligning a television antenna. Using the data from [AntennaWeb](#) and the degree readings from the app, you can easily optimize your TV reception without shelling out for a real compass. Just don't drop your iPhone off the roof.

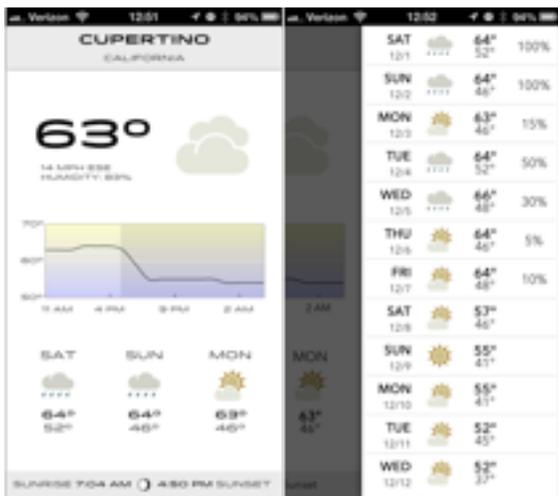


Weather -- Although Weather is a simple, competent app, almost all of its functionality has been supplanted by the Weather widget introduced with Notification Center in iOS 5. For casual users, the widget tells them everything they need to know: current temperature and a five-day forecast. And for anyone who is more involved with the weather — outdoor athletes, students walking among classes, farmers, and construction workers, to name a few — Weather is cold, dreary, and unsatisfying.



Replace it with: Although there are oodles of weather apps for iOS, and Adam Engst is fond of WeatherBug (see "[WeatherBug Elite 1.0](#)," 4 March 2010), let me recommend the \$1.99 [Check the Weather](#). It's everything you could want in a weather app. Its design is simple and gorgeous, with a terrific use of typefaces like [Idlewild](#), Futura, Helvetica, and [Avenir Next](#). Rather than screen-hungry toolbar

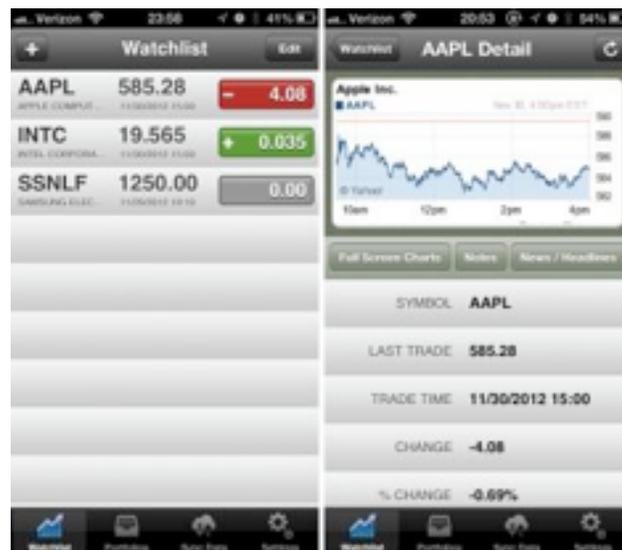
buttons, Check the Weather relies on gestures: swipe right for an hourly forecast, swipe left for a 12-day forecast, and swipe up for a short-term precipitation forecast powered by the also-amazing [Dark Sky](#).



Stocks -- Like Weather, Stocks is a holdover from the launch of the original iPhone. It too is simple and competent, yet horribly outdated (what would the default stocks be today?). And while nearly everyone outside of Southern California wants to know about the weather, far fewer people want to keep close watch on their stocks. Stocks pleases no one. Traders and those with significant portfolios will want something more robust, while the vast majority of iPhone users — who likely don't own or watch any individual equities — will bury Stocks in a folder, never to be seen again. And the Stocks widget is more annoying than useful. Unlike everything else in Notification Center, it's constantly ticking off stock prices, which is distracting when you just want to check the weather or see your latest messages. If you're a serious trader, you'd be better off with something that actually notifies you of market changes.



Replace it with: Most investors are invested in mutual funds inside a 401K or IRA. If that's you, then you're probably best served by your financial institution's official app. It's probably free, more useful than Stocks, and will let you make trades and adjustments. However, if you want to keep a closer watch on your stock portfolio, the \$1.99 [StockWatch](#) is an easy investment. It offers detailed statistics, push notifications, and can be locked with a PIN. Additionally, it can update quotes once every 15 seconds, and can even calculate commission fees. There's an ad-supported [free version](#) without push notifications if you'd like to try it out.



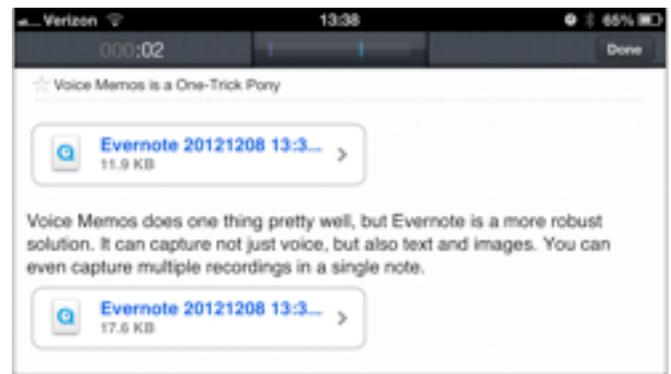
Voice Memos -- When you need to record a voice memo, Apple's Voice Memos app will do the job. It's even one of Apple's better uses of skeuomorphic design (where the app looks like a real-world

object). The problem is, when was the last time you had to take a voice memo? If you had to record something, would you even remember that Voice Memos is standard on every iPhone, or where you buried it when you last cleaned up your home screen? You could dedicate a spot on your home screen for it, but, let's be honest, you don't want to take up valuable real estate with something you might use once a year. Worse, if you're the type who would use it frequently, Voice Memos will frustrate you. Memos are easy to record, but hard to move. You only have three options to export notes: email, text message, or iTunes sync. If the recording is too big, your only option is iTunes.



Replace it with: For an option that provides voice memos and much more, consider the free [Evernote](#). The cloud-based note service's [newly redesigned iOS app](#) can capture not only voice, but text and photos as well. It even supports OCR for images, so you can snap a picture of a business card, then find it by searching for its contents later. You can access your notes near-instantaneously via Evernote's Web site or the [recently redesigned Mac app](#). With its slew of note-taking capabilities, you won't mind keeping Evernote on your home screen. However, unless you shell out \$44.95 per year for a paid account, you're going to [come up against some limitations](#). Until you pay, each note has a 25 MB

limit, and you have a usage cap of 60 MB per month, which could go quickly if you take a lot of voice notes.



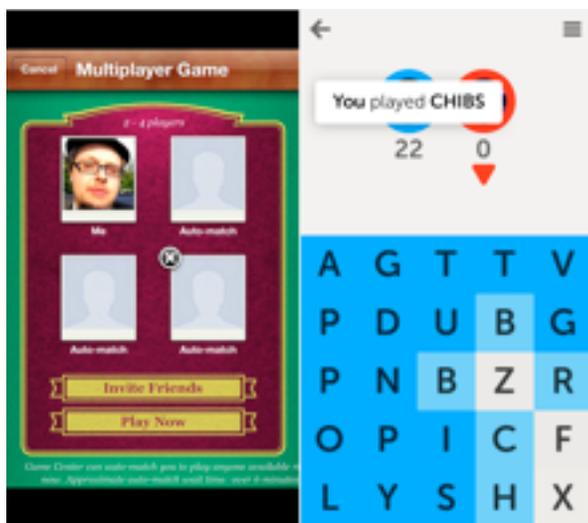
If you're not comfortable with keeping your recordings in the cloud or are unhappy about Evernote's cost, the \$0.99 [Audio Memos](#) is a solid voice recorder with local Wi-Fi and USB syncing, plus a slew of advanced features available as in-app purchases (there's also a free version, plus a \$9.99 Pro version that includes all the features at once). On the other hand, if you'd just like an easier way to get recordings onto your Mac, the \$1.99 [DropVox](#) is a dead-simple app that saves your recordings to Dropbox. You can even set it to record when the app launches, and it can record while the screen is locked. Unfortunately, it can only record, you'll have to use the free [Dropbox app](#) to listen to your notes on the iPhone.



Game Center -- Introduced with fanfare in iOS 4.1 (and joined by a Mac version in OS X 10.8 Mountain Lion), Game Center promised to bring an Xbox Live-style experience to iOS, with

matchmaking, achievements, and leaderboards. In reality, it's as much fun to use and code for as peeling potatoes with a spork. Developers have been slow to do much with Game Center outside of achievements. It doesn't help that the app itself is a confusing mess of green felt (one of Apple's worst uses of skeuomorphic design). The only reason I ever open it is to add friends, and I get back out as quickly as possible. Fortunately, for the handful of apps that use Game Center, all the required bits are accessible inside the game. If they work.

How to make it useful: Install the free [Letterpress](#), which is the best use of Game Center I've seen, using it for matchmaking and gameplay. In fact, Letterpress's popularity seemed to take Apple by surprise, and Game Center has had frequent outages since Letterpress's release. Fortunately, these issues have been mostly resolved since the release of Letterpress 1.1, which handles server errors better. Unfortunately, you'll still have to launch Game Center to add friends. While the basic Letterpress app is free, you're limited to two games at a time, and can use only the default red, white, and blue theme. Pay a mere \$0.99 to play as many games as you want simultaneously and to unlock another six color schemes. Even if you're like me and don't care for the other themes, \$0.99 is a bargain for the hours of fun you'll have playing the game.



Of course, there's nothing really wrong with any of these default apps — they won't crash your iPhone or kick your dog — but they're neither good

examples of design nor particularly useful for many iPhone users. And you know what? We wouldn't care, if only Apple didn't treat them as special, and refuse to let us delete them. Sure, Settings, Phone, Safari, Mail, and so on need to be protected, but vastly fewer people would miss Compass, Weather, Stocks, Voice Memos, or Game Center, either from lack of interest or thanks to a better replacement. Given the hundreds of millions of iPhone users, it's inevitable that people will disagree with us, but do consider our suggested replacements, and if you have your own unused Apple apps (Newsstand, anyone?), let us know in the comments.

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Apple User Group Bulletin • 15 December 2013

Submitted by [Bruce Thompson](#)

Recent Highlights from the Apple User Group Resources website:

<http://appleusergroupresources.com>

AUG Special Offers for User Group Members:

- Mac|Life: Updated – Mac|Life: Now 72% Off
- Softpress Freeway: 25% Discount
- SlideShark iPad PowerPoint Viewer: Free App plus
- AgileBits 1Password and more: 25% Discount
- O'Reilly: Wonderful Discounts for User Group Members
- Eltima Software multimedia products: Pay 20% less
- Take Control Books: 30% Discount on All eBooks
- Peachpit Press: 35% Discount
- Macworld Magazine and more
- iBank 4 personal finance software: 20% off
- Dolly Drive Revo backup/sync/storage: 100GB trial plus 33% Off
- TinyLightbulbs: 20% Off Three Popular Items
- Apple II publication: 10% Discount
- L5 Remote for iDevice: 50% Discount

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, 2013 - May 15, 2013
ugcoolbuys

Hot Links:

Compiled by [Tom Ostertag](#)



Apple, Inc.

[Apple Updates Its Malware Blacklist To Protect Mac OS X Users From SMSSend Trojan](#) | *MyAppleMenu*

[Apple Updates iCloud System Status Page With Detailed Analytics For Specific Services](#) | *Cult of Mac*

[Working Apple I nets record-smashing \\$640,000 at German auction](#) | *AppleInsider*

Mac Software

[How Apple Could Really Change the World: Kill Office](#) | *Cult of Mac*

[The Legacy Of NeXT Lives On In OS X](#) | *MyAppleMenu*

[Setting Up Mountain Lion: 12 Geek Setup Tips](#) | *TUAW*

[OS X Mountain Lion 10.8.2 Supplemental Update 2.0](#) | *TidBITS*

[iWork 9.3 Update](#) | *TidBITS*

[Apple Updates iWork For iOS Apps](#) | *iLounge*

[Dropbox For iOS Now More Photogenic](#) | *TidBITS*

[Photoshop CS6 Gets Retina Display Mac Support](#) | *The Mac Observer*

[Apple OS X Server](#) | *iLounge*

[Make iCloud Work More Like iDisk Used To With iCloudDrive](#) | *Cult Of Mac*

Mac Hardware

[Where's My Convertible Mac?](#) | *TUAW*

[Logitech Rechargeable Trackpad](#) | *iLounge*

iPad/iPod/iPhone/iTunes/iOS

[Redesigned iTunes 11 Brings iCloud Streaming and New MiniPlayer](#) | *TidBITS*

[Why the iPad mini Will Eclipse the iPad](#) | *The Mac Observer*

[How to Manage the Radios in Your iOS Device](#) | *The Mac Observer*

[Using a stronger passcode on your iOS device](#) | *iLounge*

[Re-enabling the Sidebar in iTunes 11](#) | *iLounge*

[Apple restores duplicate song detecting feature to iTunes 11](#) | *Infinite Loop*

Miscellaneous

[Macintosh OS X Routine Maintenance](#) | *MacAttorney*

[The 15 Most Popular Photography Tutorials from the 2nd Half of 2012](#) | *Digital Photography School*

[DIY Wi-Fi Antenna Cheaply Extends Your Wireless Network](#) | *Lifehacker*

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
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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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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."

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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.

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

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