

The meeting on Monday 14th
September 2015 will be at

Tiger Tiger
29 Haymarket, London SW1Y 4SP.



 n Monday 14th September
2015

7pm Newsbyte Paul Foster

7.15 Software Snapshot City Mapper and ios9
Transport by Paul Foster

7.30 Announcements

7.45 Main Topic Recap of the Apple Event on
September 9



Apple Keynote

If you haven't seen the 9th September Keynote it is well worth seeing to find out about the Watch, iPad Pro, Pencil, OS9 and Apple TV. These days there is so much press speculation before the official Apple announcement at the Keynote that I ignore them all and wait till I can hear and see the full Keynote version, then I really know what to expect Apple will be bringing out and when as well as getting the price confirmation. It all seems pretty good although I am not too sure about Apple TV. They seemed to show people using TV for games and films which is never how I use TV. I use TV for the setout scheduled programmes for all the channels and only wish I could find a way to block out the advertisements. It's not that I am against advertising and I do understand the economics behind it, but when I am reading a hard copy paper magazine article it never says, at the foot of the "continued on page ?, but not before you have read the next 8 pages of advertising in full" Why can we not have this facility to skip advertising on TV and Radio? Wouldn't it be great if Apple could find a way to do this? I do still look at advertisements in magazines but at my choice and time. I even enjoy some of the cleverer advertisements on TV.



Do unit conversions in Spotlight

As well as being able to do calculations in Spotlight, in Yosemite it gets an extra trick: unit conversions. You can do specific unit conversions if you need to – "13 stone in lbs", say – but it's also intelligent enough that in many cases if you just give it the amount and unit you want to convert, it will suggest not just the likely conversion but also plenty of alternates. Type in '\$1299' and you'll immediately be told what that is in Sterling (based presumably on what's set as your native currency in the Language & Region pane of System Preferences), and then when the window folds down to show more results, you'll see Euros, Yen and so on.

Remember Dashboard? Introduced with 10.4, this overlay holds 'widgets' that can perform handy little tasks - Apple still hosts a catalogue of them at apple.com/downloads/dashboard. One oft-forgotten trick is that you can make your own widgets by clipping from web pages. The best bit is that the web page remains live. Here's how to do it (we're going to clip out some cricket scores, but it will pretty much work for any part of any site).

Add clips from websites to Dashboard

1. Navigate to the page you want to clip a section from in Safari. (It has to be Safari, not Chrome, Firefox or whatever.) You can clip out information that's essentially static - say, a list of keyboard shortcuts you want to refer to - or stuff that's changing all the time.

2. Go to the File menu and choose Open in Dashboard...; now you can mouse over sections of the web page, and it's usually smart about snapping to appropriate areas. If not, just click then drag the handles. Once you're done, click Add at the top right.

3. Once the clipping has been added to your Dashboard, you can click the *i* at the bottom right to flip it round. Here you'll see options for the frame; pick the one you like. The web clipping should update anyway, but if you need to force a manual refresh, click it, then tap Command+R.

As well as letters and symbols you see on your keyboard, you can type a bewildering array of special characters. You may already be familiar with typing accents such as for café (in that case

you either type Option+E then E again or, on OS X 10.7 or later, hold down the E until you get extra options) but you'll find there are many more.

Type exotic characters

Go to the Edit menu of most apps and you'll see Special Characters at the bottom. This panel gives you access to a huge range of symbols you can drag into your documents. Not all apps or operating systems support them, but these are mostly part of the cross-platform Unicode standard. There are probably more than you see at first, too; click the cog to reveal more.

Emoji (those fun, colourful characters available in OS X 10.7 or later) are a notable exception to this cross-platform world. They're not Apple-only, but your recipient might not be able to see them.

Batch rename files

In versions of OS X before Yosemite, renaming a group of files at once either meant third-party software or rolling your own rename script using something like Automator or AppleScript. Now, though, you can just select a group of files and then select Rename either from the right-click contextual menu or from the drop-down button marked with a cog icon in Finder windows. When you do, you get the option of adding text, replacing text, or applying a format such as a name and an automatically incrementing counter.

Quickly import with Image Capture

If people sometimes overlook Preview's power features, they almost always ignore Image Capture completely. Before you clog up your system with bloatware apps and drivers for digital cameras and scanners, though, try Image Capture - it's in your Utilities folder. With this you can control most modern scanners (or the scanners in multi-function printers) both wired and wirelessly, and import from digital cameras, including iOS devices.

Pop up the panel at the bottom-left for extra options; it's here, for example, that you tell your Mac what app should launch when you connect each of your devices (including 'none') so you could launch Aperture when you connect your SLR, say, but launch nothing when you dock your iPhone.

iPad Pro and keyboard versus Apple's 12in MacBook

A new 12in iPad, an Apple keyboard and even a pencil: My first reaction is why would I want one of these combinations. Since I got the 12in MacBook the iPad Air 2 has been gathering dust. For me, the advantages of OS X, with its multi-tasking capabilities, in such a compact and light package far outweigh any attractions of the iPad.

So back to my question, why would I want a 12in iPad with an attached keyboard and a stylus/pencil thingumajig? Maybe, I thought, it is going to be lighter than the MacBook. Not so, however: The new iPad Air weighs 713g but Apple has been extremely reticent about the weight of the keyboard cover: None of the stories from last evening's launch mention its weight and, when I called Apple, I was told that the full specification would be available when the new products go on sale. What we do know, however, is that a simple Smart Cover for the Air 2 weighs 102g, so it is fair to assume the Smart Keyboard will be 200g at the very least, probably nearer to 250g.

Bigger, heavier

This means that the kitted-out iPad Pro will weigh more than the MacBook's 920g. It also has a combined depth of 1cm which compares with the MacBook's 0.35cm/1.31cm depending on which end you choose. The footprint of the iPad Pro is 30.57 x 22.06cm while the MacBook is surprisingly smaller—28.05 x 19.65cm.

I've surprised myself here. The iPad Pro and keyboard is bigger and probably a few grams heavier than the MacBook. I struggle to understand why I would choose this new combo over a fully fledged computer running OS X and with all the benefits that brings. About the only thing you can't do on the MacBook is touch the screen and run iPad apps. The new Apple Pencil is useless. You can, however, duplicate just about anything with a native OS X app.

Then we come to price. The cheapest MacBook in the UK costs £1,049, including tax. Prices for the iPad Pro have not been announced, although in the US the 128GB model will cost \$949 without cellular. Add in the case (\$169) and an Apple Pencil (\$99) and we're up to \$1,217 before tax. So not a lot in it, I suspect, especially when we start comparing specs and see that the

MacBook has 8GB of RAM and 256GB of storage.

It will certainly be interesting to see the public reaction to the iPad Pro when it arrives in stores in November. For the first time since the original iPad was announced, I do wonder where Apple is going on this one.

Analysis

Wednesday's launch of the iPad Pro was, for many amateur and professional iPad artists, a dream come true. Anyone who's ever tried to draw or paint on an iPad know that the only limitation is the size of the canvas, so a pad with 5.6 million pixels of space is a game-changer.

Many artists also celebrated the arrival of Pencil, Apple's \$99 stylus that has generated some serious buzz despite becoming the butt of many Twitter jokes. It's a sign that Apple is getting serious about supporting visually creative users — bringing their serious electronic design chops to the key tool for electronic designers. And the fact that you can charge the Pencil so fast via the lightning connector is a serious plus.



SEE ALSO: Hands on with iPad Pro and Apple Pencil: A huge tablet and an impressive tool

The problem with Pencil is most certainly not that Apple is going back on Steve Jobs' famous dictum against styluses. When launching the iPad in 2010, Jobs declared that "if you see a stylus" on tablets, you know that the tablet makers "blew it."

Many keynote watchers brought that quote up yesterday post-announcement, betraying a lack of understanding about both Jobs' style and the context of that statement.

All the articles on this page come from Michael Evans www.macfilos.com. These and many others are well worth reading.

SoundByte is the newsletter of the London Mac User Group.

It is produced solely by, and for, LMUG members.

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Save Space and Uninstall Apps with CleanMyMac

In the early days of Mac OS X, Apple made a big deal about how most applications were, by design, self-contained. To install them, you dragged them to your Applications folder; and to uninstall them, you dragged them from there to the Trash. Done! Everything you needed was contained in the application package — a folder that looks and acts like a single file. That was the theory, anyway.

Of course, it wasn't quite true that apps were self-contained. Even for simple drag-to-install apps, there would nearly always be preference files, logs, and a few other items stored elsewhere. As Mac OS X evolved, more and more apps needed to put more and more files in more and more places. Running an installer or opening an app for the first time might scatter files all over the place, particularly in various subfolders of /Library and ~/Library, such as Application Support, Caches, Frameworks, and LaunchAgents. An app might also add login or startup items, System Preferences panes, Dock icons, menu bar doohickies, and assorted background processes. Pretty soon, figuring out how to get rid of all that extra stuff when you wanted to stop using an app became a serious concern.

In 2010, Macworld asked me to write an article about uninstallers. The two questions I was tasked with answering were "Are they safe?" and "Do they work?" Long story short, the answers were "Yes" and "Yes," with various qualifications (see "Mac utilities: Do uninstallers work?"). I tested four of the most popular uninstaller apps available at that time, and found that although they all missed certain files, and some were easier to use than others, they seldom removed things they shouldn't — and even when they did, it was rarely a serious problem.

The uninstaller landscape has changed since then, but uninstallers are still as important as ever. And since most Mac developers (for reasons I can't quite fathom) don't provide their own, a third-party uninstaller utility is handy to have around. That's how I mainly think of CleanMyMac 3, even though the developer, MacPaw, positions it as an all-purpose cleaning and maintenance app. I've found it to be a great way to find and eliminate stuff I don't need on my Mac — especially on my MacBook Pro, whose too-small SSD is constantly on the verge of filling up.

A Reality Check -- Before I get into the specifics of what I like about CleanMyMac, I want to take issue with a marketing assumption that underlies nearly all Mac maintenance apps, including this one: that deleting files is a magical cure for your Mac's problems. While it's true that your Mac can slow way down and exhibit all sorts of misbehavior if you run out of disk space entirely (or come close to it), someone with 1 TB of free space is no better off, performance-wise, than someone with 100 GB of free space. There are good reasons to delete things you don't need even if you're not short on disk space (such as preventing or resolving software incompatibilities, and reducing the time and disk space required for backups), but if you already have plenty of free space and you're looking only for a performance boost, deleting stuff may be a waste of your time.

Likewise, a lot of the ostensible "junk" that maintenance utilities remove is in fact useful (which is not to say essential). All those gigabytes of cache files, for example, may seem worthless but are in fact helping numerous processes on your Mac to run more quickly and efficiently; removing them may slow down your Mac rather than speed it up. And, because Mac OS X rebuilds caches automatically anyway, that space savings you achieve by deleting caches will soon disappear.

*To read the whole story, go to:
[TidBITS](#)*