

The meeting on Monday 14th
December 2015 will be at
Covent Garden's Sun Tavern
66 Long Acre London

The meeting starts at 7pm

Newsbyte Paul Foster

Q&A and announcements

CHRISTMAS QUIZ!

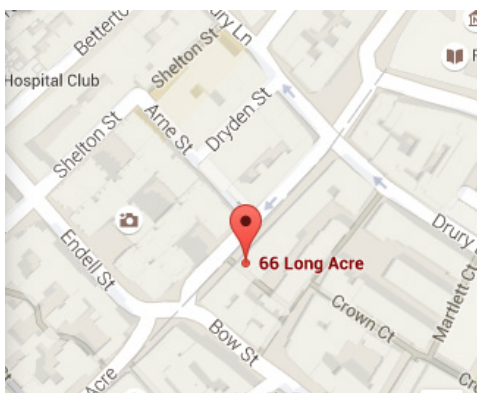
All members are welcome.
Non-members can join on the night for
£15 and enjoy the quiz and meal
The whole top floor of the Tavern is
exclusively reserved for LMUG
Complimentary Buffet will be provided
during the Quiz.
The winning quiz team will share £120
voucher for use in the Taven
Raffle Prize is a new Apple TV, a great gift
in time for Christmas!

Apple's New Magic Peripherals Offer Modest Change

Apple's trio of desktop input devices had, until recently, been getting a bit long in the tooth. The company's Wireless Keyboard and Magic Mouse were released way back in 2009, an eternity ago in technology terms. The Magic Trackpad was only about a year younger.

And while the peripherals worked perfectly well, there were little problems that begged to be addressed. How many Magic Mouse users felt like screaming when they couldn't get that little metal battery-compartment lid to stay on? How many cursed when the AA batteries inside leaked chemicals?

These gadgets needed to incorporate new technologies, too. The Magic Trackpad



lacked the Force Touch features found on newer MacBook trackpads, for one thing.

Besides, Apple's input devices had far from universal appeal – and some longed for radical redesigns. How about a keyboard that was not so aggressively minimalist, or a mouse that was more comfortable to hold?

At last, in October 2015, Apple rolled out upgraded versions of its mouse, keyboard, and trackpad alongside revised iMacs (see "Apple Adds Retina Displays to More iMacs, Updates Input Devices," 13 October 2015).

Those longing for major overhauls were surely disappointed. The Magic Mouse 2 is all but identical to its precursor. The Magic Keyboard, though featuring a slightly different appearance, remains aggressively minimalist. The

Magic Trackpad 2 is the most changed in shape, look, and functionality, largely for the better.

The trio of upgraded input devices have one major new feature in common: they boast built-in batteries, which you recharge with a Lightning cable. This makes the devices more Apple-centric than ever before, since they also pair with El Capitan-equipped Macs via that USB-to-Lightning cable (although old-school Bluetooth pairing with other computers is still possible).

These peripherals are quite different from their precursors in some ways, yet they retain their old personalities. Is that good, or bad? You have to decide this for yourself, perhaps after a trip to the local Apple store for a test drive.

I haven't been an Apple-peripheral user, and the upgraded devices likely won't convert me, but I know others who will love the new versions.

Magic Mouse 2 (\$79) -- Those scrutinizing a Magic Mouse 2 and its Magic Mouse precursor would be hard pressed to tell them apart.

The big difference is underneath. Apple has done away with the compartment for two AA batteries, along with that troublesome lid, and left the bottom a mostly smooth surface, except for the Lightning port, the familiar plastic rails, the optical sensor, and the power toggle.

Pairing with a Mac occurs via that physical Lightning connection, though it operates wirelessly via Bluetooth thereafter. Switch the mouse on, plug it in, and pairing happens in a second or two. In my tests with a Magic Mouse 2 and several Macs, this happened reliably. The subsequent wireless connection proved dependable, as well.

The Lightning port is also used for charging. Some regard the port's positioning on the mouse's underside as problematic since the device cannot be used while physically connected to a Mac for charging.

I'd compare this to devices like my Logitech MX Master that have a micro-USB port on the nose – that is, the part pointing toward the computer – which turns them into wired input devices that can be used while tethered and charging.

Apple and other Magic Mouse 2 advocates say the Lightning port placement is a non-issue since users can, in a pinch, get about 9 hours of continual mouse use with 2 minutes of charging. I agree: the port's placement is not a big deal. Plug it in, take a snack break, and pick up where you left off when you get back.

A fully charged Magic Mouse 2 reportedly functions for about a month.

The Magic Mouse 2 otherwise looks and works like its precursor, with the same multi-touch gestures via its smooth top, the same low-slung design with the sharp edges that some dislike, and so on.

To read the full article go to TidBits and keyin the title to this article.

The Magic Mouse 2 requires OS X 10.11 El Capitan, but that's only if it's being paired with a Mac via the Lightning method. I had no trouble connecting it to a Windows-based Surface tablet using regular Bluetooth pairing, and this would presumably work with older Macs.

Those who love the Magic Mouse will have no difficulty using the new, all-but-identical model. Those who consider it an annoying rodent will dislike the new model just as much.

Magic Keyboard (\$99) -- Apple's updated keyboard, unlike its new mouse, can be distinguished from its precursor at a glance.

Keys are flatter, with less throw, much like the keys found on the 12-inch MacBook. The function keys are now full-size, unlike the half-size variations on the old Wireless Keyboard. So are

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Webpage: <http://appleusergroupresources.com/special-offers-with-codes/>

iPhone: The port that keeps your smartphone fat

Despite all the advanced in miniaturisation of computer data interfaces, there is still one venerable connector that has refused to go away. Its origin lies in the very earliest days of telephony and it is now one of the biggest obstacles to thinner devices. Now, Apple is rumoured to be readying the guillotine for that most familiar of plugs, the humble 3.5mm headphone jack. It's about time, although the passing of the socket will not happen without cries of anguish from those who have invested in expensive headphones and other peripherals.

Fortunately Apple, of all technology companies, is not shy of shedding ports once they have served their time. Those monster parallel printer sockets and serial ports were the first to go. Then followed the floppy-floppy disk and its successor, the plastic-encased 3.5in floppy drive. One by one the interfaces have bitten the dust, including the disc drive that no one thought we could manage without. Apple's latest notebook, the tiny MacBook, manages with just one major interface, the USB-C connector plus, for the moment, the 3.5in earphone jack. And from the off, both the iPhone and iPad have managed with just one port, now reduced to the ambidextrous Lightning socket.

Slimming down

The 3.5in circular jack may look small, but it is a relatively bulky component that places a limit on the thinness of devices such as the iPhone and iPod touch. Efforts have been made to slim it down but the only solution is to think of a better idea.

According to the rumours, Apple is set on using the existing Lightning port as the only interface for speakers or headphones. It makes sense, but it will cast a shadow over the future of the tens of millions of higher-quality devices that are already in use. The biggest problem for Apple is that while the 3.5in jack is universal, a Lightning plug would be anything but. It would be reserved for Apple products and would cause major headaches for third-party manufacturers. In this respect Apple is in pole position to develop its range of Beats headphones as products specifically tailored to its products. Adapters are one solution but,

again, Apple holds the whiphand with its licensing arrangements over the proprietary Lightning connector. Such adapters are unlikely to be cheap with the result that many owners decide not to bother, simply opting for a new set of headphones.

One thing is clear: If you are an Apple user and fancy spending a few hundred pounds on a high-end pair of earphones you should be cautious. Perhaps it's a good idea to sit this one out and see what happens in 2016.

Review: Apple Magic Mouse 2 is a copper-bottomed investment

The problem with the old Magic Mouse. They kept falling off. Long-suffering users will therefore be glad to hear that the Magic Mouse 2 has left all that behind: Its *derrière* is a copper-bottomed triumph. No longer does the battery compartment flap keep falling off when you least expect it. And the good news doesn't end there because the MM2 overcomes another of the original's foibles when it comes to batteries.

Let's face it, MM1 was a very fussy rodent when it came to batteries. The slightest variation in battery tolerance and you are plagued with frequent connection problems. In the end, I caved in and accepted that about the only batteries the Magic Mouse I was entirely happy with were Apple's own rechargeable units.

Even then, the original mouse - in common with the Wireless Keyboard and trackpad - had a voracious appetite for batteries of any kind.

Smooth bottom

So a welded-shut bottom and non-replaceable rechargeable batteries must be a scamper in the right direction for this mouse. All the new magic devices, including the Magic Mouse 2, have a Lightning port which allows them to be charged from any USB outlet.

And, when connected to the computer, the devices can be used even without Bluetooth connection, in effect becoming wired. Yet while both the keyboard and trackpad can be used as wired devices, not so with the mouse unfortunately.

The Lightning port on the mouse is right there on the bottom, the bit that needs to sit on a flat surface to be able to work. It's a pity the port couldn't have been situated on one of the

continued on page 4

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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continued from page3

sides, thus allowing the mouse to be used without wireless connection in emergency (such as when the iMac boots and Bluetooth isn't working).

The new mouse is a fraction longer than the old one but you won't really notice this. In operation it is very much business as usual,

with all usual multi-capabilities. But business is hassle free a welcome improvement on the old Pairing is simple, all is connect Lightning and the is up and

three new devices, the Mouse is

one that is a definite upgrade must. If you are still struggling with the old Magic Mouse, feeding it with batteries and waiting for its bottom to fall off, then £65 is well spent on its successor.



the touch

this totally and is

mouse. ultra-you do the cable mouse running. Of the input Magic the

Verify! Repair! Mac Hatter gets his comeuppance in El Capitan

For years when faced with any OS X problem the cry from the Mac Hatter has been Verify! Repair!

Dodgy permissions were the root cause of all Mac ills, he told us with a great deal of conviction. Now, it seems, the tea party is over as El Capitan has deemed permission verifying and repairing to be an unnecessary frippery. Has all this hocus-pocus had us all fixated over the years on something that was merely a placebo rather than a general help.

Truth be told, El C is so new that I hadn't had occasion to run the verify permissions routine. I hadn't even noticed its absence in Disk Utility. I am a tad devastated because there was indeed something therapeutic in watching Disk Utility go through its routine of identifying file-access inconsistencies and then setting them right. But was it all necessary? Probably not, after all.

Now I am forewarned (see link below) I am wondering just why we have been told to repair permissions as a means of sorting out virtually any problem on a Mac. With hindsight it all seems to have been a bit of an old wives' tale: A verification a month keeps the wicked witch at bay.

Of course, unbeknown to us, the authors of El Capitan could have introduced an automatic housekeeping routine to take care of permissions hiccups. Who knows?

If you do feel short changed at not being able to check and repair permissions in El Capitan, and remain convinced it's a useful tonic, read these instructions www.osxdaily.com on how to do it from the command prompt.