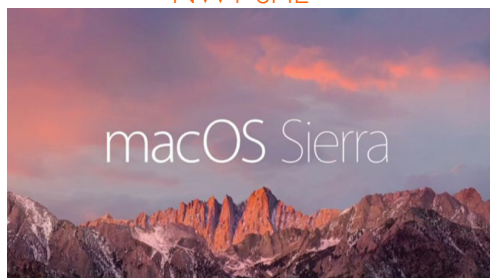


The meeting on Monday 10th  
October 2016 will be at 7pm the  
St. John Balcome  
(formerly The Hobgoblin, nee The Wood)  
21 Balcombe Street, London  
NW1 6HE



Come and join us in our  
Marylebone basement to learn  
about the latest version of macOS.  
macOS Sierra. We will be having a special  
show and tell evening with a tour of what  
new and changed in the latest Mac OS.  
Beyond the Mac, we'll have a quick look at  
how Bluetooth headphones actually work  
on an iPhone, and we will have the best  
value raffle in London with a high-tech  
HomeKit device.

7:00 Welcome  
Newsbyte  
Bluetooth headphones on iPhone  
Q&A  
Break

8:00 macOS Sierra

Raffle: Elgato Eve indoor air quality sensor



Sir John Balcome 21 Balcombe Street NW1 6HE

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## Members Only Special Offers

As a member of an official Apple User group, you can take advantage of huge discounts from Apple Developers and service providers. The details on how to claim these special offers, available only to members, can be found in the Soundbyte email that delivered this newsletters.

- Special Offer – Eltima Software Multimedia products: 20% Discount
- Special Offer – Nisus Writer Pro: 25% Discount
- Special Offer – EverWeb by RAGE Software: 50% Discount
- Special Offer – Take Control Books: 30% Discount on all eBooks
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- Special Offer – From the makers of TechTool Pro: 20% Discount
- Special Offer – Noteboom Tutorials: 33% Off Annual Memberships
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## iOS 10.0.1 and 10.0.2 Fix Important Bugs

**A**pple has released iOS 10.0.2 to address some early bugs. You can download the 88.2 MB update in Settings > General > Software Update or via iTunes. If you're running iOS 10, you should install this update right away.

The big news with iOS 10.0.2 is a fix for a bug affecting iPhone 7 owners who were seeing Lightning-connected headphone controls stop working after a few minutes.

iOS 10.0.2 also resolves a bug that could cause Photos to quit for some users when turning on iCloud Photo Library and another that kept some app extensions from working.

iOS 10.0.2 comes hard on the heels of 10.0.1, which only those buying the new iPhone 7 or 7 Plus needed to download explicitly, since 10.0.1 was the first public release of iOS 10 for older devices. Most important in the iOS 10.0.1 update were fixes for issues that could affect Bluetooth connectivity and pairing with an Apple Watch; Adam Engst couldn't pair a new Apple Watch Series 2 to his iPhone 7 until he upgraded to iOS 10.0.1. That update also fixed a bug that prevented the iPhone from recognizing "Hey, Siri" requests, addressed problems with audio quality for calls made over VoLTE, and improved the stability of the Camera and Contacts apps.

Regarding security, iOS 10.0.2 offers nothing beyond what was in iOS 10.0.1. The only security fix listed for iOS 10.0.1 is related to the remote jailbreak vulnerability discovered by Citizen Lab and Lookout — see "iOS 9.3.5 Blocks Remote Jailbreak" (25 August 2016) for more on that.

by Adam C. Engst: [ace@tidbits.com](mailto:ace@tidbits.com), [@adamengst](https://twitter.com/adamengst),  
Josh Centers: [josh@tidbits.com](mailto:josh@tidbits.com), [@jcenters](https://twitter.com/jcenters)

## Behind the iPhone 7 Plus's Portrait Mode

**T**he soft-focus Portrait mode for the iPhone 7 Plus that Apple promised for the iPhone 7 Plus has arrived with the developer release of iOS 10.1. A public beta will follow soon. This new mode makes use of both lenses in the iPhone 7 Plus to identify objects, calculate layers of depth, and then silhouette the closest layer and render the rest out of focus. (For more on the iPhone 7 camera changes, see "iPhone 7 and 7 Plus Say 'Hit the Road, Jack!'" 7 September

2016.)

Portrait mode appears alongside modes like Pano and Slo-Mo in the Camera app, but during the beta, the first time you select it, an explanation appears with a Try the Beta link to tap. After that, it's just another option. (TidBITS typically doesn't report on developer betas, but Apple allowed some publications to test and write up the Portrait feature, making it fair game.)

This soft-focus portrait approach is often called "bokeh" (pronounced "boh-keh"), a borrowed Japanese word that describes the effect of creating a close, shallow depth of field — the portion of an image in focus — while everything in front of and behind the primary object is very blurry. This approach mimics how our eyes process a person or object seen up close, and adds a kind of visual snap that can be beautiful or gimmicky, depending on the composition. (If you don't own an iPhone 7 Plus, or if you do and can't wait for Portrait mode, there are existing apps to simulate bokeh — see "FunBITS: How Out-of-Focus Photos Can Be Works of Art," 28 February 2014.)

Bokeh for portraiture is easiest to obtain with a telephoto lens paired with a mirrorless or DSLR camera, and hardest with wide-angle fixed focal-length lenses, like those on smartphones. Apple's simulation tries to create the palpable sense of an expensively captured image with the iPhone 7 Plus's tiny-lensed camera system, which includes 4mm wide-angle (28mm equivalent at 35mm) and 6.6mm "telephoto" (56mm equivalent) lenses. (Apple is technically accurate in calling the 6.6mm lens a telephoto, but most photographers consider lenses 70mm or longer to be telephoto.)

Apple's new Portrait mode is pretty good, even in beta. In my brief testing, and in looking at photos others have posted, it works better with people and animals than objects. That makes sense, because objects inside the images have to be recognized, and Apple clearly optimized the mode for what it put on the label: portraits.

The Camera app provides useful cues when you're setting up the shot. If you're too close (within 1 foot) or too far away (more than 8 feet), an onscreen label tells you to move. It also warns you if there's not enough light for the shot, as the

*To read the complete article go to the TidBITS web page and search for the title of this article.*

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## iPhone 7 First Impressions:

### Solid update but poor battery life

The arrival of a new iPhone is a big occasion. Increasingly, though, it needs commitment as the new replaces the old.

My black iPhone 7 Plus arrived on Wednesday, a week early. The set up process was more painful than I ever remember and, even on the first day, I am mightily disappointed with battery life. At first glance, even without power-hungry apps loaded, this new phone is draining its battery faster than my two-year-old iPhone 6 Plus. It's 5 pm on the first full day and the scale is down to 28 per cent. I suspect there is a real problem here. I chatted to another iPhone 7 Plus owner who is experiencing exactly the same rapid battery depletion.

The Which? Review of the iPhone 7 found that battery life was the worst of any smartphone. Surely this cannot be right after all the hype? And then I found this disturbing review which paints an similarly gloomy picture:

*...in practice, I've found the iPhone 7 has the shortest battery life I've experienced on any mainstream phone over the past couple of years. The larger iPhone 6S Plus or Samsung Galaxy S7 Edge are miles ahead of it, and it doesn't even come close to the tiny iPhone SE.*

The battery on the 7 Plus is larger than that on the 6 Plus and we have been led to believe that battery life should be up to ten percent better than on the old phone.

It is possible that this rapid drain simply is the result of having a new device: Perhaps the battery needs to get its legs before offering full life. We shall see, although I have not flagged this as a problem on previous installations. I can only think that this is some kind of software bug that Apple will soon sort out. [Following publication of this article a reader, Jonathan, has made a very pertinent comment which could explain first-day blues]:

The first day of use of any new phone restored from a several GB backup is going to be one of the most intense periods of drain on its battery. In the background, the new features of iOS 10 will be whirring away to set themselves up (e.g. generation of Moments in Photos, indexing, etc).

After the second full day of use the battery was at 45 percent at 5pm (to make a direct comparison with the 28 percent on the previous day). This is more like it and it could be easily explained by Jonathon's advice above. This is

acceptable but, so far, no better than I was getting on my two-year-old iPhone 6 Plus. I hope to see a further improvement to justify Apple's battery life boast.

### Installing

But back to set up. Installing a new phone used to be relatively straightforward. Now, thanks to increased levels of security and ballooning storage volumes (resulting in extended download times), the process is surprisingly time consuming. I spent some five hours yesterday evening on the initial set up and restore from the old phone. But the big bottleneck was the downloading of applications. Taken with the No.1 wide-angle camera at f/1.8. This is without the new bokeh-enhancing software which is due later this year. For a smartphone camera this is pretty impressive. Exposure details below right. Taken with the No.1 wide-angle camera at f/1.8. This is without the new bokeh-enhancing software which is due later this year. For a smartphone camera this is pretty impressive.

I'm the first to admit I have a lot of them, mostly consigned to the boondocks level on the eighth screen. That's a lot of megabytes by any reckoning. But with 150Mbps download speeds on the office network it shouldn't take that long. I left the process running overnight and the installation had completed in the morning when I woke. I suspect part of the problem could lie with the demand on Apple's servers and hundreds of thousands of new iPhone owners starting their own installations.

Two factor authorisation is another problem, resulting in multiple requests for passwords and seemingly endless text messages and reminders on other devices at every step. Just to confuse us, there are now two versions of secure authorisation—the original Two Step and the new Two Factor which is said to be even more secure and which brings some useful improvements such as enabling your Apple Watch to unlock your computer as you approach. I was encouraged to change from Two Step to Two Factor because I wanted the Watch to unlock my iMac screen. In doing so I lost all my app-specific passwords and had to generate afresh for BusyCal, Fantastical, Airmail

*continued on page 4*

All the articles on this page come from Michael Evans [www.macfilos.com](http://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.**

**LMUG Committee 2016/17**

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Ideas & Suggestions	suggestions@lmug.org.uk. <b>Website:</b> <a href="http://www.lmug.org.uk">http://www.lmug.org.uk</a>

*continued from page 3*

and several other applications.

### **Security**

All this is the price we pay for security. There is a whiff of nannyism about it, I admit, but I still maintain that in the interests of overall security of the Apple eco-system it is necessary to be rigid in attitude. If things are made easy for you, they are even easier for the bad guys.

Passwords are also a perennial problem. Thanks to the gods for iPassword or I would have been lost. Many apps contain authorisations to access information, perhaps in another app. As an instance in my RSS feed viewer, Reader. Within this app I have to authorise both Feedwrangler (the feed aggregator) and Instapaper (the collecting application for items of interest). All this takes up minutes, as do the many calls on Dropbox for data file synchronisation. Frankly, it is all tedious and I spent the best part of this morning working on getting the iPhone 7 working seamlessly. In the old days, with a more *laissez faire* attitude, things were simpler.

Many people with a straightforward iPhone set up could well be immune from these frustrations; but for power users the arrival of a new iPhone means setting aside a goodly number of hours.

### **Apple Watch**

If you own an Apple Watch there is another level of complication. The Watch must be reset, which in itself takes quite a time. Then there is pairing with the new phone and installation from backup. I didn't time these operations but they accounted for a good 30 minutes, accompanied by the demands of the dreaded Two Factor authorisation.

All this is something I don't want to go

through again, at least not for another year. Readers may remember I ordered two iPhone 7 Plus models, the black one (newly installed) and the apparently more desirable jet black which is still at least two weeks ago. I had toyed with the idea of returning the black phone within Apple's 14-day period of grace and adopting the jet black phone. Such notions have now fled my consciousness and I shall be cancelling the order for the jet black 7 Plus. In any case, I'd never see the jet black back because the phone is always inside a protective case.

To tie up the ends, I went to the Apple Store this afternoon and bought Apple Care for the new phone. I haven't always thought this necessary (it costs £119 in newly devalued Brexit pounds) but I learned my lesson four years ago when I dropped my iPhone 5 and broke the screen. I couldn't find a cheap replacement and ended up paying Apple £175 for a "refurbished" phone which, in reality, was new. Still, it's a tough penalty just for a cracked screen.

So how does the iPhone 7 Plus perform? It appears to be a tad faster; but I can't quantify this after just a few hours of use. I like the solid trackpad-style virtual home button although I find the rather jarring haptic feedback to be rather artificial. I'll get used to it. In use, the new home button takes some practice, particularly within apps but, again, practice makes perfect.

### **Memory**

I chose the 128GB memory, the middle option, on the basis that the same amount of RAM on my previous iPhone 6 was still more than adequate two years later. After loading

*To read the full article go to [MacFilos.com](http://MacFilos.com) and keyin the title to this article.*