

printout

Keystone MacCentral Macintosh Users Group ❖ <http://www.keystonemac.com>



Catch up with El Capitan

It used to be that using an Apple and its operating system was intuitive. There didn't seem to be any need for a manual. Lately though I need more help when Apple tweaks its operating system or adds new functions. Case in point, I would probably really like and use the Split View, but I have no idea how to turn it on. I suspect that it must be better in some way than having two apps open on my screen at the same time.

This month we are going to have videos on El Capitan and on iPads. If you need to catch up on the latest OS, this month's presentation should help. 🍷

Meet us at

Bethany Village Retirement Center

Education Room

5225 Wilson Lane, Mechanicsburg, PA 17055

Tuesday, January 19, 2016 6:30 p.m.

Attendance is free and open to all interested persons.

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Keystone MacCentral is a not-for-profit group of Macintosh enthusiasts who generally meet the third Tuesday of every month to exchange information, participate in question-and-answer sessions, view product demonstrations, and obtain resource materials that will help them get the most out of their computer systems. Meetings are free and open to the public. The *Keystone MacCentral printout* is the official newsletter of Keystone MacCentral and an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by any for-profit organization, including Apple Inc. Copyright © 2016, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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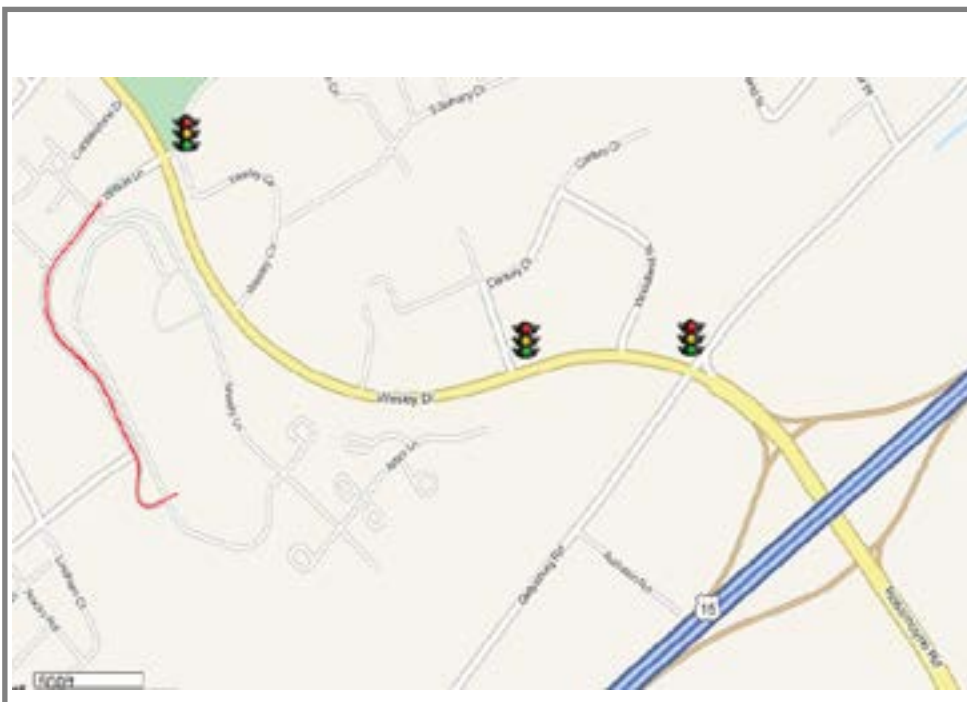
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Keystone MacCentral Minutes

December 15, 2015

Business Meeting

As we enjoyed the treats that members had brought in, we watched a video on Top 10 Apple Care Tips & Tricks by David A. Cox. Jim Carey brought in a printout with some of the links mentioned in the video. David said Apple Care might be a questionable purchase for iPhones and iPads but recommended it for all Mac computers to get hardware protection. David recommended using a platinum credit card to make computer purchases. Several vendors offer Apple Care for less than Apple's retail price. Apple Care does not cover liquid or physical damage. An alternative to Apple Care that does offer protection for that damage is offered by Square Trade. Users in the UK get six years of warranty coverage on all electronic items.

David gave out a second Apple Care phone number that should get you to a human faster by bypassing some phone menus. That number is 1-800-275-2273. One tip David mentioned was to be nice to your customer service representative. He noted that Apple laptop owners in rural areas can mail in their laptops to Apple for service. A web site can be accessed listing all current Apple recalls. Another

site can be used to check the status of your Apple Care coverage. If you choose to buy a refurbished iPad from Apple, it will come with the same warranty as a new iPad.

Jim showed us a phishing email he had received. Tim will put it into our newsletter so you know what to avoid.

For comic relief, we watched a video featuring Ellie Kemper as a guest gift wrapper before we continued with a video on iOS 9.

That video explained how to make and receive phone calls on a Mac. You need to be signed in with the same Apple ID on your iPhone and Mac. There are new settings in Face-time preferences. You can highlight a phone number on a web page to initiate a call. You might be able to lower your cellular data usage by turning WiFi Assist off.

Notifications can be sorted chronologically. Setting the Battery to low power mode might help extend battery life if you see it getting low. The Photos & Camera setting lets you choose a video frame rate. In iOS 9, Notes was given a major overhaul. It has drawing capability and check lists can be created. Apple Maps now has traffic guidance. There is a new folder structure in iCloud Drive. 🗑️

Watch for

- Really bad English. "along time" for "a long time." And the time period is very vague.
- Small case beginning of sentence: "but"
- Run on sentences as in the second paragraph.
- The request for information (that should already be in the system.)

From: Apple service ID no_reply@email.apple.com
Subject: Account will be terminated soon
Date: December 14, 2015 at 10:59 PM
To: [REDACTED]@mac.com



We notice that you didn't use your iTunes account for along time, therefore we are obligate to close your account according to our policy including your i-cloud email also.

but it is not too late, you can save your account I get the access back to our features and services just click On " Save it for me " and follow the instruction, we may ask you an extra information as security procedure to insure that are the account holder.

if you don't need this account, just ignore this message and the account will be terminated in just few days, and we thank again for using our service.

Save it for me .

Sincerely,

by Josh Centers

Apple TV App Store Growing Quickly... In the Wrong Direction?

Analytics company appFigures has released some [fascinating early information about the Apple TV's App Store](#). First, the good news: a little over one month after opening, the Apple TV's App Store already boasts over 2,600 apps. appFigures estimates that 447 new apps are added every week, and it expects 10,000 apps to be available by early 2016.

That rate of growth is phenomenal, but a deeper dive into the statistics show that developers might be moving in the wrong direction. By far, the largest Apple TV app category is games, with over 1,000 now available. The second largest category, entertainment, which includes streaming apps like Netflix and HBO NOW, contains only about 400 apps. The numbers drop off fast from there, with some categories having only a handful of apps — there's room for more innovation here, as I discussed in ["Apps that Reveal the Apple TV's Potential"](#) (9 November 2015).

The Apple TV App Store may have vastly more games than anything else, but when you examine the most popular app categories, games come in a distant second. Entertainment apps account for 28 of the Apple TV's 50 most popular apps, while only 8 are games. It seems that most Apple TV users want to stream content, not shoot aliens or solve puzzles. This isn't surprising — as I concluded in ["FunBITS: Testing the Siri Remote as a Game Controller"](#) (20 November 2015), gaming is a secondary consideration for the Apple TV, not the main attraction.

Although I'm a gamer, I'm more frustrated by the Apple TV's lack of streaming media options. If you want to watch

Sling TV, listen to music via Spotify, or watch Amazon Video, you have to turn to other devices. While I'm sure all of these will come to the Apple TV sooner or later (see ["Amazon Instant Video Coming to Apple TV,"](#) 30 November 2015), the wait is vexing.

As on most mobile platforms, free apps dominate, with 61 percent of Apple TV apps costing nothing. There's still room for developers to make some money, with 39 percent of apps being paid, although 85 percent of those cost less than \$2.99. It's a tough situation, since Apple TV owners may be hesitant to buy unknown apps willy-nilly, but without the massive user base of the iPhone and iPad to provide volume, developers may have a hard time justifying ongoing development.

A key stumbling block is discoverability, which is worse on the Apple TV App Store than Apple's other App Stores, not that it's good there. While developers can submit apps to more than 20 categories, Apple makes only 7 of those categories visible in the App Store. Worse, there's no way to link directly to an Apple TV app, making it even harder for users to learn about apps in traditional ways like reading a review or a Web search.

So far, the Apple TV App Store seems to be off to a strong start. But two key problems remain: Apple needs to make it easier for users to find apps, and developers need to make apps users want. I still believe that the Apple TV has tremendous potential for apps that provide new and innovative forms of interactivity, but early adopters seem to be voting for passive entertainment. ☹

by Julio Ojeda-Zapata

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.

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 the left- and right-arrow keys on the Magic Keyboard’s lower-right corner (the up- and down-arrow keys are still half-size).



Perhaps most significantly, the back edge of the keyboard doesn’t rest atop a cylinder running the full length of the keyboard, which was a necessary element on the old keyboard to accommodate the battery compartment. The power button is now a toggle switch on the back instead of a round button at one end of the old cylinder.

The new keyboard is therefore somewhat less busy in appearance as a simple, slightly angled metal platform with embedded keys a bit more flush with the top. The overall look is attractive.



Whether the new keyboard is an improvement over the old one is open for debate. They feel quite different – much like a 12-inch MacBook keyboard feels different from that of a MacBook Air or MacBook Pro. I happen to love the newer, flatter keys. As a result, I found myself flying on the Magic Keyboard as I banged out this review.

Not surprisingly, given how controversial Apple’s old peripherals were, the new keyboard doesn’t look to be

universally loved. TidBITS managing editor Josh Centers noted, “I’ve been using this keyboard, and I’ve grown to hate it. The key spacing is all wrong, so I make typos constantly, and I keep pressing the arrow keys while I’m typing.”

The keyboard’s aggressive minimalism is what stops me short. I swear by [Microsoft’s Wireless Comfort Keyboard 5000](#), an oversized plastic-and-rubber peripheral with a Darth Vader vibe. It builds in a generously sized wrist rest with a pleasantly textured feel, along with a numeric keypad and a panel of page-navigation buttons. Its traditional key caps suit me.



I would be remiss if I didn’t note problems I experienced with two keyboards Apple sent me to be used with an iMac with 4K Retina display the company provided for review. I could not keep the input devices paired to the iMac, but it was unclear if the Mac, the keyboards, or both were to blame. I sent it all back, and a replacement iMac with keyboard have performed flawlessly as of this writing.

As with the Magic Mouse 2, the Magic Keyboard pairs via physical tethering with an El Capitan-based Mac, but it can link with other gadgets – such as an iPad, in this case – using regular Bluetooth pairing.

Unlike the Lightning port on the Magic Mouse 2, the one on the Magic Keyboard is positioned on the back edge in such a way that the peripheral can remain in use while charging. Apple claims a battery life of about a month on one charge.

But the new keyboard doesn’t strike me as a good mobile device, unlike others that include protective covers along with three-way dials or toggles for pairing with more than one computing device (for an example, see “[Logitech K760: A Wireless Keyboard with No Strings Attached](#),” 13 November 2015). Apple intends the Magic Keyboard as a desktop device and that’s how you should use it (that is, unless someone comes up with a combo carrying case and stand similar to Incase’s Origami Workstation, a popular add-on for the old Wireless Keyboard).

Regardless, those mulling a switch from the Apple Wireless Keyboard to the Magic Keyboard should hold off until they have typed on a display model in an Apple store, or one belonging to a friend.

Magic Trackpad 2 (\$129) — Of the new devices, the Magic Trackpad 2 sports the biggest changes.

For starters, the new model is sensibly rectangular in a landscape orientation, like trackpads on notebooks, and not a square like the old trackpad, which afforded less horizontal room for fingers to maneuver.



Both the old and new trackpads have glass surfaces, though the new one feels a bit more slippery, in a pleasant way. The surface beneath the new trackpad is white, to match the other devices, and it's a color I prefer over the old gray.

As with the old keyboard, the old Magic Trackpad's back edge rested on a cylindrical battery compartment with a power button at one end.



The Magic Trackpad 2, like the Magic Keyboard, is a simpler, slightly tilted platform with toggle-style power switch on the back. The two line up reasonably well, though not perfectly since the trackpad's upper surface is, oddly, a bit taller than that of the keyboard. That annoys some people and seems like a major gaffe from Apple's vaunted industrial design teams.

Most significantly, the Magic Trackpad 2 now incorporates Force Touch capabilities found on trackpads built into recent Apple notebooks. These includes a click followed by a firm press for Quick Look, Look Up (force-clicking text in a Web page or Mail message to see more information about it

from sources like Dictionary and Wikipedia), and variable-speed media controls.

Force Touch never grew on me, despite its [many uses](#), and I don't think Apple's new trackpad will change that. Besides, some have found that Force Touch activates at inopportune times, such as when dragging a file, which would make me inclined to turn it off entirely.

But the Magic Trackpad 2 has made me more amenable to capabilities I had scarcely noticed before. These include swiping between pages or full-page apps with two fingers, pinching with a thumb and three fingers to open Launchpad, and spreading with a thumb and three fingers to reveal the Desktop.

I have enjoyed all of this, though I doubt it's enough to make the Magic Trackpad 2 a permanent resident on my desk, where it would clash spectacularly with my black Microsoft keyboard (as a Jedi knight would with a Sith lord).

The Magic Trackpad 2, as with its siblings, is meant to pair with an El Capitan-equipped Mac via the bundled Lightning cable. But, as with the other devices, the trackpad can link to computers via traditional Bluetooth pairing. I got it working with my Surface, for instance.

As with the Lightning port on the Magic Keyboard, the one on the Magic Trackpad 2 is positioned on the back to allow the peripheral's continued use while charging. Apple claims a battery life of about a month, just like the keyboard and mouse.

Modest Magic — For those who have long loved Apple's Mac peripherals, the upgraded versions should have appeal. Built-in batteries are a welcome improvement, and modern touches like MacBook-style keys on the Magic Keyboard and Force Touch on the Magic Trackpad 2 are sure to win converts.

But for those who aren't fans of Apple's previous input devices won't be impressed with the upgraded variations. It's unclear what level of usability research underlies either Apple's past designs or these new devices — are the changes designed to improve typing speed and mousing accuracy, for instance, and does Apple have research showing that most users remember and use both existing and the new Force Touch gestures? Or are the changes mostly aimed at refining industrial design and power subsystems?

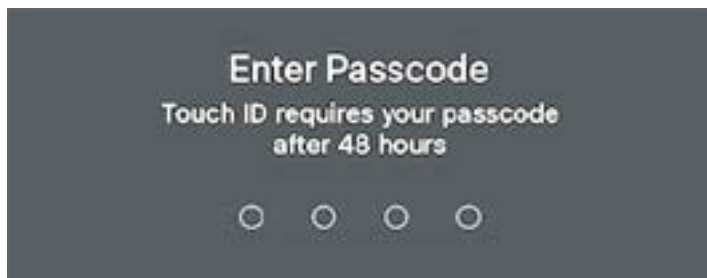
Regardless, the updates are mostly modest, merely tweaking and not revamping the old devices. This is particularly true of the mouse and, to a lesser extent, the keyboard, though changes to the trackpad are pretty cool.

I'll stick with my Microsoft keyboard and Logitech mouse, even after I purchase my next iMac with its bundled Magic Keyboard and Magic Mouse 2. They'll remain in the box to be sold off in pristine condition, along with that iMac, when the time comes. ☹

Dealing with Inexplicable Apple Error Messages

One of the downsides of the increasingly complex and cloud-based Mac and iOS ecosystem is that many problems, particularly those that originate in the ether or deep in an operating system, are out of your control. At such times, it's mostly helpful to know that you're not alone, you've done nothing wrong, and you can't do anything to resolve the problem. Asking for confirmation of some unexpected message or behavior is a perfect use for the likes of Twitter and Facebook, or mailing lists like TidBITS Talk.

As an example, one morning a few weeks ago, my iPhone 6 required that I enter my passcode to unlock it, rather than taking my fingerprint via Touch ID. The screen said that Touch ID requires the passcode after 48 hours, and in fact, I've seen that message on my iPad Air 2 repeatedly, since I often go several days without picking it up. But I'd unlocked the iPhone with Touch ID the evening before, as I was going to bed, so it had been only about 8 hours since the last usage, not 48 hours. Happily, the iPhone took my passcode and unlocked properly, so it was merely a curiosity, not an inconvenience.

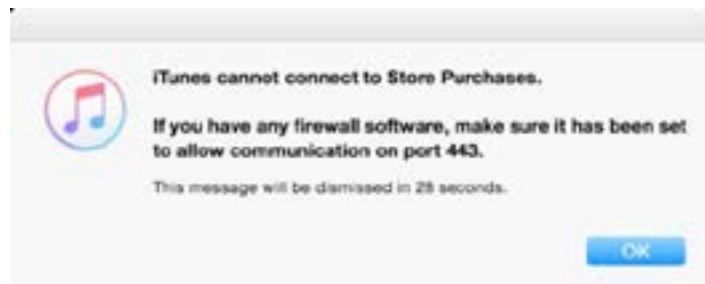


I posted the screenshot to my various social media accounts and got a bunch of people saying that they'd experienced the same thing, confirming that I wasn't alone. A few folks thought that Touch ID asks for the passcode every 48 hours regardless, but I suspect they're just seeing iOS's incorrect behavior more often, since Apple is clear about how [it should appear only if you haven't unlocked your device in more than 48 hours](#). Some people said they were being asked for the passcode nearly every day.

After initial publication of this article, I've heard from a number of people who are suffering from this problem, with a twist: the keypad doesn't respond to taps while in this state. The elephant-gun solution is to hold down both the Home and Sleep/Wake buttons until the iPhone restarts, but TidBITS reader Marc Zeedar noted that he has been able to make the keypad respond again by pressing the Sleep/Wake button to lock the screen, and then waking it back up again. It sometimes takes a couple of tries, but it's still faster than a restart.

I haven't been able to determine why this is happening, but for me it has been only a minor irritation. That's because I'm technically proficient and relaxed about errors that don't cause data loss, but I am concerned that inexplicable behavior like this could start to undermine an inexperienced user's trust in iOS as a predictable, reliable system — Touch ID is in essence lying to the user through this error message. Technically there's no real damage here, but psychologically, it's a bad thing — it's important for interfaces to communicate clearly, accurately, and reliably to build user trust.

OS X isn't immune from this sort of problem either. Over the last few days, iTunes has started to throw an error saying that it cannot connect to Store Purchases, potentially due to a firewall misconfiguration. Again, I'm not alone in this — a number of people have been asking about it on TidBITS Talk as well.



In this case, I don't believe iTunes is lying, but at least for me, the error dialog has appeared on its own, not in response to any action I've initiated. And, of course, I haven't changed anything on my Mac or my network in terms of firewall software, so I'm sure this isn't related to anything I've done or [could resolve](#). The problem undoubtedly originates somewhere on Apple's servers, and while lots of people are seeing the error message, it hasn't warranted mention on [Apple's System Status page](#). That page is always worth checking if you're having trouble with Apple's online services.

Similarly, as a number of people noted after this article was published initially, it's not uncommon for a dialog to ask for your iCloud password after you restart your Mac, sometimes repeatedly. What I really hate is when Messages and FaceTime ask not for my iCloud password, since I have two-step verification turned on, but for an app-specific password, which I have of course given them in the past. If you're running into this problem after restart and see no reason why you should be prompted for your password, my advice is to click the Cancel button (or press Escape) to dismiss the password request, perhaps even a couple of times. Once things have settled down after startup, if you're still getting the requests, enter your iCloud password.

Only occasionally have I had to recreate app-specific passwords for Messages and FaceTime; most of the time they realize that they're already authenticated after a bit.

I'm quite perturbed about these random password requests, because they train users to enter their passwords even when no action has been taken to prompt the request. That's terrible from a security perspective — users should be asked for passwords infrequently enough that they

should be a little suspicious if a request comes at an odd time or without a good reason.

Again, if you're seeing these errors, you're not alone, you've done nothing wrong, and you can't do anything to resolve the problem. Your best course of action is to shrug, move past the error, and get on with your day. I sincerely hope Apple's engineers are working to fix these problems, minor as they are, so they stop wasting our time and smudging Apple's reputation for quality software. 🍷

by Josh Centers

tvOS 9.1 Supports Apple's Remote App, Adds Siri Music Search

Apple has updated tvOS in the fourth-generation Apple TV to 9.1. If the update isn't automatically pushed to you, you can update manually in Settings > System > Software Updates > Update Software. Other than a list of [27 security updates](#), Apple has offered no release notes. However, after some testing, I know a few things for sure:

- The Remote apps for iOS and watchOS now work
- Siri search now works with Apple Music
- Bluetooth keyboards still do not pair

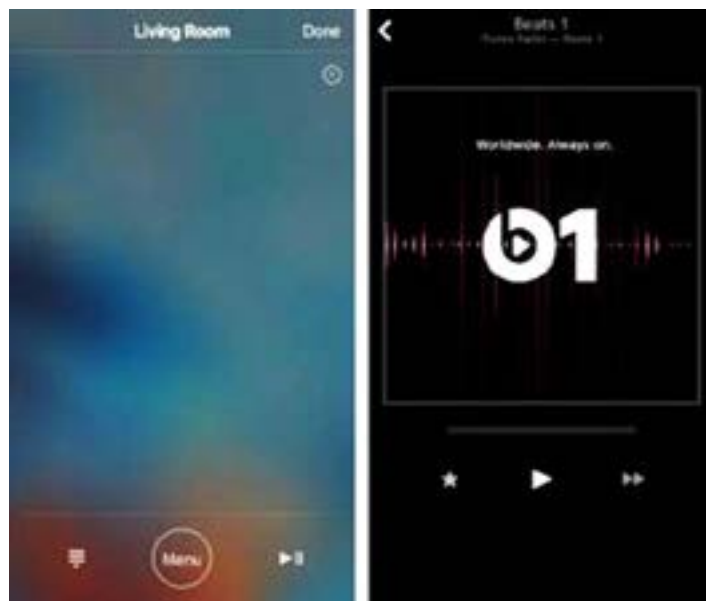
The Remote Apps — The addition of Remote app support is exciting, since text entry on the Apple TV is dreadful. Apple doesn't have much of an excuse for making us wait over a month for this functionality, since it adds nothing that wasn't available on the third-generation Apple TV. Rumors and hopes of the Remote app as an app manager, game controller, or Siri input device for the new Apple TV have yet to be realized.

To get the iOS Remote app working with the Apple TV, first [download it from the App Store](#) if you haven't already. The Remote app for watchOS is built in. The easiest way to connect the Remote apps to the Apple TV is to enable Home Sharing, first in iOS under Settings > Music (or Settings > Video), and then on the Apple TV under Settings > Accounts > Home Sharing, making sure to log into the same iTunes account on both devices. Signing into Home Sharing on your iPhone should also connect your paired Apple Watch.

If for some reason you don't want to use Home Sharing, open the Remote app on your device, tap Add Device, and note the pairing code that is displayed. Then on the Apple TV, go to Settings > Remotes and Devices > Remote App, choose the iOS device or watch, and enter the code.

The Remote app works virtually the same as it did with the third-generation Apple TV, however, I have found the touch controls less slippery and easier to control with the fourth-generation Apple TV.

If it's been a while since you've used it, the Remote app turns your iOS device's screen into a touchpad to control the Apple TV. Tap the screen to make selections on the Apple TV, and tap Done, followed by Now Playing in the upper right to get direct control over media playback.



If you're disappointed with the functionality of the current Remote app, we have good news: Apple's Eddy Cue, Senior Vice President of Internet Software and Services, told BuzzFeed that Apple is working on a new Remote app that will emulate all of the functionality of the Siri Remote. That update is expected in the first half of 2016.

Siri and Apple Music — Siri search now works with Apple Music on the Apple TV. Note that other than radio stations, the Apple TV Music apps requires a subscription to either iTunes Match or, preferably, Apple Music, to function.

Here are some examples of commands Siri understands:

- "Play music by The Beatles"
- "Play my backwoods playlist"
- "Turn shuffle on" or "turn shuffle off"
- "Play Beats 1"

You have to be specific when asking Siri to play music on the Apple TV, as it easily confuses music with TV and movies. For instance, if I just say “Play The Beatles,” it shows me a list of Beatles-related movies. Jason Snell noted [similar issues at Six Colors](#).

If you’re not already a fan of Apple Music, I can’t recommend signing up just for the Apple TV support (unless, like me, you happen to be the author of an Apple TV book who happens to be working on an eagerly awaited update). There are still too many bugs in both Apple Music and the Apple TV.

Spotting Universal Purchases — As I mentioned in “[The New Apple TV: TidBITS Answers Your Questions](#)” (30 October 2015), many iOS apps offer universal purchase, so that if you buy the app in iOS, you get the equivalent app on the Apple TV. Apple has now tweaked the iOS App Store to show which apps offer this.

While viewing an App Store listing, look under the information header, and see if it has an entry that says “Apple TV: Yes.” If so, once you get that app in iOS, you can later download it on the Apple TV by going to App Store > Purchased.



Bugs and Oddities — I noticed a huge bug right away: while music is playing, if I go into the Now Playing section of the Music app, the music stops. Not everyone seems to be experiencing this, so let me know if you see similar behavior.

I’ve also noticed that Apple has added more support for Bluetooth audio devices, but it’s half-baked. For instance, the Play/Pause button on my Motorola Roadster now controls music playback, but when I activate Siri on the Siri Remote, it tries to read my voice from the Roadster’s microphone. However, I can’t activate Siri on the Roadster itself. My Oontz Bluetooth speaker, which also features a built-in microphone, doesn’t hijack Siri’s input. Very odd.

Since Apple didn’t bother providing release notes to let us know what the changes are, I’ll be spending a significant amount of time digging through tvOS 9.1 to figure out what else is new. If you notice anything that I haven’t covered here, please let me know in the comments! 🍷



Software Review

Apple Updates

iTunes 12.3.2

Dec 10, 2015

System Requirements

- OS X 10.8.5 or later

This update allows you to see works, composers, and performers while browsing Classical music in the Apple Music catalog. It also includes stability and performance improvements.

iOS 9.2

Dec 8, 2015

System Requirements

- iPhone 4s or later
- iPad 2 or later
- iPad mini or later
- iPod touch (5th gen)

- You can now create a new playlist when adding a song to a playlist
- Your most recently changed playlist is now listed at the top when adding songs to playlists

- Download albums or playlists from your iCloud Music Library by tapping the iCloud download button
- See which songs have been downloaded with the new download indicator next to each song in My Music and Playlists
- See works, composers, and performers while browsing Classical music in the Apple Music catalog
- A new Top Stories section in News so you can stay up to date with the most important news of the day (available in the United States, United Kingdom, and Australia)
- Mail Drop in Mail for sending large attachments
- iBooks now supports 3D Touch to peek and pop pages from the table of contents, your notes and bookmarks, or from search results inside a book
- iBooks now supports listening to an audiobook while you browse your library, read other books, or explore the iBooks Store
- iPhone support for the USB Camera Adapter to import photos and videos
- Improved stability of Safari
- Improved stability of Podcasts
- Fixing an issue that caused mail attachments to be inaccessible for some users with POP email accounts
- Resolving an issue for some users that caused attachments to overlap text in mail
- Fixing an issue where Live Photos could have turned off after restoring from a previous iCloud backup
- Addressing an issue that could cause search in Contacts to display no results
- Resolving an issue that could have prevented Calendar from displaying all seven days in week view
- Fixing an issue where Camera screen on iPad could be black when attempting to capture video
- Addressing an issue that could cause instability in the Activity app when viewing the day of Daylight Savings Time transition
- Fixing an issue that could prevent data from appearing in Health
- Fixing an issue that could prevent Wallet updates and Lock screen alerts from displaying
- Addressing an issue where updating iOS could prevent an alarm from going off
- Fixing an issue where some users were unable to login to Find my iPhone
- Fixing an issue that prevented some manual iCloud Backups from completing
- Addressing an issue where using the iPad keyboard could unintentionally trigger text selection mode
- Improved keyboard responsiveness when using Quick Reply
- Improved punctuation input on the 10-key Chinese (Pinyin & Stroke) keyboards with new expanded view of punctuation symbols and better predictions
- Fixing an issue on Cyrillic keyboards where caps lock would be enabled when typing in URL or email fields
- Accessibility improvements
- Fixing issues with VoiceOver when using Camera face detection
- Adding support for VoiceOver to wake up the screen
- Adding support for VoiceOver to invoke app switcher with 3D Touch gesture
- Fixing an issue with Guided Access when trying to end phone calls
- Improved functionality for Switch Control users when using 3D Touch
- Fixing an issue with speech rate of Speak Screen
- Siri support for Arabic (Saudi Arabia, United Arab Emirates)

Apple Watch OS 2.1

Dec 8, 2015

System Requirements

- iPhone 5 or later

This update includes new language support and bug fixes.

- Adds support for system language in Arabic, Czech, Greek, Hebrew, Hungarian, Malay, Portuguese (Portugal), and Vietnamese
- Adds support for Right-to-Left user interface
- Adds ability to switch between Latin and Hindi numerals for Arabic
- Adds a new complication for Islamic and Hebrew Calendars
- Adds support for Siri and dictation in Arabic (Saudi Arabia, United Arab Emirates)
- Adds support for dictation in English (Malaysia), Czech, Greek, Hebrew, Hungarian, Portuguese (Portugal), and Vietnamese
- Resolves an issue that could prevent events from updating in the Calendar complication

- Fixes an issue that could prevent the time from displaying in Power Reserve mode
- Addresses issues that could prevent third party apps from launching
- Fixes an issue that could prevent third-party app icons from displaying correctly
- Fixes an issue that could cause instability when changing the system language

OS X El Capitan 10.11.2 Update

Dec 8, 2015 – 1.4 GB

- System Requirements
- OS X El Capitan 10.11.1

OS X El Capitan 10.11.2 Combo Update

Dec 8, 2015 – 1.4 GB

- System Requirements
- OS X El Capitan 10.11

The OS X El Capitan 10.11.2 update improves the stability, compatibility, and security of your Mac, and is recommended for all users.

This update:

- Improves Wi-Fi reliability
- Improves the reliability of Handoff and AirDrop
- Fixes an issue that may cause Bluetooth devices to disconnect
- Fixes an issue that prevented Mail from deleting messages in an offline Exchange account

- Fixes an issue that prevented importing photos from an iPhone to a Mac using a USB cable
- Improves iCloud Photo Sharing for Live Photos

Security Update 2015-008 Mavericks

Dec 8, 2015 – 288.3 MB

- System Requirements
- OS X Mavericks 10.9

Security Update 2015-008 is recommended for all users and improves the security of OS X.

Digital Camera RAW Compatibility Update 6.18

Dec 14, 2015 – 8 MB

- System Requirements
- OS X El Capitan 10.11

This update adds RAW image compatibility for the following cameras to OS X El Capitan:

- Canon EOS M10
- Canon PowerShot G5 X
- Canon PowerShot G9 X
- Leica SL (Typ 601)
- Olympus OM-D E-M10 Mark II
- Sony Alpha ILCE-7S II
- Sony Cyber-shot DSC-RX1R II

Security Update 2015-006 Yosemite

Dec 11, 2015 – 369 MB

- System Requirements
- OS X Yosemite 10.10

Security Update 2015-006 is recommended for all users and improves the security of OS X. 🗑️

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