

printout

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



Meet us at

Giant Food

Corner of Trindle Road & 32nd St (Route 15)
3301 East Trindle Road, Camp Hill, PA 17011

**Note the change
of date!**

Tuesday, January 15, 2013 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 Computer, Inc. Copyright © 2012, Keystone MacCentral, 305 Somerset Drive, Shiresmanstown, PA 17011.

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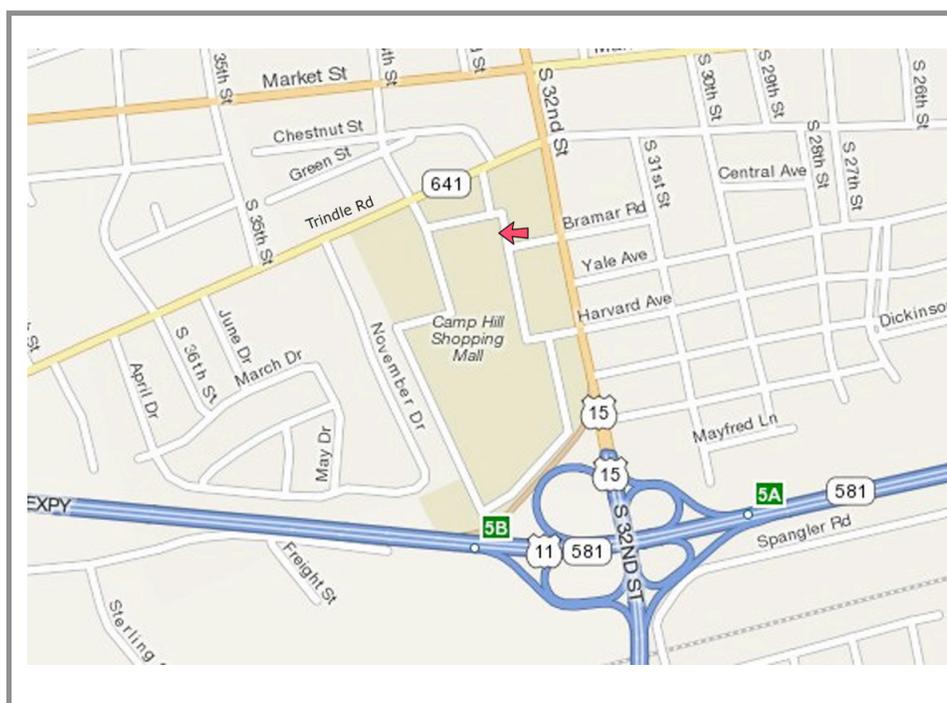
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President's Corner

Maps App, I Love Ya!

No doubt you have read the loud outcries from people dissing the new Maps App in OS 6. Well, Maps may put some US landmarks in different locations, but since I was not looking for those landmarks (and I am sure Maps will eventually get the landmarks correctly located) I don't care!

If you have not yet upgraded to OS 6 or you have OS 6 but have not tried using the much-maligned Maps App, I suggest that you do so. Maps saved me during the first weekend in November when I was in Oaks, PA, near Valley Forge, for a big crafts fest at the Philly Expo Center, which is out in the boonies, relatively speaking. I set up the Pretzelphoria booth Thursday evening, then had to drive an enormous rental van to my hotel, which was about 9 miles away in Malvern, PA. Trying to find my way in the dark along twisty roads would have been horrible without my new Maps app. I had upgraded my iPhone 4S the day before I left for my weekend away and had tried Maps on my way to Lancaster to pick up the van that was loaded with the booth and many boxes of gourmet pretzels. Since I knew my way to Lancaster, I was able to check Maps' accuracy. I also used Maps to find the Expo Center, although I had printed directions from MapQuest. I did not have the directions to the hotel from the Expo Center because I did not know where I would be staying until I got to Lancaster and picked up my hotel voucher. I had hoped to get the booth set up and stocked while it was still light since the clocks would not be turned back until Sunday, but my inexperience in setting up the booth plus having to wheel in all the booth components and all the boxes of pretzels took me longer than expected.

Thus, I was sitting in the parking lot of the Expo Center at 8 pm desperately hoping that Maps would come through for me. Maps did! Maps' voice guided me along twisting country roads surrounded by darkness, lit only occasionally by random house lights, until I finally reached some better lit highways and made the turns recommended by Maps. If you can visualize yourself in this situation, driving an unfamiliar, humongous van in the dark to a previously unseen destination, you can imagine my relief at successfully finding my hotel and my sincere appreciation of Maps. The next morning before going to the Expo Center for the show and now totally confident in Maps' abilities, I asked Maps to take the elephant van and me to the King of Prussia Mall so I could visit the Apple store and see the new iPad Mini on its first day of release. This time, we traveled by major highways, and Maps successfully guided me to my exits and to my destination with no problem. Once at the Mall, finding the Apple Store was not as easy since I had never been there before and the individuals I asked for directions were obviously not Apple fans and were

a bit confused as to the Apple store's location. A security guard finally gave me good directions, and I found the store, which is not visible from outside. (Perhaps I should have asked Maps for the Apple Store, not just for the mall, but I didn't think the store would be so hard to locate.) Once at the store, my time was limited, but I did get to try the iPad Mini and compare it to the larger retina display iPad. If you do this, you may end up buying the larger retina display version or deciding to wait for the next version of the Mini, which is rumored to have the retina display. Frankly, if the cost for the Mini had been the rumored \$250 for the wi-fi version and \$320 for the 3G version, I probably would have bought the 3G version just so I could have an iPad that would run Maps while I drove. Having the wi-fi Mini priced at \$329 made it too pricey compared to the retina display full sized iPad, so I passed. Maps then routed me to the Expo Center, and I enjoyed the show. Thus, while Maps has its detractors, here's my opinion, "Maps App, I Love Ya!"

I hope that you too will love Maps when you try it and that you also love Keystone Mac Central and will join us at our meeting on January 15, 2013, when we will have an after-the-holidays party! Don't forget to bring your left-over Halloween candy (bought at Giant, of course) for our pass-around candy tin. Remember, KeyMac will not be meeting in December, but we hope you will enjoy your holiday season and be ready to learn and party with KeyMac in 2013! ☺



Keystone MacCentral Minutes

November 20, 2012

Business Meeting

President Linda Cober welcomed us to the November meeting. She said she is looking into another less expensive meeting room. If you were keeping up with our Facebook page, then you saw the links that Webmaster Tom Bank II had posted alerting you to some deals for over \$1K of software for less than \$30. If you missed out on those deals, keep checking. Tom will be posting them whenever he comes across more as well as other Mac related news and updates.

Q&A & Comments

Don Fortnum mentioned trouble he had resolved with a demo copy of iWork interfering with the paid copy he was running. It was only after he had uninstalled the demo copy that things worked. Uninstalling a program often involves more than just dragging it to the Trash. Many applications come with uninstallers that will remove all files associated with that program. Jim Carey mentioned that Adobe apps are best removed this way. There are other programs that can help if the application in question does not have an uninstaller. AppDelete, AppZapper, and Amnesia were mentioned.

Linda's President's Corner column did not make deadline for the November newsletter. In that column, Linda mentioned her love of Apple's Maps program. Look for the column in the this newsletter.

Linda reported on a problem Tucker Hill had scanning with his HP printer. It turns out he had drivers installed for OS X 10.8 instead of 10.6.8, which he was running. These drivers can sometimes be installed without your knowledge. It is important to read the description on the updates in Software Update before installing them. If your printer is working, you might want to hold off on installing new drivers until problems arise.

Someone asked if solid state (SSD) hard drives lose speed as they age. They should not lose speed but they do wear out, although they should have a long life cycle. Unfortunately, when they do wear out your chance at recovering data is not good. Fusion drives and hybrid drives were also discussed. Jim Carey mentioned that new MacBooks boot up much faster than older models.

Program Notes

Jim Carey continued with the program he had started in October entitled "Lenses 101" with the portion on the maintenance and cleaning of lenses. The first thing mentioned was properly carrying cameras, especially with long lenses attached. Before doing any cleaning, be sure that your camera's battery is fully charged. Don't use compressed air to clean camera equipment. Blower bulbs and blower brushes are made specifically for this purpose. Do not use a turkey baster as plastic particles can dislodge to create even worse conditions on the lens. Hold the lens upside down and blow air onto the back end of a lens to remove dust.

Most SLR cameras have built-in sensor cleaning. It works by shaking the glass plate in front of the sensor. If that does not remove all of the dust, most manufacturers offer sensor cleaning supplies. You must be sure to match the supplies with your particular camera. A sensor loupe can help you see the particles you want to remove. VisibleDust.com offers supplies. You can use a cleaning brush that spins to create a static charge that helps to collect dust.

You should also check the contacts on your lenses because bad contact with the camera can also cause problems.

Jim said he would not send a camera out for cleaning. He has heard the horror stories about long turnaround times. He also said a lighted magnifying glass might work just as well as a sensor loupe. Newer cameras can map out sensor dust.

Jim employs a wet cleaning system for his camera. He purchases cleaning kits from [Photographic Solutions, Inc.](http://PhotographicSolutions.com) for his camera. There are different liquids for different sensors and different sized swabs for various sensor sizes.

Tom Bank stepped up next to demonstrate CameraBag, a program he bought for \$15 from mysmithmicro.com/marcon/eblasts/CameraBag/20121115/index-web.html. That link seems to no longer work, but CameraBag 2 is available from nevercenter.com for \$20. You can download a free trial. Tom said CameraBag has a quick learning curve so you can quickly get started adjusting your photos. It comes with a large number of presets that can be combined to create the effects you want. We looked at a couple of videos demonstrating how it is used. CameraBag overlays a rule

of thirds grid over imported photos when you use its Crop/Straighten adjustment tool. This may be a less expensive program that handles your image adjustment needs.

Tom Owad showed us how to install RAM in Linda Cober's MacBook. Once the case is opened, the process is rather straightforward. Just be sure you are properly grounded before starting. 🛡️

by Matt Neuburg

Mysterious iOS 6 Cellular Data Usage: A Deeper Look

It's becoming more and more difficult to ignore the numerous reports that iOS 6 on an iPhone or iPad can use far more cellular data than iOS 5 or earlier systems did. Anecdotal evidence is hardly to be trusted, even when it arrives in large quantity, but surely a massive thread such as [this one on the Apple Support Communities](#) cannot consist entirely of people who are mistaken or misapprehending the phenomena. Moreover, some of us here at TidBITS are convinced that we've experienced the problem in our own lives.

In this article, which picks up on some themes already broached by Glenn Fleishman in TidBITS (see "[What's Behind Mysterious Cellular Data Usage in iOS 6?](#)" 29 September 2012) and in a Macworld podcast, I'll try to distinguish several strands of the issue. But first, let's agree on just why the issue is an issue. We can all accept, I think, the following two axioms:

Axiom 1 First and foremost, it's all about money. For my iPhone, I pay \$15 for the grandfathered-in minimal 200 MB per month cell data plan from AT&T. The penalties for exceeding this monthly limit (\$15 for each subsequent 200 MB) are severe as a proportion of my monthly bill, and the penalties for exceeding it by a lot are really severe. Users are aware of this, and are careful in consequence. For my iPhone to cost me money gratuitously, beyond whatever control I can achieve through such care, is wrong.

Axiom 2 The expectation is that when your device has a Wi-Fi connection, as when it is sitting in your living room and can see your home network, it will use virtually no cellular data; all the data you ask for, such as fetching your mail or viewing a Web page, should come over Wi-Fi. I say "virtually" because some phone activities, such as checking your voice-mail by way of the Phone app's interface rather than dialing your voice-mail manually, do require a cellular connection – but they use only a tiny amount of data. This expectation is both reasonable, because if it is violated there is a danger that you can exceed your data cap (see Axiom 1), and deeply ingrained, because that is demonstrably just how iOS 5 and earlier systems behaved.

With that said, it is clear that some of us at TidBITS have recently experienced cellular data usage in excess of our expectations or intentions, and that some users (as shown in the Apple Discussions thread I cited above, as well as in reader comments on Glenn's article) have experienced cellular data usage massively in excess of their expectations

or intentions. So something is going on. I think we can distinguish four broad themes in the gusher of information and speculation about this problem. By concentrating separately on these four themes, I hope to focus your attention on what you can do to stem the flow of unwanted and costly cellular data on your own device, until such time as Apple provides a system-level fix.

How To Measure – How do you know how much cellular data your device is using? In my opinion, a third-party app can't tell you; it just doesn't have access to the needed information. When I started seeing unusual cellular usage on my own device, I installed [DataWiz](#); the interface is delightful, but the numbers proved to be sufficiently different from other forms of measurement that I eventually removed it. Similarly, Adam Engst swears by [DataMan](#), but in the same breath adds all sort of caveats about making sure it's running; DataMan Pro, which had the power to point the finger at individual processes using cell data, was removed from the App Store by Apple, although Adam and other early purchasers still have it.

In my view, there are only two numbers you should accept as meaningful. One is from the device itself, as reflected in the Settings app. Go to Settings > General > Usage > Cellular Usage. The numbers shown here are cumulative, so in order to know whether there's been a sudden recent spike you may need to have made a note the last time you checked. But by deliberately pressing Reset Statistics on the first day of your monthly billing cycle, you can get a sense of whether you're likely to exceed your cap this month. Of course, you have to know what day of the month that is, and it's a pain to remember to do it; but the Calendar app can help you set a reminder that eases the pain.

The second important number – perhaps the only definitive one – is what your cellular provider says. After all, the real question is not how much data the iPhone thinks it's using, but whether your provider is likely to charge you for exceeding your cap. You may be able to check your provider's usage figures in an automated fashion. For example, on my iPhone, I go to Settings > Phone > AT&T Services, and am shown a number I can dial to View My Data and Msg (*3282#). Tapping that number causes a text message from AT&T to arrive in the Messages app, telling me when the next bill cycle starts and how much data I've used so far in this cycle.

Inspect Your Settings — iOS 6 introduces a lot of new settings, squirreled away in various places, enabling you to specify explicitly whether an app should be allowed to use cellular data, or implicitly whether some process should be allowed to communicate over the network at all (the implication being, if it wants to communicate when you're in the field, it will certainly use cellular if it can). It is worth taking some time to walk recursively through all your settings, looking for those controls. This is a boring and tedious operation, but hey, we're talking about your money here. The difficulty is compounded by the fact that the implications of a setting may not be obvious.

Before listing some of these miscellaneous settings, I must say something about the master setting at Settings > General > Cellular. There is a master Cellular Data switch at the top here, and I'm certain that it does what it implies: if you switch it to OFF, the cell radio is effectively turned off, and although the phone still works for voice, you absolutely positively can't use any cell data under any circumstances. You are unlikely to want to use this switch, though, since it hampers your use of the device. For example, you can't check your voice-mail easily. Plus, having this switch turned off caused Find My Friends to fail to track me when I was driving to pick up Adam in North Hollywood last week (and caused his text message to me to traverse the SMS system rather than Apple's free iMessage system). On the other hand, why was it off? Because my phone is using excessive cell data, and switching this setting to OFF prevents that! So it's Catch-22.

Here are some other settings to notice. Observe that I have no special information about what they really do or what effect they really have on cell data usage; I'm merely suggesting that they might be worth toggling in order to try to keep cell usage down:

- Settings > General > About > Advertising: I'm told that the Limit Ad Tracking switch can affect cellular use, and that to minimize such use you want the switch ON (because this will limit ad tracking, don't you see).
- Settings > General > About > Diagnostics & Usage: Tap Don't Send to prevent behind-the-scenes communication of diagnostic information back to Apple.
- Settings > General > Cellular: Scroll down to see several Use Cellular Data For switches. Clearly if you don't want these processes using cell data, you should switch them OFF.
- Settings > General > Date & Time: Switch Set Automatically to OFF, perhaps, though one hardly suspects time queries of using much data.
- Settings > Privacy > Location Services > System Services: Set all of these to OFF, since any of them might try to "phone home" while you're out in the field. Pay attention to the pointer icons next to each service, since they tell you which services are actually being used: purple icons indicate recently used services, gray icons appear next to services

that have been used in the last 24 hours, and purple outlined icons appear next to services using a geofence.

- Settings > Mail, Contacts, Calendars > Fetch New Data: Switch Push to OFF if you don't want these three services trying to shove data at you when you're out in the field. Personally, I also have Fetch set to Manually, so no communication can take place unintentionally. Even then you're not finished, though; tap Advanced to move to yet another screen with yet more Push-related settings. Tap each service in turn to set it up. For example, I've set iCloud to Manual and my Mail accounts to Manual here as well; I do not understand why this advanced setting exists or how it can be allowed to override my Push and Fetch settings from the earlier screens, but I am taking no chances.
- Settings > FaceTime: Set Use Cellular Data to OFF. Clearly a video conversation via FaceTime running over the cell data connection is going to be disastrously expensive.
- Settings > Safari: Scroll down to see Use Cellular Data; switch it OFF. Note that this doesn't claim to prevent Safari from using cellular data; it says merely that it prevents Reading List from syncing data via cellular. I'll have more to say about this later.
- Settings > iTunes & App Stores: Scroll down to see Use Cellular Data; switch it OFF. This actually applies, it appears, only to iTunes Match and automatic download of items newly purchased on other devices.
- Settings > Music > Use Cellular Data: This switch appears only if you have iTunes Match turned on. Switch it to OFF to prevent iTunes Match from downloading music via cellular.
- Settings > iBooks: Switch Online Audio & Video to OFF. (Not everyone may have the iBooks app.)
- Settings > Podcasts: Although we can't recommend Apple's Podcasts app, it's likely that lots of people have it. If so, switch Use Cellular Data to OFF, but note that it applies only to automatic downloads. More on Podcasts later.

There may be other significant settings I've failed to list here. The important thing is not the list itself, though, but the process. It takes a lot of hunting and pecking and scrolling to ferret out all these settings! It's almost as if Apple didn't want you to find them, though it's more likely that no one at Apple has given the problem any thought at all. Plus, some of them seem to duplicate others, so that, for example, you may think you've turned off automatic Mail fetching in one place, only to discover that it is still turned on in another. It's a jungle out there.

The System Might Be Buggy — We come now to an area that is rather controversial and, more to the point, largely out of your control. It is, however, close to the heart of the matter. There is reason to suspect that iOS 6 may be violating Axiom 2: that is, that it uses cellular data even when you are home and connected to Wi-Fi. And it may be

doing this despite any of the settings I listed in the previous section.

For example, one day recently I was using Mobile Safari to watch a YouTube video at home over Wi-Fi, and discovered later (by inspecting my usage, as explained earlier) that about half the data had apparently come over the cell radio. This is definitely not how I expect my phone to behave, and moreover there doesn't appear to be any setting allowing me to switch off this behavior for Safari. Safari's Use Cellular Data switch, which I mentioned earlier, claims to be confined to Reading List sharing across iCloud.

However, that switch was in fact ON at the time this YouTube incident occurred. Since then, I've switched it to OFF, and the problem has not recurred. (Nor have other members of the TidBITS staff been able to reproduce the problem, even with that setting ON.) Which leads me to the following speculative question: What if the label on this switch is incorrect and it doesn't apply just to Reading List? In other words, what if setting this switch to ON somehow gives Safari license to use cellular data generally while on Wi-Fi? I'm not suggesting that this would be intentional on Apple's part, but it could have something to do with the behavior I and others have witnessed.

And that, in turn, brings me to the most speculative point of this article. Please bear in mind that it is speculative! I have no facts and no hard data, and I'm not trying to spread uncertainty or rumor. But the truth is that during the beta-testing period for iOS 6, developers saw in Settings a switch that apparently allowed iOS as a whole to use cellular as a supplement to Wi-Fi even when Wi-Fi was present. So, let's say, for example, that you're watching a YouTube video, and that your home DSL, while decent, isn't fast enough to prevent a pretty long delay before the video can start. iOS might, if this switch were set to ON, reason to itself: "Gosh, I could help this fellow out and start the video sooner by pulling some of the video down over the cell network."

That switch is no longer present in Settings, so don't bother looking for it. But what if – and remember, this is pure speculation – what if it was removed because Apple had decided this was such a great feature that they could just safely leave this setting turned ON behind the scenes? In other words, what if iOS 6 now deliberately and automatically uses cell data to supplement Wi-Fi, and you can't prevent it from doing so?

In any case, even if Apple decided against leaving that switch turned ON when they pulled it, who apart from Apple can say that the code underlying that switch isn't still present in iOS 6 in such a way that it could become active in certain situations? It is never safe to assume that developers always know how their programs will operate, especially when the heavy lifting is being done behind the scenes by the massive Cocoa Touch framework; and with something as complex as iOS, there are plenty of unexpected behaviors of which developers know nothing and for which they cannot be held responsible.

Some Apps Might Be Evil – Some apps, by their very nature, can require massive amounts of data transfer. These are exactly the apps that one would wish to be most stringent in their adherence to Axiom 2. If iTunes Match or the Podcasts app downloads an entire gigabyte of data, which can quite easily happen, one might argue that you have only yourself to blame if you deliberately initiate such a download when you're out in the field; but when you're home, you expect Wi-Fi to be used exclusively. I have just said, however, that I suspect the system of possibly using cellular even when Wi-Fi is present. Under those circumstances, such an app could be a disaster (that gigabyte of data would cost me something like \$60, and we've heard reports of 8 GB of data – \$240 – being downloaded without the user's knowledge or intention).

But we can go further. Such apps may come with a Use Cellular Data switch in their settings, and you may have turned this switch to OFF. But what if the app fails to pay attention to that switch? This might be because the app has a bug, or it might be because of the speculative system-level bug I hypothesized in the preceding section. I do know, as a developer, that iOS 6 has a new developer-level feature where, when your app places a request over the network, it can specify whether or not that request may be satisfied using cell data. Well, what if that feature is broken internally at system level, so that I (the developer) believe I am turning cell data off for my app in response to you (the user) setting a switch, but in reality the system is using cell data anyway – and, perhaps, using it even when Wi-Fi is present? You can see that in that case we'd be in a pretty pickle.

There is no doubt that the Podcasts app and iTunes Match are in fact responsible for some of the very large cell data usage of which users are complaining. Recall that, as far as TidBITS is concerned, this entire thread started in an article by Glenn Fleishman ("Does Apple's Podcasts App Suck Cellular Data?," 17 September 2012) in which he observed cell data usage that he attributed to the Podcasts app. And this was before iOS 6 had shipped. The Podcasts app, of course, comes from Apple, so who knows what private system-level features (or bugs) it accesses behind the scenes? In any case, the Apple Discussion thread I mentioned earlier gives the impression that you can get massive cellular data use from the Podcasts app no matter how you set that switch.

Adam Engst, who still has DataMan Pro to give him some idea of which processes are using cellular data on any particular occasion, has made some further observations. He can demonstrate, for example, that the Skype app can use up to 2 MB of cellular data per day, just by existing in the background. And it can do that even when you're on Wi-Fi. It's not a lot, granted, but 15 to 30 MB of data out of 200 MB per month for just having launched Skype at some point seems excessive.

Another problem is that you don't really know the meaning of the choices you're making in an app's settings. Adam has observed that the Podcasts app can suck down cellular data even when the Use Cellular Data switch is OFF,

evidently because that switch applies only to automatic downloads of new podcast episodes, not manually initiated streaming. Assume, for example, that you have the first episode of a podcast downloaded, but not the second. When the first finishes playing, the second may start playing automatically, and even if it doesn't, you might navigate to it using other audio playing controls, or even play it from the Podcasts app without noticing the little download icon. That's a good way to use up tens of megabytes without noticing.

Conclusions — Although not every iOS 6 user is seeing a problem, there's no doubt in my mind that a problem exists, and that the fix must come from Apple, possibly in conjunction with the phone providers. (Apple even implicitly acknowledged this with a [carrier settings update for Verizon Wireless users](#) that prevents the iPhone 5 from using cellular data while on a Wi-Fi network.) iOS 6 does use more cellular data than previous systems did, and it appears to use it in circumstances where previous systems did not.

A couple of days ago I restored my iPhone to a completely clean iOS 6 and went through all the settings I could find and turned everything off that might influence cell data use, except for turning off the master Cellular Data switch. Even though I was home with Wi-Fi the entire time, a couple of hours later, there had been some cell data usage. Even during the two hours it took me to draft this article just now, with my iPhone sitting unused beside me (except when I picked it up to navigate the Settings app so I could describe the location of the various switches), there was some rise in the reported cellular usage. These were not large amounts, but that's not the point: the point is that the amount should be zero and it isn't.

But this is not the worst. Reliable-looking experimentation has demonstrated that certain processes such as iTunes

Match and the Podcasts app can download huge amounts of data over the cell network, even when you think you've told them not to. Glenn's article referred to this very sane-looking, very scary [blog post by John Herbert](#). Josh Centers has put up a [video](#) demonstrating that iCloud can leak cell data at the rate of 1 KB per second, even if every iCloud service is turned off. And, of course, clouds of witness have gathered at the Apple Discussion boards – the one I referred to at the start of this article, and [this one](#), and doubtless many more.

Something must be done, and I have little doubt that it will be. If the posts at Apple Discussions are to be believed, users have not been hesitant to call their cellular providers and complain of unwanted cell data usage. The cellular providers, in turn, are surely talking to Apple. (And so too, I bet, are their lawyers. It wouldn't be surprising to see a class action lawsuit against Apple with regard to these unwarranted charges.) In the meantime, if you're having similar problems and can quantify and document them, I remind you that you can tell Apple about it at their [iPhone feedback Web page](#).

Finally, Adam Engst (who, after all, publishes TidBITS and always gets the last word) encourages me to encourage you to request that Apple allow DataMan Pro to be sold in the App Store once more – even though I, Matt, think there's a snowball's chance of that happening, since to do what it does, DataMan Pro must surely be using undocumented APIs that the App Store explicitly excludes. Still, Adam has a point. What makes this problem so mysterious, after all, and so difficult to report clearly to Apple, is that most people who are experiencing it cannot identify which apps are at fault. While DataMan Pro may not be perfect, it provides precisely that information. 🗉

by Agen G. N. Schmitz

iOS 6.0.1 Fixes Bugs, but Does It Prevent Excessive Data Usage?

Apple has released [iOS 6.0.1](#) with fixes for a grab bag of connectivity bugs. While no single fix in the list seems to take aim at correcting the unexplained hoovering of data through cellular networks (for more on this, see Matt Neuburg's article above), perhaps this collective group of fixes will help to mitigate the problem.

Connectivity issues addressed include improved reliability when connecting to encrypted WPA2 Wi-Fi networks using the iPhone 5 and fifth-generation iPod touch, the addition of a consolidated Use Cellular Data switch for iTunes Match, and resolution for an issue that prevented the iPhone from accessing a cellular network. On Adam Engst's iPhone 5, however, Wi-Fi (which had been working fine under iOS 6.0) failed to work at all under 6.0.1 until the device was powered down and rebooted.

The update also fixes a problem where horizontal lines could be displayed across the keyboard, a bug affecting Exchange meetings, a bug that prevented the camera flash from operating, and a Passcode Lock bug that could allow Passbook pass details to be viewed from the lock screen. A couple of WebKit security vulnerabilities were also closed. It does not fix a bug that causes previously played audio (such as an iTunes U lecture) to start playing again unexpectedly after iOS uses other audio (such as playing an alarm sound).

iOS 6.0.1 is compatible with the following models: iPhone 5, iPhone 4S, iPhone 4, iPhone 3GS, third-generation iPad, iPad 2, fifth-generation iPod touch, and fourth-generation iPod touch. We presume the iPad mini and

fourth-generation iPad will either ship with iOS 6.0.1, or will update to it immediately.

You can download the 43.3 MB update either via iTunes on a computer or via an over-the-air update on compatible iOS devices – initiate the update in Settings > General > Software Update. However, iPhone 5 owners looking to

update wirelessly will first need to download another app called Updater for iPhone 5 before downloading iOS 6.0.1, since the iPhone 5 is unable to install software updates over the air under iOS 6.0. This app, which shows up as iOS Updater on the Home screen, disappears once 6.0.1 is installed. 📱

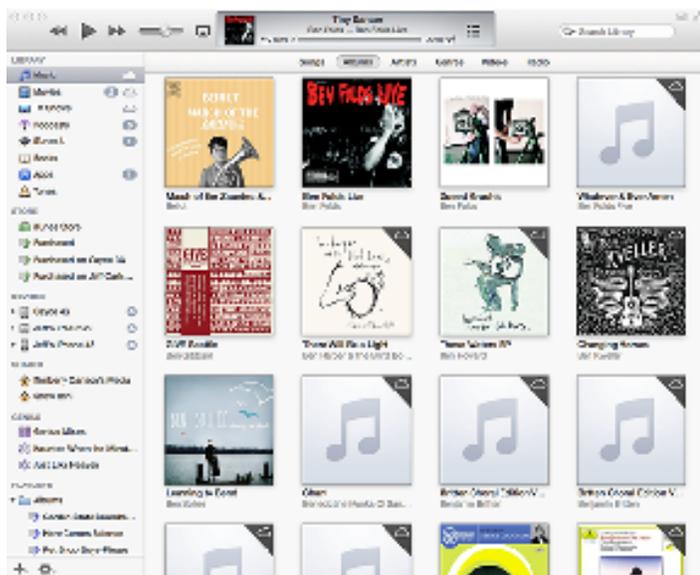
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iTunes 11 Thinks Different about iOS Devices

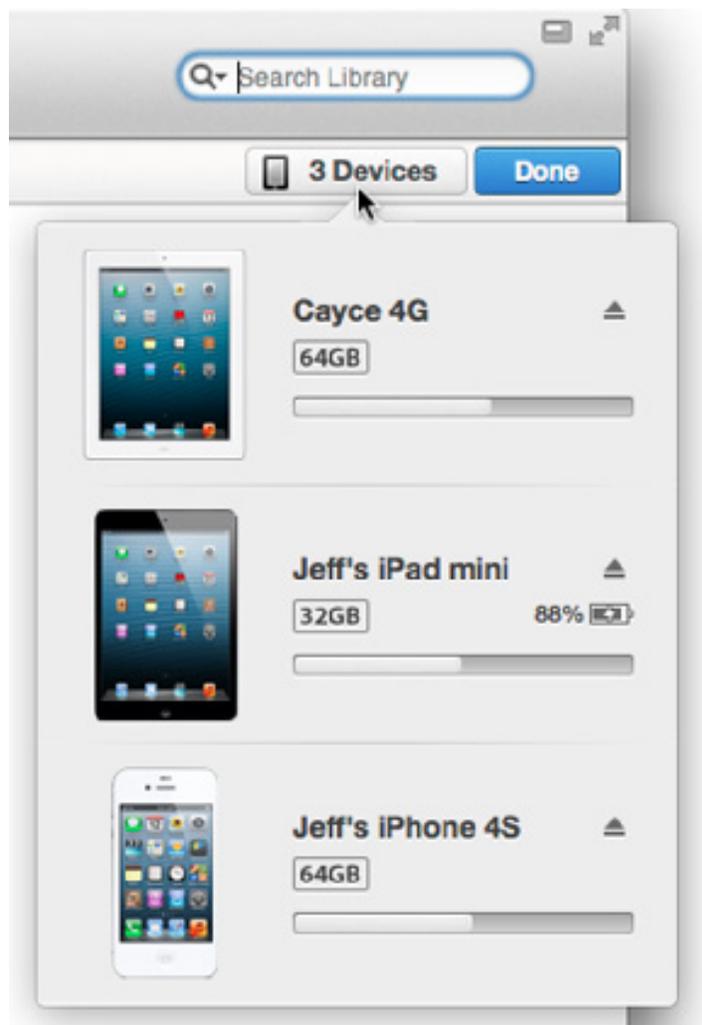
iTunes 11 promises a simpler interface for interacting with your media library, but don't forget that iTunes is also a central hub for working with your iOS devices. If you sync and configure an iPhone, iPad, or iPod touch using iTunes (versus doing it all via iCloud), the new version may initially be confusing.

The Hidden Sidebar – In iTunes 10 and earlier, iOS devices show up in the sidebar at the left side of the screen. When you select a device, the main iTunes window reveals options for choosing which media to sync, which apps to include, and so on.

iTunes 11 doesn't have a sidebar – at least, it doesn't appear so initially. If you prefer the old look, choose View > Show Sidebar (or press Command-Option-S) to reveal it.



Tasty Popovers – If you'd rather give the new approach a try (and you should), iTunes 11 handles iOS devices in a new Devices popover at the right edge of the toolbar. Clicking it reveals any connected devices along with how much storage is being used and current battery level.



If your devices are set to sync wirelessly, they show up whether they're physically connected or not, although the battery level does not appear. (Wi-Fi syncing is enabled in the iTunes Summary screen as "Sync with this iPad over Wi-Fi" in the Options box.) If you've turned off Wi-Fi sync, you need to connect using a cable to re-enable it in iTunes.

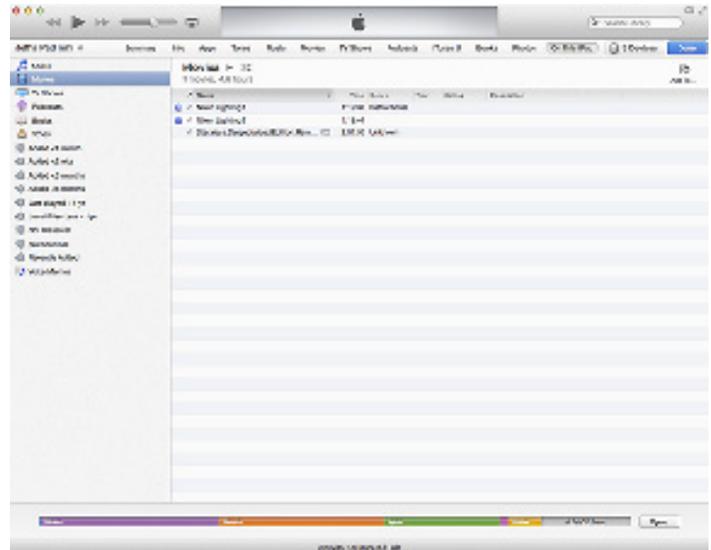
Click a device name to access its settings, but beware that it may take a few seconds to appear if you're using Wi-Fi syncing. When you're finished, click the blue Done button at the upper right to return to your media library.



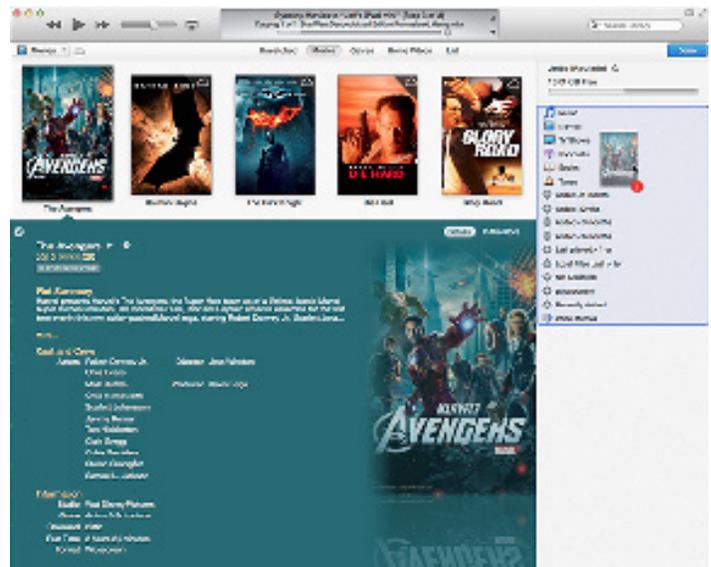
Redesigned Controls – The options here are similar to what appeared in iTunes 10 and earlier, with a few notable differences:

- The storage indicator at the bottom of the window incorporates labels for each type of media into the bars, instead of listing them below it. That means labels don't appear at all for small items, such as books in the screenshot above. For any media type, hover the mouse pointer over a section to reveal how many items there are and how much space they take up.
- The data backup options have become more obvious. You can choose to back up data automatically to iCloud or to the computer, as was available previously, but now there's a Manually Back Up and Restore section. Click the Back Up Now button (previously hidden in a contextual menu when you Control-clicked the device in the sidebar) to back up your data to the hard disk. If you normally back up to iCloud, this feature gives you a local backup; that's great if you're about to travel and want to be able to quickly restore your data if necessary when a lengthy iCloud download isn't feasible. Should you want to revert to an earlier backup, you need only click the Restore Backup button – previously, you had to Option-click the Restore button.
- On the Apps screen, Apple has brought a dedicated search field back to the app list. In iTunes 10, the main Search field at the upper-right corner of the window switched to apply to the app list when the App screen was visible, which was confusing.
- Also on the Apps screen, the apps list now includes an action button for each program: Install for apps that reside in iTunes but not on the device, and Remove for apps that are already installed. This functionality was present in iTunes 10 as well, via the checkboxes next to each item, but it's decidedly more clear now.
- If the normal sidebar isn't showing, a new On This iPhone/iPad/iPod button shows the content stored on the device,

with an unusual new left sidebar look. This option is particularly helpful if you subscribe to iTunes Match and don't store much media on the device itself.



You can add new items individually here by clicking the Add To button (which flips the sidebar to the right side, oddly), and then dragging them from your library to the device. However, you can't add music if you also use iTunes Match.



- When a device is syncing, you can cancel the operation by clicking the sync indicator (the two arrows following each other in a clockwise circle).

Overall, the changes related to iOS devices in iTunes 11 aren't as dramatic as they first appear. You can go back to the familiar behavior of accessing your iPhone, iPad, or iPod touch in the sidebar, or enjoy a less-cluttered interface by jumping to dedicated screens for each device. And some of the ways Apple moved previously hidden functionality out into the open is certainly welcome. 🗑️

Rumors and Reality

The process known as Moore's Law was named after Gordon Moore, a co-founder of Intel, who in 1965 noted that the industry was doubling the number of transistors it could build on a single chip at routine intervals of 12 to 18 months.

Nay sayers cry "The end is near." However against all expectations, silicon-based chips have continued to improve in speed and capacity for the last five decades. In recent years, however, there has been growing uncertainty about whether the technology would continue to improve.

In recent years, while chip makers have continued to double the number of transistors on chips, their performance, measured as "clock speed," has largely stalled. This has required the computer industry to partition work loads among multiple processors or cores.

I.B.M. is investigating a new process in a chip-making technology that uses carbon nanotubes rather than the silicon chips now in use.

The promise of the new materials is twofold: carbon nanotubes will allow chip makers to build smaller transistors while also probably increasing the speed at which they can be turned on and off.

Siri abroad: Recently in China, if you were to ask Siri to find a good nearby restaurant, she had no clue. But she could find nearby brothels, even though that sort of activity

is illegal. Makes me think that the police should be issued iPhones. Apple has had a serious talk with Siri and now she can't/won't find your local friendly brothel.

Buy American: iFixit routinely tears apart new Mac computers to see what makes them tick or otherwise function. While performing this ritual on a new 21.5-inch iMac, they found a plaque identifying the machine and stating "Computer Assembled in USA." Several other companies have run across similar labels.

This is news to a lot of people. Apple building computers here in the USA?

New Flash: While finishing this newsletter, I ran across the following bit of news:

Apple CEO Tim Cook revealed in a Bloomberg Business Week profile that Apple plans to bring back some Mac production to the U.S. in 2013 and is planning to spend a lot of money to do so.

"Next year we are going to bring some production to the U.S. on the Mac. We've been working on this for a long time, and we were getting closer to it. It will happen in 2013. We're really proud of it. We could have quickly maybe done just assembly, but it's broader because we wanted to do something more substantial. So we'll literally invest over \$100 million. This doesn't mean that Apple will do it ourselves, but we'll be working with people, and we'll be investing our money." ☞

December Software Review

Glassboard 2.3.2

<http://glassboard.com>

Glassboard Keeps a Family in Touch

by Kevin van Haaren

My father recently had a downturn in his health. My siblings came to town, initially to visit him in the hospital, and later, after he had returned home, to help our mother keep an eye on him. As his health continued to improve, we all returned to work, but everyone wanted to be kept abreast of his situation, especially during his frequent doctor visits.

Initially we kept each other up to date with texting. But even this lowest common denominator communication method had problems. I, and one of my brothers, did not have a texting plan with AT&T, so we had to pay \$0.20

per text for both sent and received messages. Of the four siblings, three of us have iPhones, meaning we could use iMessage for free texting. Unfortunately iMessage cannot combine SMS text message recipients and iMessage users in a group session. If one user can receive only SMS messages, all group participants will receive texts via SMS instead of iMessage, and for my brother and I, the texting bills were adding up quickly. We could work around the problem by maintaining multiple texting sessions, but that got tedious fast.

Enter Glassboard — When my turn came to go with Dad to the hospital and keep everyone up to date, I remembered an app I'd used with friends at a conference many months back, Glassboard, which enables a small group to create a private social network in the form of a "board," which is a bit like a chat room for a specific set of people. The basic free version had worked well at the conference and

I recalled it was multi-platform, offering iOS and Android apps, plus a Web client. That enabled my Android-using brother-in-law, and my flip-phone-using sister (at least when at a computer) to participate as well.

I had debated using a mailing list for this type of communication, but when I've tried setting them up in the past, it proved difficult to get everyone through the typical signup sessions and train them to use the list instead of sending to individuals. Plus, Glassboard offers push notifications for both iOS and Android; in many e-mail apps, push notifications are difficult, if not impossible, to set up.

Another aspect of Glassboard that appealed to me was its focus on privacy. It might have been possible to use Facebook or Twitter to communicate, but Facebook defaults to being as public as possible, and making private information public is just an incorrect menu choice away. Twitter is even worse, making everything public except direct messages, which can go to only a single person. In Glassboard, communications on a board are automatically private, being restricted to just the members of the board, and one person controls the invites. That was perfect for the details surrounding my father's condition.

Like other social networks, you can share text messages, photos, videos, files, and locations with other people in a board, and it groups comments so you don't end up with just a huge list of messages – you can tell which initial message started the thread. (Thread drift still is, and probably will always be, an issue in online communication.) You can even “like” messages and other posts, just like on Facebook.

Glassboard's free version has no limit to how many people can be added to a board, though it does limit the number of boards to 10 and the amount of storage to 100 MB per board. For \$5 per month or \$50 per year, Glassboard Premium ups the per-board storage to 1 GB and allows unlimited boards. It also enables you to export boards, bookmark messages, and transfer board ownership.

Setting Up Glassboard – I dug out the username and password I had used months ago and started a new board for my family. I sent invites to my siblings from within the Glassboard app, and then followed up with texts to let them know what the invite was for.

I was surprised how quickly everyone joined the board. Even the less technically savvy among us was quickly signed up, logged in, and started using the app to share text and photos. The only issue we ran into was one iPhone generating error messages on posting. I've not heard about that re-occurring from my brother, so it either went away on its own, or he deleted and reinstalled the app. The only other disappointment was the lack of an iPad app. The iPhone app works fine on the iPad, but it would be nice to have a larger view available.

As my father's health issues have continued to improve, we've found other uses for Glassboard. When Hurricane Sandy hit the Northeast, we used Glassboard to keep up to date on my brother's status in New York. Although we

could have created a new board, Glassboard is focused around groups of people, and since the group was exactly the same as the people we had tracking my father's status, it made no sense to create a new board and re-invite the same people to it. Glassboard worked particularly well in keeping everyone updated on my hurricane-struck brother. Even though Internet connectivity, cell service, and text messaging were spotty for him, only one of us had to reach him, after which that person could quickly update the others via Glassboard rather than everyone trying to reach him simultaneously.

Overall Glassboard's private group messaging system has proved a useful, and surprisingly easy, way to keep important communication channels open for my family when we've needed it most. If you're looking for a way to keep in touch with a smartphone-using group, it's absolutely worth a try.

Apple Updates

Digital Camera RAW Compatibility Update 4.02 Nov 29, 2012 - 5.06 MB

System Requirements

- OS X 10.8.2 or later
- OS X 10.7.5 or later

This update adds RAW image compatibility for the following cameras to Aperture 3 and iPhoto '11:

- Nikon COOLPIX P7700
- Olympus PEN E-PL5
- Olympus PEN E-PM2
- Olympus STYLUS XZ-2
- Panasonic LUMIX DMC-GH3
- Sony Alpha NEX-5R
- Sony Alpha NEX-6
- Sony Alpha SLT-A99

iTunes 11

Nov 29, 2012 - OS X (191.08 MB)

System Requirements

- OS X version 10.6.8 or later

With a dramatically simplified player, a completely redesigned Store, and iCloud features you'll love — this is the best iTunes yet.

- **Completely Redesigned.** iTunes makes it more fun to explore and enjoy your music, movies, and TV shows. You'll love the beautiful edge-to-edge design, custom designs for each album, movie, or TV show in your library, and getting personal recommendations any time you click In the Store.

- **A New Store.** The iTunes Store has been completely redesigned and now features a clean look that makes it simpler than ever to see what's hot and discover new favorites.

- **Play purchases from iCloud.** Your music, movie, and TV show purchases in iCloud now appear inside your library. Just sign-in with your Apple ID to see them. Double-click to play them directly from iCloud or download a copy you can sync to a device or play while offline.

- **Up Next.** It's now simple to see which songs are playing next, all from a single place. Just click the Up Next icon in the center display and they'll instantly appear. You can even reorder, add, or skip songs whenever you like.

- **New MiniPlayer.** You can now do a whole lot more with a lot less space. In addition to showing what's playing, MiniPlayer now includes album art, adds Up Next, and makes it easy to search for something new to play — all from a smaller and more elegant design.

- **Improved search.** It's never been easier to find what you're looking for in iTunes. Just type in the search field and you'll instantly see results from across your entire library. Select any result and iTunes takes you right to it.

- **Playback syncing.** iCloud now remembers your place in a movie or TV show for you. Whenever you play the same movie or episode from your iPhone, iPad, iPod touch, or Apple TV, it will continue right where you left off.

LED Cinema Display Software Update 1.1

Nov 27, 2012 - 875 KB

System Requirements

- OS X 10.8.2 or later

This update addresses an issue with the 27-inch LED Cinema Display that may prevent sound from playing back through the speakers on the display.

Thunderbolt Firmware Update v1.1

Nov 27, 2012 - 442 KB

System Requirements

- OS X Lion 10.7.4 or later

This update addresses an issue with MacBook Pro (mid 2012) and some Thunderbolt cables that may prevent bus-powered Thunderbolt devices from functioning properly.

OS X Mountain Lion 10.8.2 Supplemental Update 2.0

Nov 20, 2012 - 26.65 MB

System Requirements

- OS X Mountain Lion 10.8.2

This update addresses an issue with Keychain that can affect 2012 Mac systems. This update is recommended for all Mac systems introduced in 2012.

Aperture 3.4.2

Nov 1, 2012 - 550.73 MB

Aperture 3.4.3

Nov 12, 2012 - 550.73 MB

System Requirements

- OS X Lion 10.7.5

- OS X 10.8.2 or later

Included in Version 3.4.3

Addresses an issue that could cause a licensed copy of Aperture to prompt for a serial number with each launch

Included in Version 3.4.2

- Photos received via My Photo Stream or shared streams can now be added directly to other shared streams

- Multiple email addresses can now copied and pasted in the "Shared with" field for shared streams

- When more than five subscribers "Like" a photo in a shared stream, all their names are now displayed correctly

- The Info panel for a shared stream now includes an Unsubscribe button

- The status line in the toolstrip now displays the number of new photos added to a shared stream

- Faces are now properly detected on photos imported into a library from a shared stream

- Adjusted photos added to shared streams are now published with EXIF metadata properly preserved

- Addresses the reliability of Shared Photo Streams when switching between iPhoto and Aperture with the same library

- Custom keyboard shortcuts are now properly preserved when upgrading from earlier versions of Aperture

- Double-clicking a photo in Viewer-Only mode now correctly toggles to the Browser view

- Addresses a problem that could prevent the Viewer from displaying images with correct color after Auto White Balance and Auto Enhance are applied

- Addresses an issue that could cause JPEGs exported with a custom ICC profile to render incorrectly

- A dialog now displays progress when deleting large numbers of photos using the Empty Aperture Trash command

- Fixes a problem that could cause duplicate detection on import to fail when the "Auto-Split Projects" option is enabled

- RAW files are no longer displayed in the Import window when the "JPEG files only" option is enabled

- Key photos made from panoramic images are now displayed at high resolution

- Addresses a problem that could cause the Info panel in the Inspector to display the wrong metadata view

- Fixes an issue that could prevent Microsoft Outlook from being used to email photos from within Aperture

- Improves stability when working with AVCHD video files
- Fixes a problem with using the Zoom navigator on a second display
- Addresses issues that could cause web journals to export incorrectly
- Includes stability improvements

Canon Printer Drivers 2.11 for OS X Nov 6, 2012 - 342.52 MB

System Requirements

- OS X Mountain Lion
- OS X 10.6.1 or later
- OS X Lion or later

This update installs the latest software for your Canon printer or scanner.

Lexmark Printer Driver v2.10 for OS X Nov 6, 2012 - 176.60 MB

System Requirements

- Mountain Lion
- OS X 10.6 or later
- OS X Lion 10.7 or later

This update installs the latest software for your Lexmark printer or scanner.

iPhoto 9.4.2 Nov 1, 2012 - 758.58 MB

System Requirements

- OS X Lion 10.7.5
- OS X Mountain Lion 10.8.2 or later

What's New in Version 9.4.2

- Photos now can be added to shared streams or My Photo Stream by dragging them to "Photo Stream" in the source list
- Multiple email addresses can now be copied and pasted in the "Shared with" field for shared streams
- When more than five subscribers "Like" a photo in a shared stream, their names are now displayed correctly
- Contextual menu now includes an Import command to import all the photos contained in a shared photo stream
- Addresses the reliability of Shared Photo Streams when switching between iPhoto and Aperture with the same library
- Fixes an issue that could prevent Microsoft Outlook from being used to email photos from within iPhoto
- Updated national holidays are available for use in printed photo calendars
- Includes stability improvements

iOS 6.0.1 Software Update Nov 1, 2012

System Requirements

- iPhone 5
- iPhone 4S
- iPhone 4
- iPhone 3GS
- iPad (3rd generation)
- iPad 2
- iPod touch (4th generation)

This update contains improvements and bug fixes, including:

- Fixes a bug that prevents iPhone 5 from installing software updates wirelessly over the air
- Fixes a bug where horizontal lines may be displayed across the keyboard
- Fixes an issue that could cause camera flash to not go off
- Improves reliability of iPhone 5 and iPod touch (5th generation) when connected to encrypted WPA2 Wi-Fi networks
- Resolves an issue that prevents iPhone from using the cellular network in some instances
- Consolidated the Use Cellular Data switch for iTunes Match
- Fixes a Passcode Lock bug which sometimes allowed access to Passbook pass details from lock screen
- Fixes a bug affecting Exchange meetings 🗑️



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