

# printout

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

## Sharing photos and Photoshop

by Gary Brandt

In addition to our regular business meeting and Q & A period, our January meeting will include a segment of Photography Corner on resizing photos in Adobe Photoshop. The program will continue with more on getting started with Photoshop. Wendy Adams will talk about gallery sites where you can share your photos.

We hope to see you there. Remember to check our web site for a cancellation if the weather looks threatening. ☹

Meet us at

### **Giant Food**

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

**Tuesday, January 21, 2014 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 © 2014, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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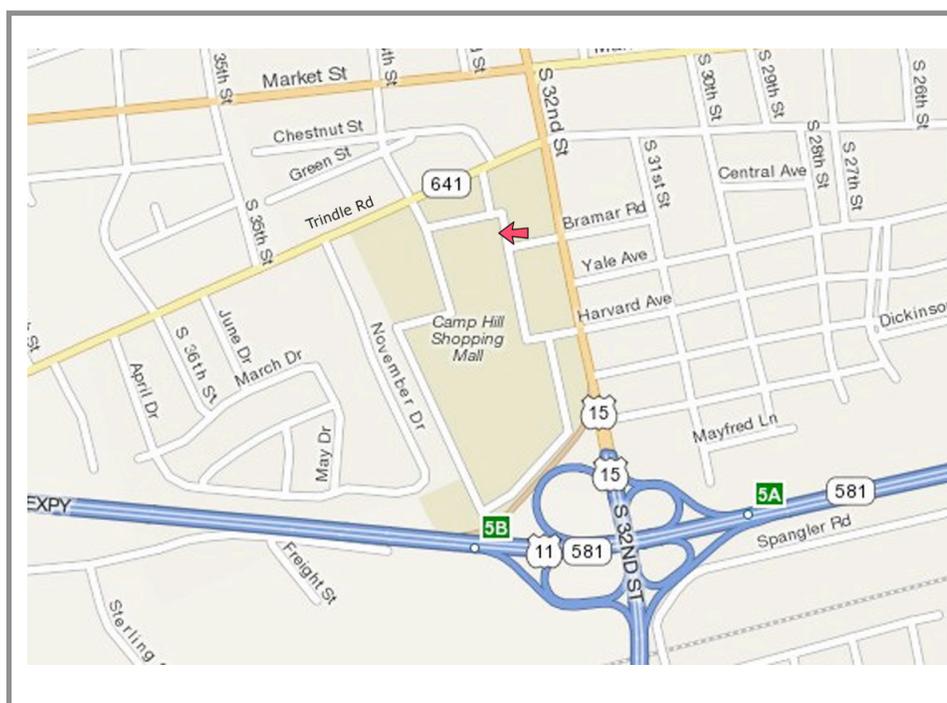
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## Keystone MacCentral Essentials

### Meeting Place

Giant Food (upstairs)  
Corner of Trindle Road & 32nd St  
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### Web Site

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# Keystone MacCentral Minutes

December 10, 2013

Keystone MacCentral combined the board meeting and monthly meeting at the West Shore Plaza Family Restaurant for a social get-together.

by Josh Centers

## Keeping up with the Snoops

Even months after Edward Snowden's initial revelations about the U.S. National Security Agency's data collection programs, it seems like we learn something new every day. The details can be overwhelming, but it's an issue about which we feel everyone should be well informed. With that in mind, here's a collection of the latest developments.

First, if you need to catch up on the story so far, the New Yorker's Ryan Lizza has done a heroic job of [telling the story of the NSA's data collection programs since the 9/11 attacks](#). It's a long, long article, so I recommend saving it to a read-later service like Instapaper or Pocket, or even printing the whole thing out. Lizza tells the story of how former Vice President Dick Cheney helped create the current situation, how President Obama helped codify it, even after campaigning against President Bush's warrantless wiretapping programs, and how intelligence officials lied to Congress and the secret FISA courts to protect the programs. Everyone should read and share this article.

What Lizza's article doesn't mention is the just-revealed [intelligence operations occurring in online game services](#) like World of Warcraft, Second Life, and Xbox Live. Agents with the NSA and its British counterpart, the GCHQ, have used online games since at least 2007 to monitor communications, friend networks, behaviors, biometric data, and to recruit potential informants. Blizzard Entertainment, maker of World of Warcraft, said that if any surveillance was taking place, it was without its knowledge or consent. Microsoft, maker of Xbox Live, and Linden Labs, producer of Second Life, refused to comment.

It's disturbing enough that the NSA is monitoring games played (at least in part) by children, but the agency is also [seeking to recruit, or "convert"](#) them, as the NSA is fond of saying. NSA college internship programs target journalism students with a 3.0 or above GPA, which is a tempting prospect in an increasingly difficult field. It's not just

college — the NSA's High School Work Study Program seeks kids as young as 15 years old for entry-level positions. It sounds like a pretty good first job, with 20–32 hours of work per week, paid federal holidays, and sick leave. And, over the last three years, 100 percent of high school participants who wished to "convert" were hired.

Even more disturbing is the recent revelation from a former FBI assistant director that [the FBI is able to activate your webcam](#) without your knowledge in order to spy on you. Covering your webcam with a piece of tape, once largely limited to paranoid tinfoil hatters, now seems like a sensible precaution. Christopher Poole, the founder of the infamous 4chan image board, has teamed up with General Electric to [create a 3D-printed bit of plastic](#) to block webcams. Politics makes strange bedfellows.

Meanwhile, the outcry over pervasive NSA surveillance is growing. A group of well-known authors, including several Nobel laureates, has [signed a statement](#) protesting mass surveillance and calling for an international bill of digital rights. If you wish, [you can join them in signing the pledge](#) at Change.org. And it's not just writers. Former President Bill Clinton has [condemned the collection of economic data](#) under the guise of security.

But perhaps most importantly, Apple, Google, Facebook, Microsoft, Twitter, Yahoo, LinkedIn, and AOL have [signed a joint statement](#) asking for the following surveillance reforms:

- Limits on governmental authority to collect user information
- Increased oversight and accountability
- The ability to publish government demands promptly
- The free flow of information between borders and for countries to not require service providers to operate locally

- A treaty to unify these processes between governments

The potential economic consequences are dire for the tech industry (particularly with regard to item 4 above), as our own Geoff Duncan pointed out in [“Are We Ready for the Post-Snowden Internet?”](#) (6 December 2013). The tech sector in the United States has been built in large part on a worldwide trust in the American Internet, and now with that trust vanishing, the future of our healthy tech sector is in jeopardy.

But even with potentially devastating consequences for the U.S. economy, Senator Ron Wyden, an outspoken critic of NSA surveillance who was featured in Lizza’s article, doesn’t have much hope for true reform, since Congress

is largely in favor of surveillance. And Wyden’s friend-turned-rival, Senator Diane Feinstein, is pushing for “reform” that in fact would [legitimize NSA data collection](#) with only a minimum of additional oversight.

That’s it for this week’s depressing headlines — apart from the sensible precautions suggested in Joe Kissell’s [“Take Control of Your Online Privacy,”](#) the best thing you can do if you’re concerned about the NSA’s spying on U.S. citizens (and you’re a U.S. voter) is express that concern to your elected representatives in Congress. You can also [support the nonprofit Electronic Frontier Foundation](#), which is actively fighting the NSA in court. Change won’t be easy or come quickly, but it’s clear that transparency and accountability must be codified in law if they are to happen. 🗣️

by Josh Centers

## Apple TV Gains ABC, Bloomberg, Crackle, KORTV

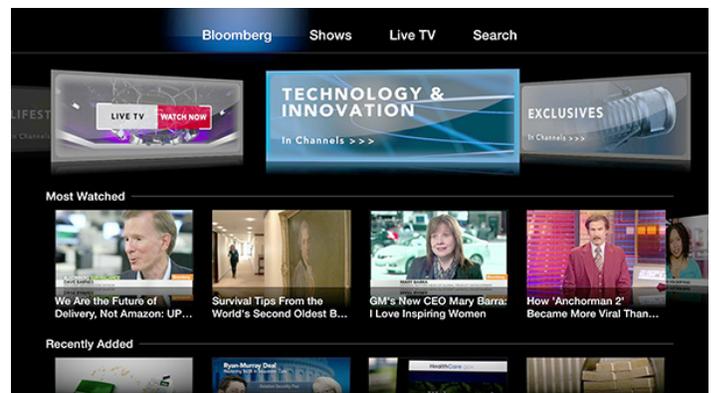
The Apple TV has gained an eclectic round of new channels to join this year’s additions of ESPN, Disney, HBO, PBS, and others — for a total of 14 new apps since June (for more about what’s been added to the Apple TV this year, see [“Apple TV Update Adds HBO GO, ESPN, and More,”](#) 19 June 2013; [“Apple TV Updated with New Channels, Netflix Profiles,”](#) 27 August 2013; and [“PBS and Yahoo Come to Apple TV,”](#) 19 November 2013). All the new apps should appear automatically in your Apple TV’s main menu.



The Watch ABC app, like its [Web](#) and [iOS](#) counterparts, lets you watch the latest episodes of ABC’s shows, including “Agents of S.H.I.E.L.D.,” “Scandal,” and “Once Upon a Time.” Unlike the Web and iOS versions, however, the Apple TV app requires activation with a participating cable or satellite provider, which is disappointing. To add insult to injury, it has a number of unskippable commercials. Also, the app won’t work outside of the United States. For some reason, the app doesn’t think my home in Tennessee qualifies, so I can’t access it as of this writing. (I can assure ABC that my state was admitted back to the Union on 24 July 1866 and is on amicable terms with the federal government.)



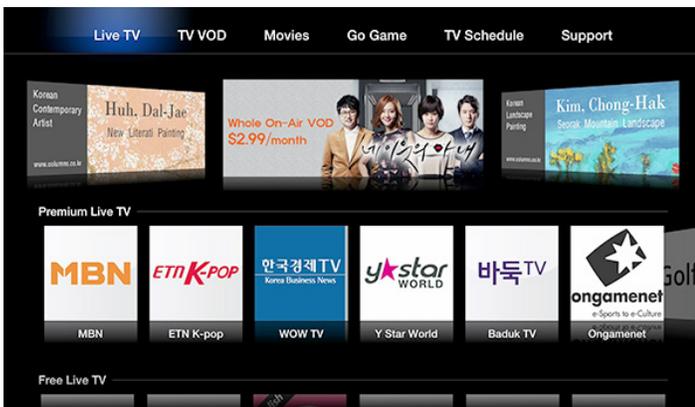
The Bloomberg app brings the business news channel to the Apple TV, with clips, full shows — such as “Charlie Rose” — and even live content. It’s the Apple TV’s best American news channel yet, joining the anemic Wall Street Journal app and the British Sky News. Bloomberg doesn’t require a cable subscription and is free with ads.



Crackle is an exciting addition to the Apple TV (I previously recommended the iOS version for use with AirPlay in [“Take Control of Apple TV, Chapter 6: Apple TV at the Movies,”](#) 9 December 2013). It’s a free, ad-supported app with an odd mix of movies and TV shows. The currently featured movies include “Big Daddy,” “Step Brothers,” “Ghostbusters,” “American Psycho,” and “The Spirit.” Available shows include “Seinfeld,” “I Dream of Jeannie,” “Sanford and Son,” “Barney Miller,” “Damages,” and “The Shield,” as well as original shows like “Chosen” and Jerry Seinfeld’s “Comedians in Cars Getting Coffee.” While you aren’t likely to find anything you’re actively searching for on Crackle, you can probably find something you’ll enjoy watching.



Of all the new additions, KORTV is the most interesting, at least for a subset of Apple TV users, as it offers Korean movies and TV shows. I found only one (free) English program in the entire app. Interestingly, the descriptions for Korean-language content are in English.



Some of KORTV’s content is free, but much of it requires a subscription, with fees between \$1.99 and \$4.99 per month. For instance, MBN business news is \$1.99 per month, ETN K-pop (featuring Korean pop music) costs \$2.99 per month, and you can access all available movies for \$4.99 per month. If you’re a fan of the ancient strategy game Go, there’s an entire free section dedicated to it, provided you understand Korean.

New content is always welcome on the Apple TV, though Apple is both filling in obvious gaps (such as with ABC and the previous addition of PBS) and adding quirky choices that feel like obscure cable channels. The more content Apple adds to its streaming box, the more apparent it is that the company needs to provide better organizational controls or even open an Apple TV App Store in order to preserve the sanity of users faced with a plethora of choices every night (not to mention us poor book authors). Easier app hiding is [rumored to be on the way](#), but until then, I explain how to hide unwanted apps in [“Take Control of Apple TV, Chapter 2: Set Up Your Apple TV,”](#) (4 November 2013). 🗑️



by Michael E. Cohen

## Belkin Ultimate Keyboard Case Makes iPad Air a Fair Travel Computer

I had promised Glenn Fleishman a piece for his latest venture, [The Magazine](#), and I thought that my annual Thanksgiving trip to visit my brother and sister-in-law would be the perfect time to write it. But, rather than haul my aging MacBook along on the trip, I decided to compose the article on my sleek new iPad Air. As luck would have it, a review unit of [Belkin’s QODE Ultimate Keyboard Case for iPad Air](#) arrived at my door five minutes before the airport shuttle arrived, giving me just enough time to shove the unopened package into my carry-on bag before embarking on my journey.

When I arrived at my brother’s home, I unpacked the case and, using the included meter-long USB-to-micro-USB cable, plugged it into my iPad’s charger. The case must have been pre-charged at the factory, because less than ten minutes later, the charging light on the right side of the case indicated that the battery was full.

Meanwhile, I examined the packaging for a manual. All I could find was a single card-stock sheet with minimalist instructional diagrams labeled in English, French, and Spanish. Even those instructions were unnecessary, as it was obvious how to snap the iPad into the case, and I had already figured out how to charge the device. What I didn’t know was how to turn the case on or how to pair its Bluetooth radio with my iPad Air.

The answer to the first question is simple: once the iPad is in place, awake, and positioned for use, the case comes to life automatically. As for the second question, that, too, almost answers itself: you hold down the Fn key at the lower-left of the keyboard while tapping the Pair key at the upper-right. Pairing happens almost instantly, and doesn’t require typing a pairing code (though you do, of course, have to remember to turn on Bluetooth in the iPad’s Settings app). A blue light illuminates briefly to let you know that pairing has taken place.

Snapping the iPad into the case is easy: cut-outs around the edge of the case line up with the iPad's ports and buttons so you can do it even in the dark. The iPad snaps in so securely that it's harder to get the iPad out than to put it in! That's a good thing, of course, since you don't want the iPad to pop out accidentally. However, it took me a few tries to work out the easiest way to convince the case to give me my iPad back — I recommend you place the case on a flat surface first before you try popping the iPad out so you don't send your precious tablet flying through space.



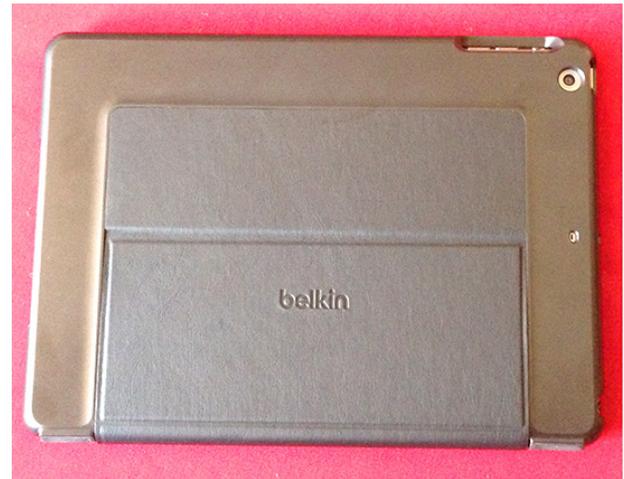
Although you have complete access to the iPad's ports and buttons when the iPad is in place, the only ones you are likely to need are the Sleep/Wake button, headphone jack, and Lightning cable socket. The keyboard itself has a dedicated key for the iPad's Home button, along with function keys (invoked when you hold down the Fn key) for controlling audio volume, muting, playing and pausing media, showing and hiding the on-screen keyboard, and even one for displaying the multi-tasking screen. When the iPad is sleeping, a quick tap of the Home key on the keyboard wakes it.

There are also function keys for cut, copy, and paste, though you may not have to use them: the keyboard includes both standard Command and Option keys that worked with every text editing app I tried, so I didn't have to retrain my fingers for common editing maneuvers. The same, unfortunately, cannot be said about touch-typing; the semicolon key is placed just to the right of the space bar instead of at its usual location to the right of the L key, so I found myself hitting the apostrophe key whenever I wanted a colon or semicolon. Also, the apostrophe key is narrower than the other keys, so even when I remembered its non-standard location, I often overshot it and pressed Return instead.

However, these are relatively minor quibbles. Aside from the half-size apostrophe key, I found the keyboard large enough to fit my hands, and the keys themselves provided a similar tactile response to those built into my MacBook. You won't mistake the keyboard for a classic [IBM Selectric typewriter](#), but it more than serves the purpose.

Physically, the case is rather sturdy. The bottom is aluminum, protecting both the keyboard and the iPad screen when the case is closed. The top frame, where the iPad snaps in, is rigid plastic with an imitation leather panel and a micro-fiber lining that protects the back of the iPad. The top frame attaches to the keyboard by that panel, which

unfolds to act as a stand so you can angle the iPad when it is in use. You can flip the top frame around to hold the iPad one-handed, though that leaves the keys exposed on the back.



When open, the top frame holds the iPad in place with magnets; thin lines printed above the keyboard show where to align the top frame with the bottom, and there are three sets of them so you can adjust the viewing angle to your liking. The magnets also hold the case closed securely — I found that opening the case required more than a casual amount of force. Again, this is a good thing, since it keeps the case from opening accidentally.

The case by itself is somewhat heavier than the iPad Air — Belkin does not provide specs but, according to [Amazon](#), the case weighs 1.3 pounds (590 grams), making the combined case and iPad Air just slightly heavier than, say, a third-generation iPad with a Smart Cover. That's certainly not unbearable, but it's not an arrangement you would use for extended periods of pleasure reading. You'll probably want to free the iPad Air from its case when you curl up with a good ebook.

During my week of writing, I experienced a few glitches. Several times I had key presses go mad and repeat themselves until I tapped another key. Twice the keyboard suddenly became completely unresponsive; to cure that I put the iPad to sleep and then woke it up again, which re-established the Bluetooth connection. But those glitches were rare and hardly interfered with my work.

Battery life is exceptional: I haven't recharged it since I gave it its initial charge. Belkin states that the case can operate for 264 hours (about a month of 8-hour days) on a charge, and it can hold a charge on standby for about six months. I have come nowhere near either of those limits. Even heavy users of the case should not have to charge it more than once every couple of months.

At \$129, Belkin's QODE Ultimate Keyboard Case for iPad Air is pricey, but not overpriced: it's lightweight, sturdy, and very easy to set up and use. It may not turn your iPad Air into a MacBook Air, but it does make your lightweight tablet a practical alternative to a MacBook for many tasks. 📖

# How iOS 7 Will Affect Developers – and You

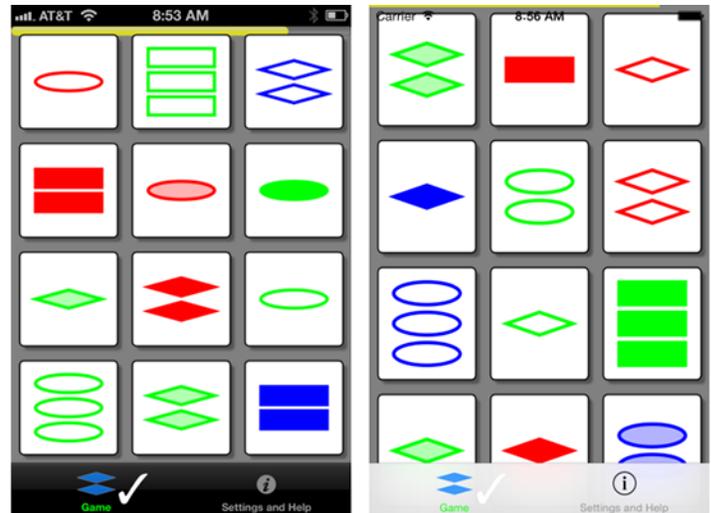
**Now** that I've finished rewriting my technical book on how to write iOS apps (this time around, it got divided into two books, called "[iOS 7 Programming Fundamentals](#)" and "[Programming iOS 7](#)"), here are some of the major changes wrought by iOS 7, and how they are likely to influence developers — and hence, the interface and behaviors of the apps that those developers create.

(For my earlier surveys in this vein, see "[How iOS 6 Will Affect Developers – and You](#)," 25 September 2012, and "[How iOS 5 Will Affect Developers – and You](#)," 17 October 2011.)

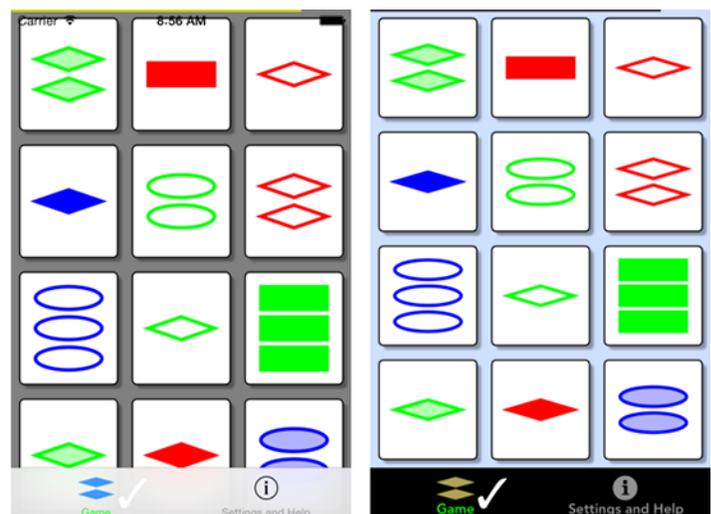
**Bars, Buttons, and Breakage** — The most obvious effect of iOS 7 on any developer who rebuilds an app using the current version of Xcode is that it totally alters the look of the app. In part, this is because every built-in widget is drawn in a new way. I don't need to belabor the details, as by now they are notoriously familiar to all users of iOS 7: switches are smaller, thermometers are thinner, buttons are borderless, and so on.

In addition, all apps are now full-screen apps. The status bar is transparent, and an app's interface extends underneath it and is partly obscured by it — so there mustn't be anything at the top of the interface that the user needs to read or tap, as both are impossible. Even more surprising, navigation bars and toolbars are translucent by default, and the system tries to extend the interface behind them as well. Thus it is quite probable that a developer who rebuilds an iOS 6 app under iOS 7 will find that parts of the interface have been shifted and hidden behind something else.

Here's a screenshot showing what iOS 7 did to my Zotz app. On the left, how the app's game screen looked under iOS 6; on the right, the very same project running under iOS 7. Note the thinner thermometer (at the top), the pale translucent tab bar (at the bottom), and the way the card layout has been stretched to extend behind the status bar and the tab bar.

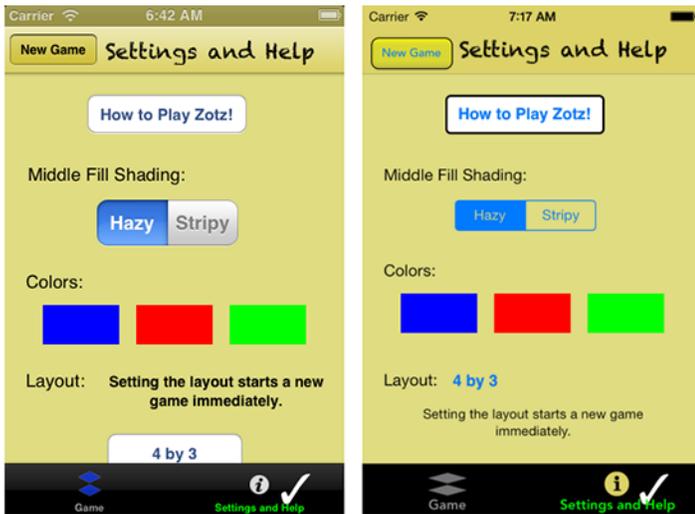


Trying to untangle the resulting interface mess is so troublesome that many developers will probably find it not worth their time and effort to maintain compatibility with iOS 6 and before. It's far simpler to drop iOS 6 support, or to publish two different apps (one for iOS 7 and one for pre-iOS 7), than to rejigger one app to look right on multiple systems. It took me several days to fix the way Zotz looked; by the time I was done, I had a decent iOS 7 interface, but there was no going back. On the left, what iOS 7 initially gave me (the same as the right image from the previous pair of screenshots); on the right, what I ended up with.

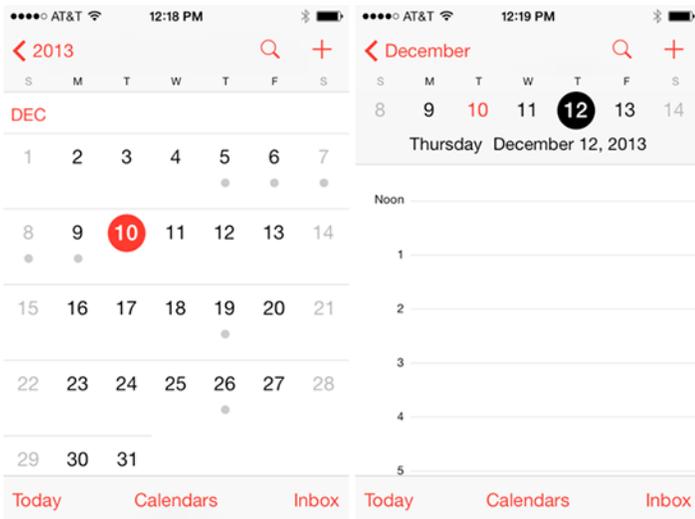


The settings screen of my Zotz app shows some of the adjustments I had to make in order to deal with changes in how widgets draw themselves. The problem with buttons was particularly acute; the system was no longer showing

users that these were buttons — they looked like mere text. To clarify the interface, I ended up drawing my own rather unsatisfactory custom button-like borders. On the left, how it looked in iOS 6; on the right, how I managed to get it to look, eventually, in iOS 7.



**Wild Animations and Fake Blurs** — iOS 7 hands developers many new animation tools; for example, UIKit Dynamics provides an easy cartoony imitation of real-world physics. Even more important, iOS 7 lets developers use their own animations in new places — in particular, during the transitions between screens. You can see this in Apple’s Calendar app on the iPhone.

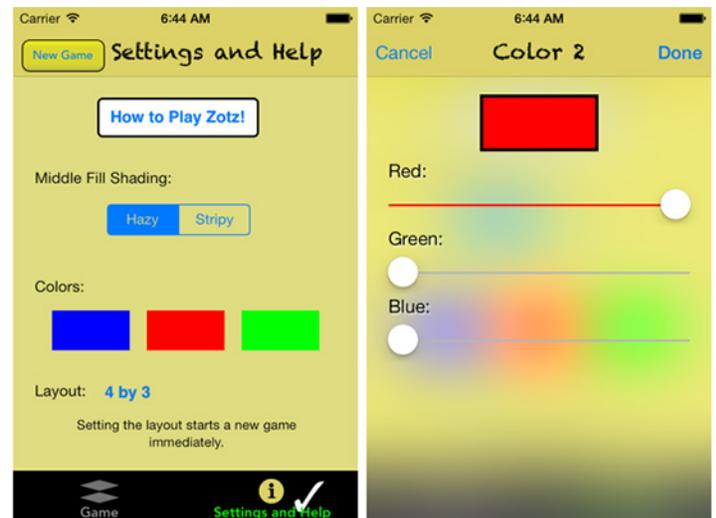


Those two screens are part of a standard navigation interface. Formerly, the passage between them would be animated by the new interface sliding in from one side; there was no other choice. Developers are now free to do whatever they like during that transition; the Calendar app performs a sort of vertical zoom. You can expect to see lots of other new and original navigation animations. In my Zotz app, I now animate the transition between the game screen and the settings screen; formerly, such animation in a tab bar interface was impossible.

For certain kinds of transition, iOS 7 also grants developers new freedom as to where the incoming view ends up. A

presented (“modal”) view on the iPhone could formerly be only fullscreen; now, it is perfectly legal for such a view to cover only part of the screen. This means, for example, that developers can escape the tyranny of the alert view that pops up in the middle of the screen. Apple’s built-in alert view can contain only a title, a message, an optional text field, and a couple of buttons; now, however, any view can pop up in the middle of the screen, giving developers complete freedom to design their own alerts.

Apple also urges developers to use blurring to suggest that one view is covering another. I do this in my Zotz app, where the user taps a color in the settings screen to bring up a secondary color customization screen. The color customization screen seems to be covering and blurring the settings screen, thus emphasizing its temporary (“modal”) nature; that’s not really what’s happening, but iOS 7 provides tools that let me easily create the illusion.



**Secret Sharing** — An iOS 7 app that downloads updates to its content can now arrange with the system to be woken or launched periodically to perform such an update, without the app coming to the front, even when the screen is locked. The idea is that the user may no longer have to ask the app to refresh its content; by the time the user summons the app to the front, the app will already have refreshed its content. The user can prevent such background downloads in general or for individual apps, in Settings > General > Background App Refresh. The TidBITS News app (see “[TidBITS News 1.5: A Revolution in a Nutshell](#),” 12 February 2013) is an excellent candidate for this feature.

iOS 7 brings other changes to the sorts of thing apps can do in the background, including new ways of uploading and downloading data over the network, and new ways of tracking the device’s location. Apple claims that these new forms of multitasking are intelligently applied by the system in such a way as to avoid straining the user’s hardware, but I suspect that they may cause reduced battery life. There are [many lists of tips](#) for mitigating iOS 7 battery issues, largely uninformed by experimental evidence or knowledge of the facts; it may be that iOS 7 is just a lot busier in the background than any previous system, and that the user can’t do much about it.

**Tricky Text** — iOS 7 introduces some new text tricks. Dynamic Text is Apple’s name for the user’s new ability to set overall interface text size. The name is misleading; there’s nothing “dynamic” here. Developers are urged to make their apps listen for changes to the user’s preferences in Settings > General > Text Size, and to respond by adjusting the interface. A standard set of fonts for various text “roles” is provided, but these thin, sans-serif fonts are not particularly legible (despite Apple’s claims to the contrary) and are unsuitable for anything beyond labels. The TidBITS News app, for example, will probably be Dynamic Text-savvy with regard to article headlines and blurbs, but for the actual content of an article, I intend to go right on using good old Georgia and letting the user adjust the size directly within the app.

iOS 7 also provides developers with full access to the OS X text layout engine, Text Kit. How developers will use this new-found power is anybody’s guess, but drawing styled text in sophisticated ways will be vastly easier. Expect to see inline images, tab stops, text “decorations” of various sorts (such as special colored underlines or word backgrounds), and text arranged in interesting shapes. For example, I’m not sure whether or how I could have laid out an illustrated price list in columns in previous versions of iOS, but in iOS 7 it’s easy. (The missing “0” isn’t a mistake; it’s to prove that my tab stop aligns the prices on the decimal point.)

Onions 	\$2.34
Peppers 	\$15.2

Similarly, text that flows from column to column is down-right trivial to implement in iOS 7.

Tw'as brillig, and  
the slithy toves did  
gyre and gimble in  
the wabe; all mim-  
sy were the boro-  
goves, and the  
mome raths out-  
grabe. Beware the  
Jabberwock, my  
son! The jaws that  
bite, the claws that  
catch! Beware the  
Jubjub bird, and  
shun the frumious

Bandersnatch! He  
took his vorpal  
sword in hand:  
long time the  
manxome foe he  
sought — so rest-  
ed he by the Tum-  
tum tree, and  
stood awhile in  
thought. And as in  
uffish thought he  
stood, the Jabber-  
wock, with eyes of  
flame, came whif-

**Swings and Roundabouts** — We hope for bug fixes in any system update. Unfortunately, these are often balanced by new issues. A system-level problem that I ranted about in my article about the TidBITS News app is fixed in iOS 7: state saving and restoration now survives a restart of the device. But iOS 7 has blithely broken another TidBITS News app feature: you can no longer control playback of one of our podcasts from the Control Center or the lock screen, even though this worked fine under iOS 6, and even though TidBITS News is currently still an iOS 6 app (see “[Four Problems with iOS 7: Crashing, Messages, Siri, and Audio](#),” 2 October 2013). Apple’s cavalier attitude toward backwards breakage is particularly evident in iOS 7, and many of my favorite apps have faltered because of this.

iOS 7 is also itself, by a long chalk, the buggiest major iOS system release ever. I filed more bugs on iOS 6 than on all previous systems combined; I filed twice as many bugs on iOS 7 as on all previous systems combined, including iOS 6. Many of those bugs are still sitting open. Many apps are likely to be peppered with workarounds, and some developers are even finding that they can’t upgrade their apps to iOS 7 at all, because fundamental functionality no longer operates correctly.

iOS 7.1 is currently in beta; we’ve had two releases of it to date. I don’t think I’m breaking NDA by saying that so far it’s still swings and roundabouts: some small bugs are fixed, but new ones are introduced. For example, in one of my apps I have an interface element that works fine on iOS 6 and iOS 7.0.3, but iOS 7.1 currently breaks it.

But small bugs are to be expected; larger trends are more disturbing. I pointed out on Apple’s developer forums that a key interface widget, CATiledLayer, worked fine in iOS 4, iOS 5, and iOS 6, but was broken in the very first iOS 7 alpha release back in July — and remains broken, along with a strong suggestion that this was unacceptable — and my message was deleted instantly by the forum monitors. (Luckily they can’t delete the same statement from my book.)

Also, iOS 7 does nothing to address a growing body of large architectural incoherencies in Cocoa Touch, which badly need resolution. I don’t want to bore you with the technicalities, but the mutual enmity between [Auto Layout and animation](#) is a prominent case in point.

Back in the iOS 3 and iOS 4 days, I loved the simplicity and elegance of Cocoa Touch. Nowadays, it seems to me to be growing like a clay sculpture created by a classroom of toddlers: people keep slapping bits onto it, and no adults are supervising the overall shape. The chief implication for you, the user, is that if some of your apps seem to be receiving a lot of updates, it may be because developers keep having to dance around Apple’s unpredictable inconsistencies. ☹

# Mac 911

## *Giving the gift of speed: The SSD upgrade*

*Reader George Robertson wants to give his mate some speed. He writes:*

*My wife has an iMac from 2010 (model 2389) that she says runs really slowly. I can't afford a new Mac, but as a Christmas present I would like to make this one faster. It currently has 4GB of RAM. Would adding more make it noticeably faster?*

That iMac will hold up to 16GB of RAM. These days 4GB is a little light so it's not a bad idea at all to bump up the RAM. However, if you do this on the sly and then expect your wife to burst into the room shouting "George, it's a miracle! My iMac has suddenly turned into a speed demon!" you're going to be disappointed. A RAM upgrade like this does not a miracle make.

If you're looking for the Big Reaction, you want to perform a Bigger Upgrade. And by that I do mean adding an SSD to this computer. Configuring that SSD as the startup drive is the kind of night-and-day difference you're hoping to see. There are a couple of ways you can approach it.

The first is to simply replace the current startup drive. This is fine if your wife hasn't accumulated (or intends to accumulate) a lot of files (or a few really large files). SSD drives cost significantly more money per gigabyte than a mechanical hard drive—between \$.55 and \$.75 per GB. So to replace a 500GB hard drive you're looking at paying over \$300.

The other option is to keep the current drive and slip in another hard drive.

"But hang on," you interject. "I know enough about this computer to understand that it has just one hard drive bay."

Indeed it does. But then there's this: When was the last time your wife used the DVD drive? If your answer is "Oh, that's right, Apple still put media drives on iMacs in those days" then you have your answer. Pull the media drive and replace it with the SSD.

iFixit offers the \$40 12.7 mm SATA Optical Bay SATA Hard Drive Enclosure that was designed with exactly this thing in mind as well as instructions for installing it. I've swapped out hard drives in this variety of iMac and while you should be careful, it's not terribly difficult to do.

When performing the operation you'll need a couple of suction cups. You use these to pull the glass display away from the computer. Beyond that you should additionally have a #00 Phillips and a T10 Torx screwdriver on hand.

After you've installed the SSD, either perform a clean install of the Mac OS or, if there's enough room for it, clone her current drive to it using something like Bombich Software's Carbon Copy Cloner. Personally, I'd start fresh with everything and then copy over the data she needs on the startup drive. This will result in a less mucked-up startup drive, which can only help.

Once you've revealed your secret the two of you should discuss where she'll store her data. If you've purchased a smallish SSD—say, 120GB—she'll be better off storing the bulk of her data on the original mechanical hard drive.

## *How to permanently delete your Facebook account*

*Reader Amy Campbell has had enough. She writes:*

*I just heard that Facebook not only tracks everything you post, but also things you've chosen not to. That's a little too creepy for me and I want to delete my account. How do I do that?*

According to a report by Jennifer Goldbeck written for Slate, Facebook does indeed keep tabs on when people enter text in the Facebook browser interface and then choose to not share it (a practice the company terms "self censorship"). However—again according to the Slate article—the company doesn't collect the text you type, only when you fail to share it.

If this specific behavior creeps you out you might instead choose to compose your Facebook messages in a text editor. When you're sure that you want to share them, paste that text into your browser and post. That will prevent the service from tracking aborted messages. However, if this is a "last straw" kind of decision, read on.

I left Facebook nearly four years ago because of its casual attitude toward its users' privacy and nothing I've seen since has convinced me that this was a mistake. So, I sympathise. Fortunately, it's easy to leave.

To do so, travel to Facebook's Delete Account page. You'll be required to log into your account with your username and password. Once you have, choose the option to delete your account. You'll be required to enter your password once again as well as enter some captcha text.

Do so, confirm that you want out, and you'll learn that your account will be deleted in two weeks. This provides you with the opportunity to think it over. If you decide you don't wish to leave after all, just return to this page and click a Cancel Deletion button.

Note that there's a difference between deleting and deactivating a Facebook account. When you delete it, Facebook no longer uses the content it held and you can't recover it (Facebook suggest that you download your information before deleting an account). When you deactivate an account your timeline and associated information disappears but it's not gone. Rather, it's in a state of suspended animation. You can later return and reactivate it by logging on with your associated email address and password.

### ***How to transfer backups from Time Machine to a new Mac***

*Reader Mike Vogel is curious about configuring a new Mac with multiple transferred accounts. He writes:*

*My wife and I currently have our own MacBook Pros. As we are transitioning to iPads we are going to replace our oldest laptop with a new iMac. So for the first time I need to set up a Mac with multiple user logins. Both laptops currently run Snow Leopard. Is it possible to set up my profile by restoring from my Time Machine backup, and then my wife's profile by restoring from her Time Machine backup? Or will I have to use Migration Assistant and manually port over data?*

In order, the answer to your three questions are Yes, Yes, and Yes/No. Now to lend clarity to these somewhat unclear answers.

Yes and yes you'll restore your backed up user accounts from their respective Time Machine backups. But yes, you'll also use Migration Assistant to do it and no, it's not really a manual operation. In fact, it works this way.

On the new iMac make sure that you have access to the drive where the Time Machine backup is stored and then launch Migration Assistant. It will notify you that it needs to quit all open applications. Allow it to do so.

The first Migration Assistant screen will offer three options regarding data transfer. Select the first one, which reads From a Mac, Time Machine backup, or startup disk and click Continue.

In the next screen choose the drive that holds your backup and then click Continue.

The window that follows will present a list of any backup archives the drive holds. In all likelihood there's just one. Select it and click Continue.

You may then be asked to choose a stored volume from within the selected backup archive. Do that and click Continue.

Finally you'll be asked to select the accounts you wish to restore. As you've indicated that you haven't set up multiple accounts in the past, you should see just one. You also have the option to restore applications and computer and network settings. If you're starting from scratch and intend to reinstall fresh copies of everything, disable these options. If you want to transfer those applications and settings, leave them enabled.

If you're already configured an account on the new iMac that uses that same user name as you've used previously on your MacBook you'll see a red warning that reads This user needs attention before Migrating. When you click Continue a sheet appears that gives you the option to either replace that account with one that has the same name or keep both user accounts (in which case you must create a new name for the account you're transferring over). Make the choice you want, click Continue, and the account will be restored.

Turning to your wife's account, there's no need to set up an account for her on the iMac. Just repeat this procedure using her Time Machine backup and the account will be created for her when it's transferred from her MacBook Pro's backup.

*[Macworld Senior Editor Christopher Breen is the author of "Secrets of the iPod and iTunes (6th edition)," and "The iPod and iTunes Pocket Guide (4th edition)" both from Peachpit Press and "Mac OS X 10.5 Leopard Essential Training (video)" from lynda.com*

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# December Software Review

## Organize Receipts on Your iPhone with Receiptmate

by Chris Armstrong

**Keeping** track of receipts is an infuriating task in the digital age. Whether you track them for reimbursement by your employer or to better watch your personal finances, managing a flurry of small receipts is a headache. Nobody wants to sort through a filing cabinet filled with little bits of paper or trudge through the data entry necessary to generate an expense report.

Fortunately, I'm not the only person with a vendetta against physical receipts. Gareth du Plooy, the man behind [Brilliant-ish Software](#), has created [Receiptmate for iPhone](#), a \$2.99 app to scan your receipts, tally up their totals, and store them digitally in the snippet-keeping service [Evernote](#). Using Evernote for storage rather than a custom service is sensible — having all my receipts accessible from any device with the Evernote app is an appealing proposition — plus Evernote is tried and tested for PDF storage. You will need an Evernote account to use Receiptmate.

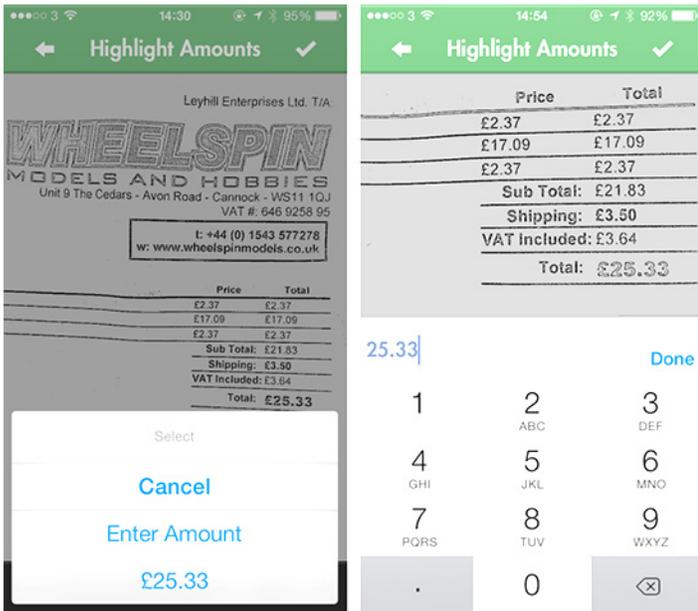


Receiptmate is flexible, allowing you to add receipts at any time. Prefer to snap pictures of your receipts throughout the day and add them to the app in the evening? No problem, as it can import images from your iPhone's Camera Roll. Would you rather add each receipt as you receive it? Receiptmate works well in that case too, since the interface allows quick entry. Here's the basic process.

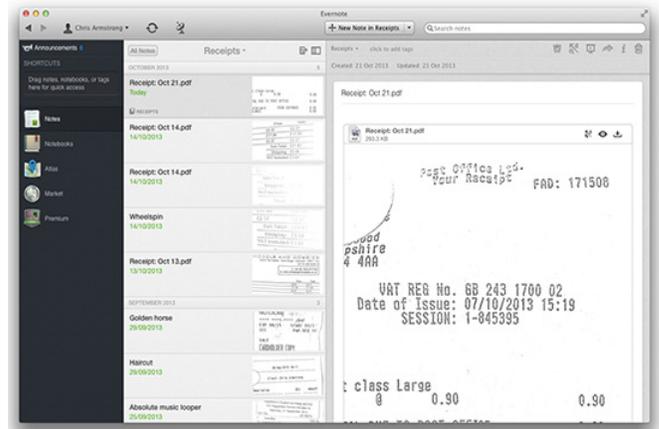
**Entering Receipts and Amounts** — Receiptmate uses your iPhone's camera to scan receipts: it's just one tap away from the app's main screen, letting you quickly snap a picture of a receipt or import an existing image. Next, crop the receipt's image, removing cruft around the edges. Receiptmate automatically adjusts brightness and contrast, preparing the image for you to highlight the total.



The main reason to keep receipts is to track spending amounts, so the next step is enter the amount of your scanned receipt. Receiptmate prompts you to highlight the total with a finger, after which the built-in text-recognition engine takes its best guess at the amount. I've had mixed results with this feature, but corrections are easy: just tap out the amount — no need to delete the bad guess.

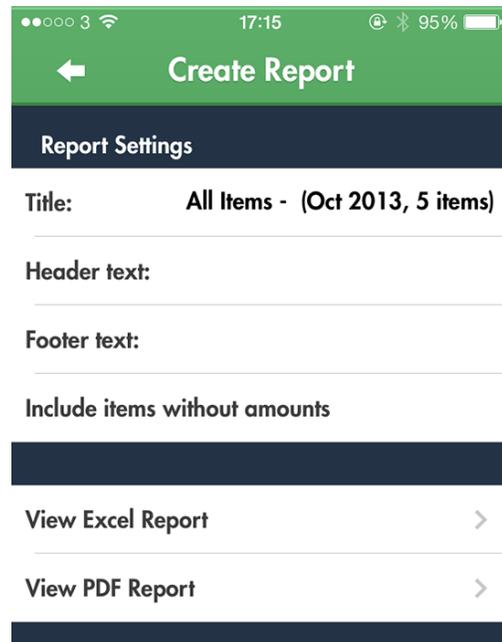
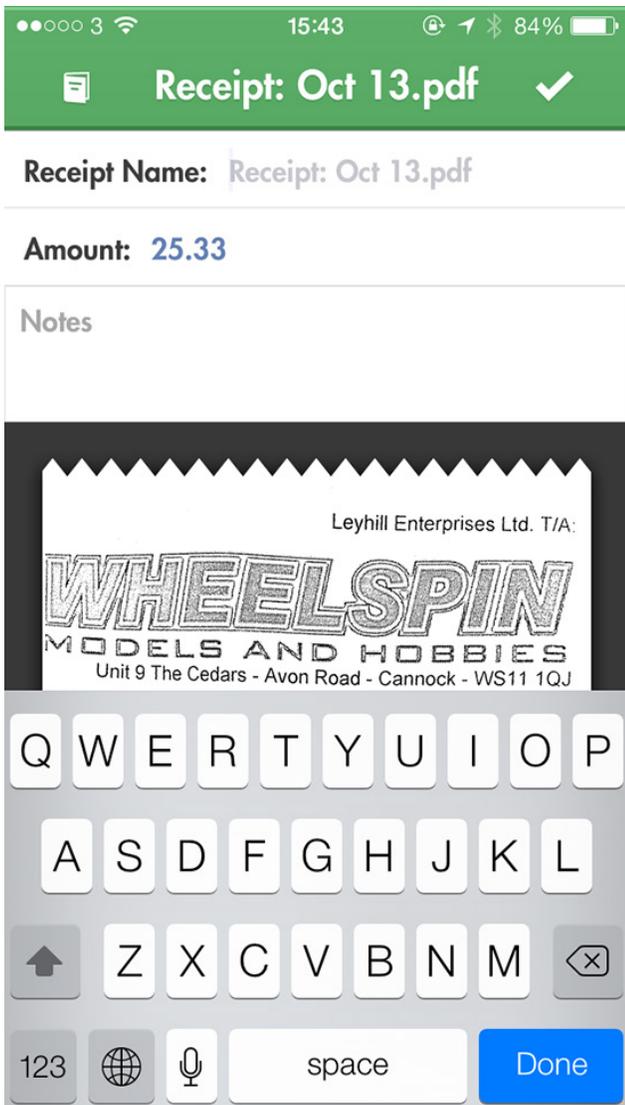


The finished receipt uploads to Evernote in the background. I made a new notebook in Evernote called Receipts and directed all my Receiptmate uploads there to keep them separate from the rest of my notes.

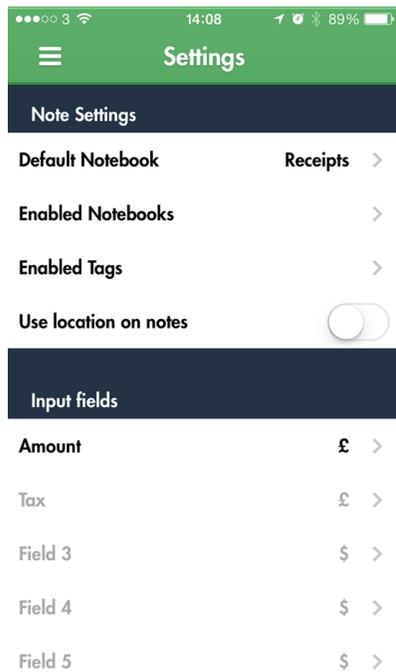


Finally, you can add additional pages to the receipt — a feature I have yet to need. Each page you add follows the same process described above. Once you're satisfied with the end result, enter a title and any notes you may have, and you're done.

Once you have sufficient data within Receiptmate, it's easy to generate a spending report right within the app, which you can then export as either a PDF or an Excel spreadsheet.



Receiptmate's settings menu contains options to change the active Evernote account, choose the default Evernote notebook to save receipts to, enable or disable tags, turn on the saving of location information to your receipts and — one of my favourite features — support for custom input fields. These fields use the same text recognition as the amount calculator described earlier, but they can be named anything you wish and be given units varying from currencies to distances.



# Apple Releases OS X Mavericks 10.9.1 and Safari 7.0.1

by Josh Centers and Adam C. Engst

Apple has released [OS X Mavericks 10.9.1 Update](#), advertising a few fixes for the Mail issues outlined by Joe Kissell in [“Mail in Mavericks Changes the Gmail Equation,”](#) (22 October 2013) and [“Mail in Mavericks: Is It Safe Yet?”](#) (11 November 2013). The free update weighs in at 243.4 MB and can be downloaded from Apple’s Support Downloads site or Software Update.

Most notably, 10.9.1 promises improved support for Gmail in Mail, with fixes for users with custom Gmail settings. Other Mail improvements include better reliability of Smart Mailboxes and search and a fix for an issue that prevented contact groups from working correctly in Mail.

A month ago, Apple released an update for Mail in Mavericks that also promised to fix Gmail problems (see [“Apple Updates Mail to Address Mavericks Bugs,”](#) 7 November 2013), and while it helped many people, it wasn’t a panacea. While we’re happy to see Apple focusing more attention on these problems, if you’ve been holding off on upgrading to Mavericks because of Mail playing badly with Gmail, we recommend waiting a bit longer until the user community reports in on how well 10.9.1 resolves the problems.

Other fixes in 10.9.1 include an issue that prevented VoiceOver from speaking sentences featuring emoji, a bug that prevented iLife and iWork apps from updating on non-English systems, multiple prompts to unlock the “Local items” keychain, an issue that caused Japanese keyboards to retain previous languages, and an issue that prevented a Contact group name from populating the address field.

For those with a recently purchased MacBook Pro, a separate [“OS X Mavericks 10.9.1 Update for MacBook Pro with Retina Display \(Late 2013\)”](#) includes all the fixes in OS X Mavericks 10.9.1 Update, plus “system specific enhancements to improve the stability and compatibility of your Mac.” It too is available via Apple’s Support Downloads site (364.1 MB) or Software Update.

**Safari 7.0.1** — Included in the 10.9.1 update is Safari 7.0.1, which fixes hangs when filling out forms on fedex.com, stubhub.com, and other Web sites, and improves Credit Card Autofill compatibility (just in time for the last few days of the holiday shopping season). It also improves how VoiceOver works with facebook.com, and now updates shared links automatically when they’re displayed in the Safari sidebar.

**The Future, for Receiptmate and You** — The main place where Receiptmate could improve is with its text recognition. The success-to-failure ratio just isn’t good enough, to the point where I simply don’t trust it. Worse, recognition problems occasionally arise from the automatic contrast and brightness adjustments Receiptmate itself makes. The smart design decision to allow manual entry if recognition fails lessens the annoyance, but I’d rather see the text recognition removed entirely. Plus, it can be frustrating when the automatic brightness and contrast adjustments render the receipt difficult to read, so I hope to see either some improvements to these adjustments or more manual contrast control in a future update.

What if you want to stop using Receiptmate or Evernote in the future? Exporting all your receipts from Evernote is easy: all you would lose are the amounts entered manually or by text recognition, and since the amounts stored within Receiptmate are used to generate reports, you can create one final Excel spreadsheet with all your receipt data. This should make moving relatively painless. The scanned receipts are easy to work with as well, since they’re all named and dated in Evernote.

Making the leap to paperless can be psychologically wearing, due to worries about potential problems that might offset promised benefits. But if physical receipts are a pain point and you already use Evernote for online storage of documents, Receiptmate is worth investigating.

The ideal Receiptmate user would be an individual just starting out in the paperless world and looking to track expenditures for personal reasons — if your employer requires you to submit expense reports in specific formats or enter receipts into an invoice management system, Receiptmate may not meet your needs. However, for those of us who are just looking to do something with our receipts rather than throwing them out or letting them pile up, Receiptmate’s simplicity and focus are compelling. 🗑️

Safari 7.0.1 bundles in [a few security fixes](#), one for an issue that caused the autofill feature to disclose login credentials to unintended domains and eight for vulnerabilities that could result in crashes or arbitrary code execution.

If you're not yet running Mavericks, Apple also released Safari 6.1.1 for 10.7 Lion and 10.8 Mountain Lion with the same bug and security fixes. It doesn't (yet?) appear on Apple's Support Downloads site, but is available via Software Update. 

## Apple Updates

### OS X Mavericks 10.9.1 Update for Mac Pro (Late 2013)

**Dec 19, 2013 – 203.1 MB**

System Requirements

- OS X Mavericks 10.9
- Mac Pro (Late 2013)

This update is recommended for all Mac Pro (Late 2013) systems. It includes all updates from OS X Mavericks 10.9.1 plus system-specific enhancements and fixes to improve the stability and compatibility of your Mac.

This update includes the following fixes:

- Improved support for Gmail in OS X Mail, and fixes for users with custom Gmail settings
- Improves the reliability of Smart Mailboxes and search in Mail
- Fixes an issue that prevented contact groups from working properly in Mail
- Resolves an issue that prevented VoiceOver from speaking sentences that contain emoji
- Updates Shared Links periodically when open in the Safari Sidebar

### Digital Camera RAW Compatibility Update 5.02

**Dec 17, 2013 – 7.1 MB**

System Requirements

- OS X 10.8.5 or later
- OS X 10.9 or later

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

- Nikon D5300
- Nikon Df
- Olympus OM-D E-M1
- Sony Alpha 7
- Sony Alpha 7R

### OS X Mavericks 10.9.1 Update

**Dec 16, 2013 – 243.4 MB**

System Requirements

- OS X Mavericks 10.9

The OS X Mavericks v10.9.1 Update is recommended for all OS X Mavericks users. It improves the stability, compatibility, and security of your Mac.

This update includes:

- Improved support for Gmail in OS X Mail, and fixes for users with custom Gmail settings Improves the reliability of Smart Mailboxes and search in Mail
- Fixes an issue that prevented contact groups from working properly in Mail
- Resolves an issue that prevented VoiceOver from speaking sentences that contain emoji
- Fixes an issue that prevented iLife and iWork apps from updating on non-English systems
- Addresses an issue that may cause multiple prompts to unlock "Local items" keychain
- Addresses an issue that may cause Japanese keyboards to retain a previously used language
- Resolves issue that prevents a Contact group name from populating the address field
- Includes Safari 7.0.1
- Fixes an issue that could cause Safari to become unresponsive when filling out forms on fedex.com, stubhub.com, and other websites Improves Credit Card Autofill compatibility with websites
- Improves VoiceOver compatibility with facebook.com
- Updates Shared Links periodically when open in the Safari Sidebar

### OS X Mavericks 10.9.1 Update for MacBook Pro with Retina Display (Late 2013)

**Dec 16, 2013 – 364.1 MB**

System Requirements

- OS X Mavericks 10.9
- 13-inch and 15-inch MacBook Pro with Retina Display (Late 2013)

This update is recommended for all 13-inch and 15-inch MacBook Pro with Retina Display (Late 2013) systems. It includes all updates from OS X Mavericks 10.9.1 plus system specific enhancements to improve the stability and compatibility of your Mac.

- Improved support for Gmail in OS X Mail, and fixes for users with custom Gmail settings
- Improves the reliability of Smart Mailboxes and search in Mail
- Fixes an issue that prevented contact groups from working properly in Mail
- Resolves an issue that prevented VoiceOver from speaking sentences that contain emoji
- Updates Shared Links periodically when open in the Safari Sidebar 

by Tim Sullivan

# An Observation

Tom Bank e-mailed this page from Amazon.

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<b>\$29.99</b> & FREE Shipping	<b>Used - Like New</b> BRAND NEW SEALED	<b>Top Goods</b> ★★★★★ 07% positive over the past 12 months (28,523 total)	Add to cart

After checking out the offers, my first question is: What is a "Used" protection plan? As a side note, this particular plan is not available new, not even from Apple.

One of the reviewers wrote the following which highlights the problems of not reading the fine print whether it's included or not:

*AppleCare Protection Plan for all versions of iPod nano and iPod shuffle*

*I purchased this product in June for my iPod Nano that I purchased at the same time.*

*I registered it through the Apple website(a pain because you have to upload the receipt to Apple. Amazon sends the receipt in a format they don't accept so you have to convert it.)*

*Now today about 3 weeks later I finally receive a reply that they received my info and informed me the state of Florida does not allow them to sell warranties this way. I have to fax all the info to them and wait for a refund. Then repurchase it directly from their website or the Apple store.*

All of which highlights the rule of thumb:

**You pays your money and you takes your chances**, especially with internet purchases. ☹

