

printout

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

October Meeting

We've got another full schedule for our October meeting.

- Sandra will demonstrate some games for iOS devices.
- Dennis will
 - discuss photo stitching
 - discuss iCloud Drive maintenance
 - and show a video demonstrating the difference between solid state drives and hard drives. 🗑

Meet us at

Bethany Village Retirement Center

Education Room

5225 Wilson Lane, Mechanicsburg, PA 17055

Tuesday, October 17th 2017 6:30 p.m.

Attendance is free and open to all interested persons.

Contents

October Meeting	1
A Prairie HomeKit Companion: What's Coming in iOS 11 <i>by Josh Centers</i>	3 - 5
Find the Soon-To-Be-Deadwood on Your Devices <i>by Tim Sullivan</i>	5
Dropbox Dropping Support for Older Operating Systems <i>by Michael E. Cohen</i>	6
CrashPlan Discontinues Consumer Backups <i>by Joe Kissell</i>	6 - 8
The End of Microsoft Office for Mac 2011 Is Nigh <i>by Josh Centers</i>	8 - 9
Some Notes on macOS High Sierra	9
Software Review	10 - 14

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 © 2017, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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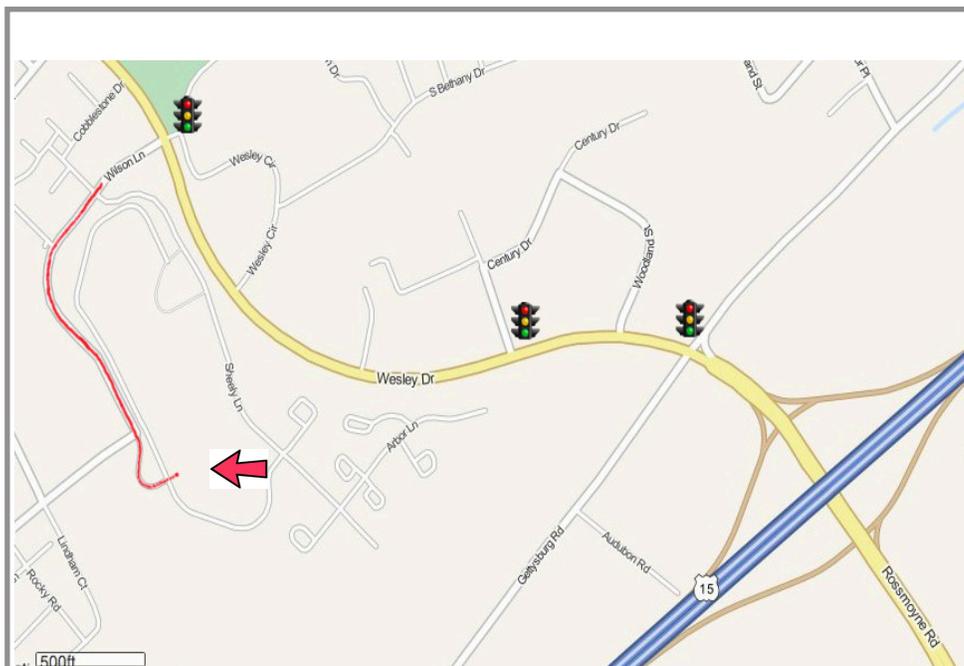
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A Prairie HomeKit Companion: What's Coming in iOS 11

iOS 11 is coming later this year, and with it, significant enhancements to HomeKit. The most important changes affect HomeKit device manufacturers, but there are notable interface and automation details that dedicated HomeKit users should be aware of.

Expanded HomeKit Ecosystem – The upcoming modifications to Apple's ecosystem policies could be game-changing for HomeKit. Since HomeKit debuted in iOS 8, device manufacturers have been subject to a rigorous certification process. Before being allowed to sell their products, they had to get approval from Apple, include special chips in their devices, and have their devices pass Apple-run tests in a special lab.

Apple had solid security and privacy reasons for doing things this way, but the requirements were too onerous for many manufacturers. As a result, the HomeKit hardware story so far has been a novella, at best.

To grow the ecosystem, Apple is changing its policies to eliminate the need for special HomeKit-specific chips that increased cost and complexity. Instead, manufacturers will be able to implement HomeKit authentication in software.

This means manufacturers can add HomeKit support to existing devices on the market, without needing to update their hardware. That's why Belkin announced that it's adding HomeKit support to its line of Wemo home automation products (see "[Belkin Adding HomeKit Support to Wemo](#)," 18 May 2017), and Google-owned [Nest is considering HomeKit support](#).

Manufacturers must still submit devices to Apple for testing, but Apple is adding more automated certification tools and opening more labs around the world to streamline that process.

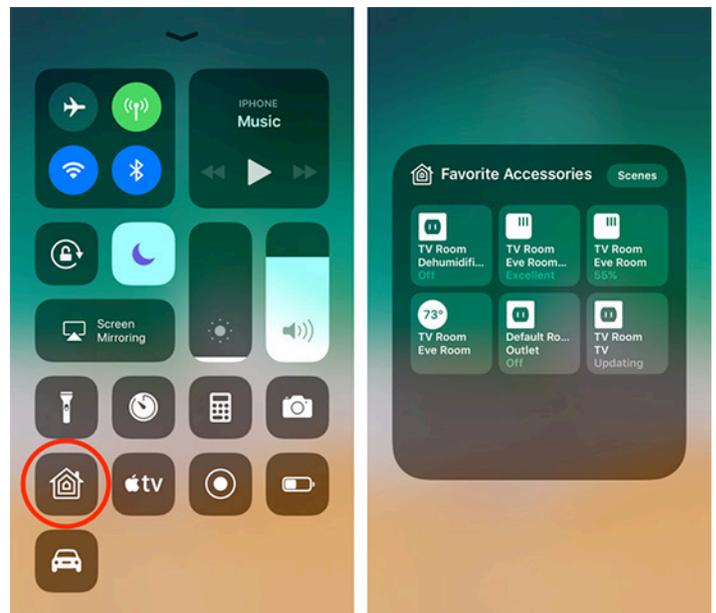
The practical upshot of this change is that you could soon have many more HomeKit-compatible sensors, switches, and other home automation devices to choose from, hopefully without sacrificing Apple's top-notch security and quality control.

Some of those new devices will fall into two categories that are new to the HomeKit repertoire: sprinklers and faucets. Sprinklers have obvious automation uses, but the addition of faucets is more intriguing. Apple's examples suggest garden watering and heating up the shower before you hop in. I've always considered the combination of automation, water, and electricity to be a recipe for disaster, but I'm open to anything that will make gardening easier.

Finally, in a nod to the fact that many home automation aficionados are hobbyist programmers too, Apple will be opening the HomeKit Accessory Protocol Specification to anyone with an Apple developer license, for use with personal projects. In other words, if you're willing to spring for \$99 to be an Apple developer and you have a programmable widget like an Arduino, you'll be able to hack it to work with HomeKit. I'm hoping to see some cool projects out there.

Redesigned Control Center – On the software side, iOS 11 features a redesigned Control Center which will slightly change how you interact with HomeKit. In iOS 10, Control Center has three pages, with the third page providing controls for HomeKit Accessories and Scenes.

In iOS 11, Apple has compressed Control Center into a single, rather crowded page, squeezing HomeKit controls into a single button. Tap the Home button to open the Home app. Press on the Home button to reveal the familiar Home platter from iOS 10.



iOS 11 will also let you customize Control Center by going to Settings > Control Center > Customize Controls. So if you use HomeKit all the time, you can rearrange Control Center to make the Home button easier to access. Or, if you don't use HomeKit at all, you can remove it from Control Center entirely.

Streamlined Accessory Setup – HomeKit's ecosystem changes require a shift in how you set up devices. Currently, to activate a device, manufacturers must offer a HomeKit authentication code that you either scan or enter manually.

In the future, manufacturers will have two more options: QR codes, which can be as small as 10 mm by 10 mm to fit on small devices, and Near Field Communication (NFC) tags, which will let you authenticate a device wirelessly, with no camera scanning required.



Additionally, iOS 11 changes how you set up Accessories in the Home app. In iOS 10, when you add a new accessory, you have to power it on, wait for the device to appear in the setup assistant, tap it, and then scan its HomeKit code.

iOS 11 introduces what Apple terms an “enhanced setup process.” In effect, this means that you scan the HomeKit code first. Apple made this small yet significant change for two reasons:

- It’s often difficult to access the HomeKit code after powering on an accessory because it’s on the underside of the device. Manufacturers usually also include a separate card with the code, but people tend to miss or lose the card.
- It enables you to scan and set up multiple HomeKit Accessories at once, instead of trudging through the process one device at a time.

These changes combined should make accessory setup easier for both manufacturers and users, and it’s good to see Apple taking real-world fallibilities into account.

Performance Enhancements – Many HomeKit Accessories communicate via Bluetooth instead of Wi-Fi. One of the downsides of that is slow performance — it often takes several seconds from the time I turn on a smart outlet to the time it actually powers up.

For iOS 11, Apple has overhauled how HomeKit communicates with Bluetooth devices to use a new system called Secure Broadcast Sessions. In plain English, that drops the latency from several seconds to only a second.

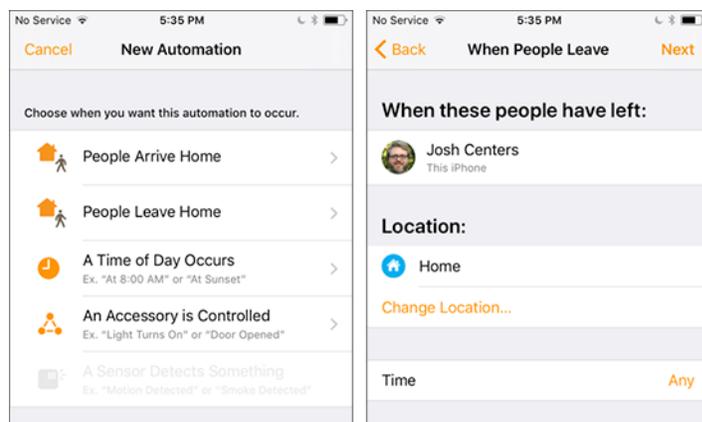
Apple claims that iOS 11 and updated device firmware are all you need to see the speed improvement. Response times already seem faster on my iOS 11 test devices, but that could be purely wishful thinking.

Automation Improvements – Automation enthusiasts will be excited by some of the new automation features coming to HomeKit in iOS 11.

In iOS 10, you can set your lights to turn off when you leave the house, but if there’s someone home, you’ll leave them in the dark! Thankfully, location-based triggers are getting smarter in iOS 11 by being able to use multiple people for a trigger.

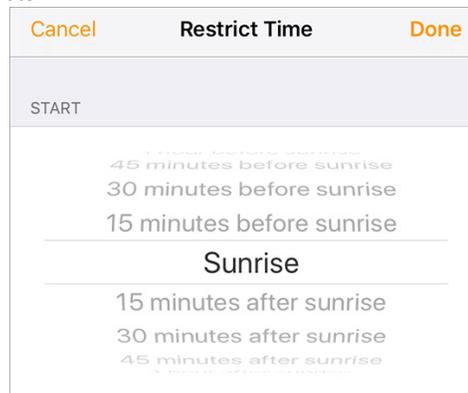
In the screenshot below, notice how the My Location Changes option from iOS 10 has expanded in iOS 11 to a pair of entries: People Arrive Home and People Leave Home.

Unfortunately, since my wife isn’t yet running iOS 11, she isn’t an available option, but once she updates, I can, in theory, set an Automation so it won’t trigger unless we both leave home.



Here are some more automation functions coming to iOS 11:

- Use people as a condition in other Automations. For example, I can create an Automation that triggers at sunrise, but only if someone is home.
- Conditions can now be sensitive to the time of day. For instance, if I set the lights to turn off when my wife and I leave the house, I can set that Automation to work only between 7 AM and 5 PM.
- You can use relative time offsets like 15 minutes before sunrise and 30 minutes after sunset. You can also set the Automation to trigger between those relative time offsets.



- Set a timer for an Automation. So I could create an Automation that would turn my patio light on for just 5 minutes.

In the WWDC presentation, Apple mentioned the option to create a one-time automation at a particular time, like September 7th at 9 PM. However, I can't yet find any evidence of that in the iOS 11 Home app.

Get in the Zone – The last major improvement to the Home app is support for Zones. As you may recall from “[A Prairie HomeKit Companion: Core Concepts](#)” (3 November 2016), a Zone is simply a collection of Rooms.

There are a few different ways you could use these Zones, but the most obvious way is to group rooms in your house by floor. Then you could give Siri commands like “Turn off my downstairs lights.”

What about the HomePod and AirPlay 2? – We know one thing for sure: the HomePod will be a Home hub, joining the Apple TV and iPad.

However, Apple hasn't said much else about how the HomePod will interface with HomeKit. The company did say that with iOS 11 and the HomePod comes AirPlay 2, an updated version of Apple's media-streaming protocol.

Apple has been tight-lipped on AirPlay 2 too. Here's what you need to know so far:

- Apple wants AirPlay 2 to be more reliable than the original AirPlay
- AirPlay 2 natively supports broadcasting to multiple devices
- AirPlay 2 output will somehow be controlled in the Home app
- tvOS 11 devices will act as AirPlay 2 receivers

I decided I had to try it for myself, so I installed the tvOS 11 beta. However, AirPlay 2 isn't enabled by default, so I had to install the Xcode beta to enable that option. Hours later, I was finally able to enable AirPlay 2 on my Apple TV, and... it works exactly the same as AirPlay, and there was no evidence of it in the Home app on my iOS 11 devices.

So there isn't much I can say here yet about how AirPlay 2 and HomeKit will work together. I get the distinct feeling that Apple will have a lot more to say about AirPlay 2, Apple TV, HomeKit, and the HomePod later this year. There must be a reason the company is being so cagey. 🐻

by Tim Sullivan

Find the Soon-To-Be-Deadwood on Your Devices

iOS 10.3

On your iPhone or iPad go to Settings > General > About, and then look for Applications in the list.

If nothing happens when you click on “Applications”, presumably you are good to go. On the other hand, you may get a page labeled “App Compatibility” with a list of apps. These apps are 32-bit apps. I have found that by clicking on an entry, I get either

- a note saying that “This app is not currently available in the store. Contact the app developer for more information.” (If only I could remember where my wife or I got it in the first place.) The current app should be deleted. Press on the app's icon until it jiggles around. Then press on the “X.” Press on the Home button to get the remaining apps to settle down. Assuming that you really use the app, start looking for a replacement.
- or the the App store launches with the app showing. This does not guarantee that the app in the store is 64-bit.

macOS

- On the desktop, click on the Apple logo at the upper left of the screen.
- Click About This Mac.
- In the window that pops up, click System Report.
- In the System Information app that this brings up, find Applications under Software in the left menu.
- Scroll down to Software > Applications, and your Mac will take a few seconds to compile the list.
- Once it's finished, scroll sideways to right until you see the header 64-bit (Intel). Click on that header to sort the list into all of the “No's” followed by all of the “Yes's.”

The “No's” will function for awhile longer. But when macOS 10.14 arrives, they will not.

Hopefully there will be an upgrade. If not, maybe a replacement. 🐻

by Michael E. Cohen

Dropbox Dropping Support for Older Operating Systems

Dropbox has begun notifying users of its service to inform them that, as of 16 January 2018, it will automatically sign out any computers running certain older operating systems. The Mac systems include those running Mac OS X 10.6 Snow Leopard through 10.8 Mountain Lion; Windows Vista systems will also lose desktop support on that date. Not that it matters much, but you won't be able to download or install the Dropbox desktop app on those systems after 3 November 2017.

Although the vast majority of Mac users have updated their Macs to later versions of OS X and macOS, some continue to run older versions. Many tend to be folk who, like me, have kept a Snow Leopard system operating in order to run PowerPC-based applications; Snow Leopard was the last Mac OS that supported Rosetta, the PowerPC emulator that enabled Intel-based Macs to run such apps (see "[Rosetta and Lion: Get Over It?](#)," 23 May 2011).

This is not to say that such older systems will be completely cut off from accessing Dropbox files. Dropbox says that

older systems running a "[supported browser](#)" should still be able to access files through the [Dropbox Web site](#). We'll see how long Web browsers compatible with those older operating systems remain supported. Dropbox provides more information about the end of desktop support for older systems in its [help center](#).

There are undoubtedly many reasons, in addition to the Snow Leopard example I mentioned above, for users to stick with older versions of Mac operating systems — the old saw that "the way to recognize pioneers is from the arrows in their backs" comes to mind. Nonetheless, computer operating systems, like everything under the sun (and the sun itself), have finite lifetimes, and laggards now suffer the same fate as pioneers.

Adam Engst told us "[Why You Should Upgrade \(On Your Own Terms\)](#)" (4 September 2015), and his advice about upgrading still holds true: "wait if you want, but don't wait too long." Dropbox's latest news illustrates why you don't want to wait too long. 🗑️

by Joe Kissell

CrashPlan Discontinues Consumer Backups

It has been a few years since a decision by a major tech company last turned me into a [green rage monster](#), but it just happened again. [Code42 Software](#) has announced that it's discontinuing its [consumer backup product](#), CrashPlan for Home.

I've been using CrashPlan since 2007, shortly after its initial release, and I was so impressed by it from day one that I've been evangelizing it ever since. I wrote "[Take Control of CrashPlan Backups](#)" about it; I recommended it in numerous other books, including "[Backing Up Your Mac: A Joe On Tech Guide](#)"; and it was (until now) my top pick in a [Wirecutter round-up](#) of online backup services. In short, I have a significant personal and professional investment in CrashPlan, based on countless hours of research and testing — I've evaluated more than 100 backup apps! — and now, with a mixture of anger and disappointment, I have to tell you that it's time to find something else.

Just the Facts, Mac — Let me set emotion aside for a moment and lay out the facts of Code42's announcement.

According to Code42, the company has seen tremendous growth in revenue from its small business, education, and enterprise customers, but the needs of those customers have diverged sharply from the needs of consumers. So Code42 decided to put all its resources into serving its most profitable customers.

As a result, CrashPlan for Home will be discontinued entirely on 22 October 2018.

You may notice that date is 14 months from now. Here's what will happen between now and then:

- If you have an existing CrashPlan for Home subscription, it will continue to work, and the company will continue providing technical support, until the end date. In fact, Code42 told me that it's doubling its tech support staff to help deal with transition issues.

- All current subscriptions will be extended by 60 days (regardless of their current end date) for free. So if you subscribed this week, you can use the service for a full 14 months, and even if you subscribed a year ago, you have at least 2 months to move to a different service. However, Code42 is offering no refunds, even for people who subscribed (or renewed) the day before the announcement.
- On 22 October 2018, the consumer version of the CrashPlan app will stop working entirely — that includes local and peer-to-peer backups. So, if you are backing up to CrashPlan Central (Code42's cloud storage space for consumers), all your backed-up data will be deleted on the end date; but even if you aren't, you won't be able to keep using the CrashPlan app. Either way, any data you haven't restored by that date will be gone forever. (On the other hand, users of the free CrashPlan app who were doing local or peer-to-peer backups will be able to take advantage of either of the same special discount offers available to CrashPlan Central subscribers, which I explain next.)
- For home customers who want to transition to CrashPlan's [small business plan](#) (available for any group with 1–199 computers to back up), Code42 offers free, instant migration of your data; the transfer of any time remaining on your consumer plan to the small business plan; and a 75 percent discount on the small business plan for your first year. (Its normal price is \$10 per device per month — that's twice the price of the single-user CrashPlan for Home, and up to eight times as much as the now-discontinued family plan.)
- If you're not a candidate for CrashPlan for Small Business, Code42 offers a discount on a [Carbonite](#) subscription, along with assistance in migrating to Carbonite. Carbonite normally charges \$59.99 to \$149.99 per year for home users (\$269.99 to \$1299.99 for business users), but CrashPlan for Home users will get a 50 percent discount for their first year, plus 20 percent off Storage Packs for Carbonite business accounts. (It appears, however, that only CrashPlan for Home users with individual accounts are offered discounts on the consumer version of Carbonite; if you have a family CrashPlan subscription, you're offered a discount on a Carbonite business plan, which does not include unlimited storage.) Unfortunately, while Carbonite is not bad on Windows, I would not recommend it to Mac users, because the Mac version offers neither versioning nor the option to use a personal encryption key. Plus, my tests suggest that Carbonite artificially restricts upstream bandwidth, making it significantly slower than many competitors.

Code42 has a [Consumer Information Page](#) with complete details on the transition.

So Now What? If you're a Mac user and, like me, find CrashPlan for Small Business to be too expensive and Carbonite to be inadequate, what's your best bet for a CrashPlan replacement? Here are my thoughts:

- For easy online backups, switch to [Backblaze](#). I like Backblaze, and everyone I know who has used it likes it too. It was the runner-up in my [Wirecutter](#) article, but now it will move into first place. Backblaze is fast, reliable, and secure, and it costs \$5 per month per computer. It wasn't my first choice because, unlike CrashPlan, it doesn't offer peer-to-peer backups (that is, you back up to my computer while I back up to yours), local backups (where you keep an extra copy of your data on a nearby hard drive or RAID), or a multi-user discount for families; and because the process of restoring files requires more steps than with CrashPlan and most other competitors. In addition, Backblaze stores deleted files and older versions of files for only 30 days, whereas CrashPlan lets you keep them indefinitely. However, Backblaze has the *killer feature of still being available*, in light of which those shortcomings seem comparatively minor. (The company also posted a helpful [article](#) with detailed advice on migrating backups from CrashPlan.) I will be moving my family's online backups to Backblaze.
- You can also, of course, go with any of numerous other services if you like a different one better for any reason — again, refer to my [round-up article](#) for suggestions. Expect to see competitors offer special deals for people switching from CrashPlan — for example, [iDrive](#) announced a whopping 90 percent discount for the first year (\$6.95 versus \$69.50) for 2 TB of storage.
- If saving money is your top priority (especially for multi-computer households) and you don't mind a bit of fiddling, you might consider using an app like [Arq](#), [ChronoSync](#), or [CloudBerry Backup](#), which you combine with inexpensive online storage space you buy separately — for example, [Amazon Drive](#), [Amazon S3](#), [Backblaze B2](#), or [Google Drive](#). That said, Glenn Fleishman found that roll-your-own solutions were extremely complex and not necessarily any cheaper, depending on the details (see "[Investigating ChronoSync 4.7 for Cloud Backup](#)," 22 December 2016).
- Regardless of whether or how you back up your data to the cloud, you should also have local backups stored on a hard drive — and not just versioned backups, such as those produced by Time Machine, but also a bootable duplicate (using, for example, [Carbon Copy Cloner](#) or [SuperDuper](#)). With local backups, you'll have complete control over security, retention of old backups, and other details — and as long as you don't use an app like CrashPlan that requires

you to log in to a cloud account (even for local backups), you won't have to worry about cloud service outages or capricious corporate decisions.

- Bear in mind that you need not make a decision immediately. You have at least 60 days, and possibly as much as 14 months, to decide on a new backup plan and move your data. So if you're feeling some strong emotions, you can wait until they subside. Take your time, do whatever research you need to do, and make a sober, responsible decision.

Rage Redux — Now that I've delivered the facts, let me get back to being upset for just a bit. As angry as I am about this news, I'm livid about being misled.

Over the past few years, Code42 has made several moves that, in retrospect, were the proverbial writing on the wall. First, the company discontinued its popular multi-year discounts on subscriptions, which had made its already inexpensive service even more attractive. Then, in late 2015, it stopped offering seeding, where you jump-start the backup process by sending in a hard drive containing your first full backup. In early 2016, it canceled its Restore-to-Door service, which let you receive your backed-up files on a hard drive via overnight delivery for an extra fee. And, although the company — after years of promises — finally released a native (non-Java) backup app, that app worked only with its enterprise services, not with CrashPlan for Home (or CrashPlan for Small Business, for that matter).

Each time one of these things happened, I wrote to my contacts at Code42, who downplayed the significance of

these changes and assured me, repeatedly, of their ongoing commitment to the consumer market. In fact, as recently as May 2017, a Code42 rep told me the company “remains committed to delivering peace of mind for our home consumer customers through a quality product that is easy to use and affordable.” But, as it turns out, all these moves were steps toward dropping consumer support, and it now looks like Code42 has been working toward this for at least a few years.

And that's what really bugs me. Never mind the fact that consumers were largely responsible for Code42's initial success, and that so many people have put their faith in this product and its creators. I understand that businesses need to make money, and sometimes the right decision for the business is something that will make a portion of your customers unhappy. I don't fault a business for maximizing its profits, or for making difficult changes.

I do, however, fault Code42 for misleading me and others in the press into continuing to promote and recommend a product with no future, (apparently) years after that decision had been made. That's not cool, guys. You've made me look foolish, and in so doing, you've lost my respect. (And yes, I have spoken directly to a senior executive at Code42 and expressed my feelings in no uncertain terms.)

If a business had asked me yesterday what I recommended for a corporate backup service, I might have recommended CrashPlan. Today? Not so much. What I perceive as a lack of honor in dealing with the press and its customers has, I'm afraid, turned me off to a company of which I was previously a huge fan. 🗑️

by Josh Centers

The End of Microsoft Office for Mac 2011 Is Nigh

If you still use Microsoft Office for Mac 2011, it's time to make some decisions. Two upcoming events could make it unsuitable or even unusable in the future:

- Microsoft is [ending support](#) for Office 2011 on 10 October 2017. Microsoft will not release any more updates for the application suite after that date. That means no more bug fixes or, more important, security updates.
- Apple is [phasing out support for 32-bit apps](#) starting in 2018, saying that macOS 10.13 High Sierra will be the last version of macOS that will support 32-bit apps “without compromises.” What exactly that means is uncertain, but if you depend on 32-bit apps

like Office 2011, you may need to find alternatives by this time next year.

Although Office 2011 should work in macOS 10.13 High Sierra, Microsoft is [offering no guarantees](#), saying “Word, Excel, PowerPoint, Outlook, and Lync have not been tested on macOS 10.13 High Sierra, and no formal support for this configuration will be provided.” In other words, if you use Office 2011 in High Sierra, you're on your own.

In summary, if you still rely on Office 2011, you should consider one of the following options:

- Continue using Office 2011 and hold off on updating to High Sierra. This approach buys you some time but

isn't a sound long-term solution. Avoiding updates to both macOS and Microsoft Office will expose you to the inevitable security vulnerabilities.

- [Buy a copy of Office 2016](#). Office Home & Student 2016 costs \$149.99, while Office Home & Business 2016 for Mac runs \$229.99. Both are limited to one user and one Mac. The only difference between the two is that the latter includes Outlook while the former doesn't.
- [Subscribe to Office 365](#), which is what Microsoft would prefer you do. Office 365 Personal costs \$69.99 per year or \$6.99 per month while Office 365 Home is \$9.99 per month or \$99.99 per year. The only difference is that Office 365 Personal works for only one user, while Office 365 Home allows up to five. Both also provide other goodies, like access to the Office iOS apps, OneDrive cloud storage, and Skype minutes.

- Switch to an alternative, such as Apple's iWork suite, Google Docs/Sheets/Slides, and the various OpenOffice variants. However, many people rely on Microsoft Office for their jobs, and alternatives aren't acceptable. But if you don't use Office for work, you could save a lot of money by switching. Check out "[Your Favorite Mac Word Processors](#)" (17 July 2017) for guidance on the word processor front. In the spreadsheet category, I can say from personal experience that nothing quite compares to Excel — Numbers offers a few unique benefits and works well for home users, but nothing crunches numbers as well as Excel. For presentations, most people acknowledge that Keynote is superior to PowerPoint, but that's only relevant if full PowerPoint compatibility isn't your top priority.

Weigh your options, but make a choice soon. The longer you hold off on the transition, the more painful it will likely be. ☹

Some Notes on macOS High Sierra

macOS High Sierra is now available for download.

If your mac runs macOS Sierra, it will run macOS High Sierra

Here is the official list of supported hardware:

- MacBook - Late 2009 or later
- iMac / iMac Pro - Late 2009 or later
- MacBook Air - 2010 or later
- MacBook Pro - 2010 or later
- Mac mini - 2010 or later
- Mac Pro - 2010 or later

There won't be many obvious changes to the operating system. Most of the changes are under the hood. A few of the more visible changes:

- The Spotlight search tool can now be used to check airline flight times and status updates
- Safari now has a 'tracking prevention' feature, which prevents advertisements from following you around the web
- Safari goes further as well, with a new menu option called 'Settings For This Website' which allows you to specify a number of settings that can be applied when viewing individual websites. You can activate or deactivate third-party content blockers, view the site in Safari's 'reader' view, adjust the zoom setting, block auto-play video content, and prevent a site from using location services, the microphone or camera.

Some under-the-hood changes:

- High Sierra replaces the HFS+ file system used by Macs for decades, replacing it with the new Apple File System (APFS). Designed for larger storage devices and faster solid-state technologies, APFS also introduces new features such as cloning and snapshots.
- High Sierra will retain compatibility with external drives using HFS+. However (this is probably really important) third-party disk utilities will need to be updated to support APFS
- HEVC (High Efficiency Video Coding), sometimes also referred to as H.265 moves on from the existing H.264 video codec, and is designed to provide more efficient compression for 4K video. ☹



Software Review

Yoink Takes Mac Drag and Drop to the Next Level

by Jeffery Battersby

Eternal Storms Software's [Yoink](#) is a powerful enhancement to the standard drag-and-drop experience on the Mac that you don't realize you need until you've spent an hour or two using it. Then you wish you had been using it for a lot longer than that.

In short, Yoink acts as a temporary holding spot for items you drag and drop from the Finder or any other app, letting you store them for use later in other applications.

Think of Yoink like a virtual shelf for your Mac. Drag files or other items to it and they sit there, right at hand, until you're ready to drag them off the shelf and into another app or folder.



The first time you open Yoink, it walks you through a brief tutorial explaining how the app works and what kinds of files it accepts. Close the tutorial window and the only thing letting you know that Yoink is running is its icon in your menu bar. You can use the menu bar menu to change settings, but you don't need it to use the Yoink app. Instead, Yoink activates as soon as you start dragging anything on your Mac, displaying a small drawer into which you can drop whatever it is you're dragging.



Yoink can handle most anything you drag to it. I added text from a word processing document, images dragged from Web pages, pictures from Photos, entire Web pages, and files from the Finder. I didn't find anything Yoink couldn't collect.

By default, Yoink displays only the last three items you've dropped on it. Using either the menu bar or a pop-up menu that appears when you click the gear button in the app, you can customize Yoink so its window expands until it reaches the top and bottom of your screen with each added item. Regardless of window size, you can continue adding items, you'll just have to scroll up or down in the drawer to find the one you want to use.

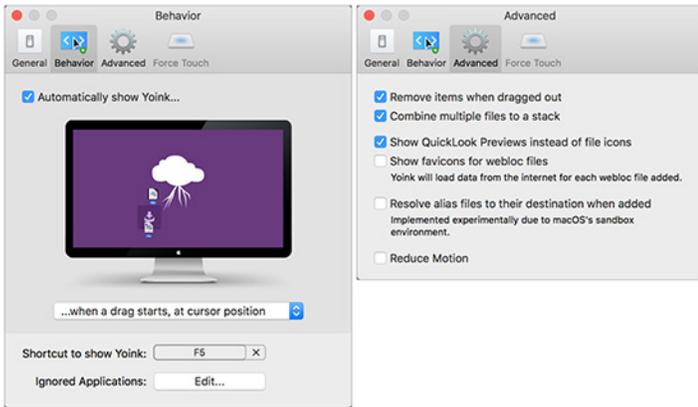


Unfortunately, Yoink lacks some way of letting you know that there are more files in the window than you can see. This is in part because macOS doesn't display scroll bars by default, but Yoink would benefit from something that lets you know there's more in the drawer than meets the eye.

Yoink's drawer remains visible as long as there's something in it, and you can choose whether it appears on the left or right edge of your screen, aligned to the top, center, or bottom of that edge.

Yoink works with multiple screens, but exactly how depends on the "Displays have separate Spaces" checkbox in System Preferences > Mission Control. If that checkbox isn't selected, Yoink's drawer appears only on the primary screen, which can result in some tedious dragging across long distances. However, if you select that checkbox, Yoink can put its drawer in any of its six positions on any screen. The trick is to access the necessary Window Position menu from the menu bar icon located on the desired screen.

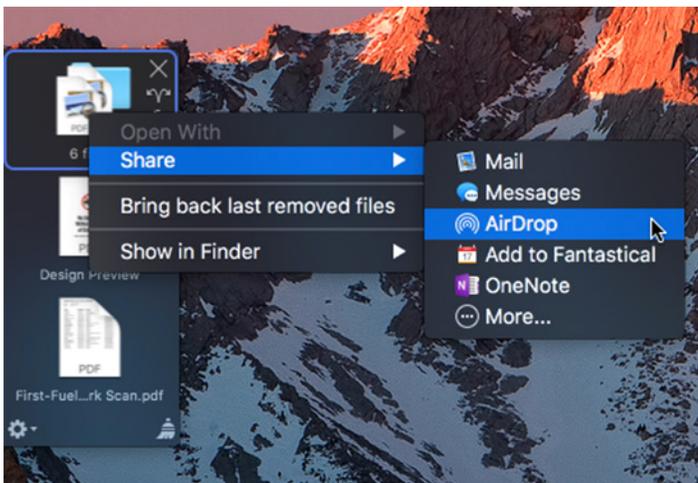
Regardless, those with large Desktops might prefer to use Yoink's option to display its drawer right under the pointer's position when you start a drag.



Also, Yoink sits on top of everything else on your Desktop, so if you find that it's in your way, press F5 (you can change the key) to make it hide or reappear. If you've set Yoink to appear at the pointer position, another press or two of F5 brings up it at the pointer, making it easy to drag items to Yoink without looking for the drawer.

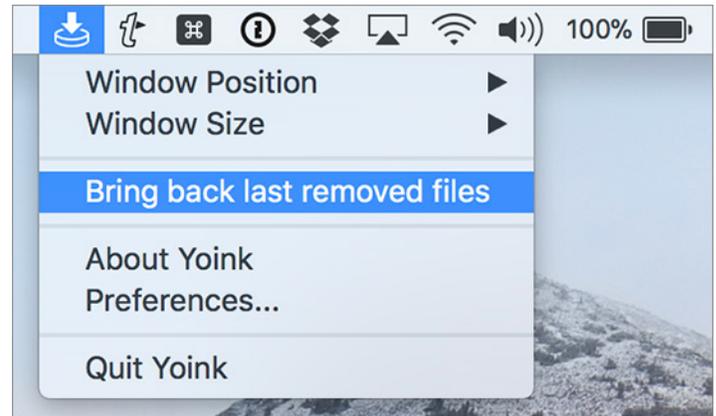
Using items you've added to Yoink is easy. All you need to do is drag them from Yoink's drawer to the app, folder, or document where you want to use them. By default, when you drag something out of Yoink, it disappears from the Yoink drawer. But you can also lock items so they remain in Yoink after you've dragged them, which might be useful for frequently used bits of text or graphics.

Yoink can display either file icons or Quick Look previews in its drawer, and you can click an eye button to peek at the contents of any item in the drawer. You can also share any item in Yoink to available apps.



It's important to note that files dragged from Yoink to anything, whether it's an app or a Finder folder, behave the same way they would if you were dragging normally without Yoink as an intermediary. So, drag a document from Yoink to Apple Mail and Mail attaches a copy of the original to the current message. Drag a file in Yoink's drawer to a folder in the Finder and that item will be moved from its original Finder location to the location where you dragged it. Drag that same item to a server or external drive and it will be copied to that new location.

A click of the broom button in Yoink's drawer empties any items in it, but if you accidentally sweep Yoink clean, the Yoink menu includes an option to "Bring back last removed files," which will restore your dragged items.



On the [Yoink support site](#), Eternal Storms provides several tutorials and a variety of blog posts on how to make the most of Yoink. One of my favorites was about how to [use Automator to create a macOS Service that automatically sends screenshots to Yoink](#). Another tip explains how you can add files to Yoink with a keyboard shortcut.

If you frequently find yourself dragging things around your Mac, and particularly if you find that task onerous or prone to error, Yoink can enhance your day-to-day Mac experience. I recommend that you give it a go today. [Yoink costs \\$6.99 from the Mac App Store](#), and [the company provides a separate demo](#) because the Mac App Store doesn't allow demos. It requires Mac OS X 10.7.3 Lion or later.

Apple Updates

watchOS 4

Watch Faces

- New Siri face that intelligently updates information based on time of day, location, and daily routines
- New animated Toy Story faces featuring Woody, Buzz Lightyear, Jessie and more
- New Kaleidoscope face that turns static images into symmetrical, intertwining patterns
- New complications for Siri, News, Heart Rate, Now Playing, and Messages

Activity

- Intelligent and personalized notifications to help you close your Activity rings each day
- Monthly challenges based on the previous month's activity levels

- New full screen animations to celebrate important milestones including earning an achievement and closing your rings
- Replies to activity sharing notifications now include workout metrics

Workout

- Redesigned app for quick starts and helpful workout type graphics
- New High Intensity Interval Training (HIIT) workout with custom motion and heart rate algorithms for more accurate calorie tracking
- Support for multiple workout types in one workout session
- Auto sets for Pool Swim workouts with distance for each stroke type and pace for each set, automatically adjusted for rest time
- Ability to automatically start a synced music playlist when you start a workout on Apple Watch Series 1 and later
- Access to music controls directly in the Workout app during a workout session
- Option for Do Not Disturb to be automatically turned on during workouts

Heart Rate

- New visual graph showing all-day heart rate
- New heart rate measurements and visual graphs for resting rate (Apple Watch Series 1 and later), walking average, workout average and high, recovery time, and sessions in the Breathe app
- Option to be notified if your heart rate rises above a specified threshold while you appeared to be inactive for a 10-minute period (Apple Watch Series 1 and later)
- Current and historical details of heart rate data in the Health app on iPhone, including new Heart Rate Variability (HRV) and VO2 Max data types

Music

- Redesigned app for easy scrolling through album art
- Ability to sync multiple playlists for local playback with bluetooth headphones
- Automatically sync curated playlists from Apple Music including Heavy Rotation, My New Music Mix, and My Favorites Mix

Other features and improvements

- News app with summaries of Top Stories and save for later to read on iPhone
- Flashlight and Safety Light in Control Center
- Vertical scrolling through recently used apps in the Dock
- App home screen available in an alphabetical list view
- Mail compose and swipe gestures
- Dialer pad in the Phone app
- Conflicts displayed in Calendar invites
- Scribble support for German
- Sub-minute and repeating timers
- Suggested and recent locations in Maps
- Contacts and locations in smart replies

iOS 11

iOS 11.0.1

includes bug fixes and improvements for your iPhone or iPad.

iOS 11

App Store

- All-new App Store designed for discovering great apps and games everyday
- New Today tab helps you discover new apps and games with stories, how-to guides, and more
- New Games tab to find new games and see what's most popular with top game charts
- Dedicated Apps tab with top picks, dedicated app charts, and app categories
- App pages include more video previews, Editors' Choice badges, easier access to user ratings, and information about in-app purchases

Siri

- New Siri voice is more natural and expressive
- Translate English words and phrases into Chinese, French, German, Italian or Spanish (beta)
- Siri suggestions based on your usage of Safari, News, Mail, and Messages
- Works with notes apps to create to-do lists, notes and reminders
- Works with banking apps for account transfer and balances

- Works with apps that display QR codes

Camera

- Portrait mode now supports optical image stabilization, HDR and True Tone flash
- Photos and videos will take up half the space with the new HEIF and HEVC image and video formats
- Redesigned set of nine filters optimized for natural skin tones
- Automatically identify and scan QR codes

Photos

- Loop, Bounce, and Long Exposure Live Photo effects
- Mute, trim, or choose a new key photo for Live Photos
- Memory Movies automatically adapt content for portrait and landscape orientation
- More than a dozen new memory types including pets, babies, weddings, and sporting events
- People album is more accurate and stays up to date across devices with iCloud Photo Library
- Animated GIF support

Maps

- Indoor maps for major airports and shopping centers
- Lane guidance and speed limit information with Turn-by-turn directions
- One-handed zoom with double tap and swipe
- Interact with Flyover by moving your device

Do Not Disturb while Driving

- Automatically silences notifications while driving and keeps iPhone silent and display off
- Optional iMessage auto reply to alert selected contacts that you're driving

New features designed for iPad

- An all new Dock provides quick access to your favorite and recently used apps and can even be shown on top of active apps
 - Dock resizes so you can add all of your favorite apps
 - Recently used and Continuity apps are available on the right
- Enhanced Slide Over and Split View
 - Apps can be easily started in Slide Over and Split View from the Dock
 - Slide Over and background apps now run simultaneously

- Apps in Slide Over and Split View can now be placed on the left side of the screen

- Drag and drop
 - Move text, images, and files between apps on iPad
 - Multi-Touch to move multiple items at the same time
 - Spring-loading to move content between apps
- Markup
 - Markup works across documents, PDFs, webpages, photos and more
 - Instant markup anything in iOS - just place Apple Pencil on what you want to mark
 - Create a PDF and markup anything that can be printed

- Notes
 - Instantly create a new note by tapping on Lock Screen with Apple Pencil
 - Inline drawing available by simply placing Apple Pencil in body of a note
 - Search handwritten text
 - Document scanner autocorrects for skewing and uses image filters to remove shadows
 - Table support to organize and display information
 - Pin important notes to the top of the list

- Files
 - All-new Files app to browse, search and organize files
 - Works with iCloud Drive and 3rd party cloud file providers
 - Recents view for quick access to recently used files across all apps and cloud services
 - Create folders and sort files by name, date, size and tags

QuickType

- Flick down on letter keys to enter numbers, symbols and punctuation marks on iPad
- One-handed keyboard support on iPhone
- New keyboards for Armenian, Azerbaijani, Belarusian, Georgian, Irish, Kannada, Malayalam, Maori, Odia, Swahili, and Welsh
- English input on the 10-key Pinyin keyboard
- English input on the Japanese Romaji keyboard

HomeKit

- New accessory types including AirPlay 2 speakers, sprinklers and faucets
- Expanded occupancy, time and accessory based triggers
- QR code and tap to pair accessory setup support

Augmented Reality

- Augmented reality technologies that apps from the App Store can use to deliver content on top of

real-world scenes for interactive gaming, immersive shopping experiences, industrial design and more

Machine Learning

- Core machine learning technologies that apps from the App Store can use to deliver intelligent features with machine learning data processed on device for high performance and user privacy

Other features and improvements

- Control Center redesign brings all controls on one page
- Control Center custom controls including accessibility, guided access, magnifier, text size, screen recording and Wallet
- Apple Music now helps you discover music with friends. Create a profile so friends can listen to playlists you've shared and see the music you listen to most
- Apple News now includes Top Stories picked just for you, recommendations from Siri, the best videos of the day in Today View, and great stories selected by our editors in the new Spotlight tab
- Apple Podcasts has an all-new design. Use Listen Now to easily play new episodes or continue where you left off. Shows can now also contain seasons, trailers and bonus episodes.
- Automatic Setup signs you in to iCloud, Keychain, iTunes, App Store, iMessage, and FaceTime with your Apple ID
- Automatic Setup restores device settings including language, region, network, keyboard preferences, places you frequently visit, how you talk to Siri, home and health data
- Easily share access to your Wi-Fi networks
- Storage optimization notifications and free up space in Settings for apps like Photos, Messages, and more
- Emergency SOS calls emergency services based on your current location and automatically notifies emergency contacts, shares your location, and displays your Medical ID
- FaceTime lets you capture Live Photos from the other person's Mac or iPhone camera
- Easily check Flight status in Spotlight and Safari
- Definitions, conversions and math support in Safari
- Russian and English bilingual dictionary
- Portuguese and English bilingual dictionary
- Arabic system font support

Accessibility

- VoiceOver descriptions support for images
- VoiceOver tables and lists support in PDFs
- Type to Siri support for basic search queries
- Spoken and braille caption support for videos
- Dynamic Type increases text and app UI to larger sizes
- Redesigned Invert Colors make media content easier to view
- Highlight Colors improvements in Speak Selection and Speak Screen
- Switch Control typing can scan and type whole words at a time

iOS 11 is performance optimized for 64-bit apps. 32-bit apps will need to be updated by the app developer to work with this version of iOS.

iTunes 12.7 Sep 12, 2017

System Requirements

Hardware:

- Mac computer with an Intel processor
- To play 720p HD video, an iTunes LP, or iTunes Extras, a 2.0GHz Intel Core 2 Duo or faster processor is required
- To play 1080p HD video, a 2.4GHz Intel Core 2 Duo or faster processor and 2GB of RAM is required
- Screen resolution of 1024x768 or greater; 1280x800 or greater is required to play an iTunes LP or iTunes Extras
- Internet connection to use Apple Music, the iTunes Store, and iTunes Extras
- Apple combo drive or SuperDrive to create audio, MP3, or back-up CDs; some non-Apple CD-RW recorders may also work. Songs from the Apple Music catalog cannot be burned to a CD

Software:

- OS X version 10.10.5 or later

The new iTunes focuses on music, movies, TV shows, podcasts, and audiobooks. It adds support for syncing iOS 11 devices and includes new features for:

- **Apple Music.** Now discover music with friends. Members can create profiles and follow each other to see music they are listening to and any playlists they've shared.
- **Podcasts.** iTunes U collections are now part of the Apple Podcasts family. Search and explore free educational content produced by leading schools, universities, museums, and cultural institutions all in one place.

If you previously used iTunes to sync apps or ringtones to your iOS device, use the new App Store or Sounds Settings on iOS to redownload them without your Mac. 📱

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