

printout

Keystone MacCentral Macintosh Users Group ❖ www.keystonemac.com

Keystone MacCentral October 15th Meeting

Please see your membership email for the links to this month's Zoom meeting or email us at KeystoneMacCentral@mac.com.

During our program this month we plan to discuss

- ❖ Update on iOS18
- ❖ Update on iWatchOS 11



We have virtual meetings via Zoom on the third Tuesday of each month.

Emails will be sent out prior to each meeting. Follow the directions/invitation each month on our email – that is, just click on the link to join our meeting.

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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 © 2024, Keystone MacCentral, 310 Somerset Drive, Shiresmanstown, PA 17011.

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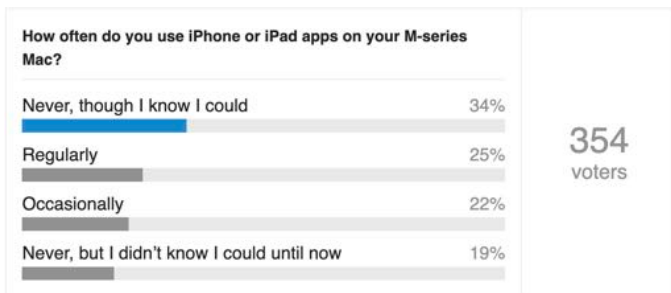
Web Master

Tom Bank II

by Adam Engst

Do You Use It? Moderate Usage of iPhone Apps on M-Series Macs

In our most recent Do You Use It? poll, we asked [how often you use iPhone or iPad apps on a Mac with Apple silicon](#). If you're like the 19% of respondents who didn't know about this feature, you might be in for a treat. Apple has been creating its own chips for the iPhone and iPad for years, the A-series. When it brought the Mac over to Apple silicon with the M-series of chips, one of the benefits was that apps written for the iPhone or iPad could run unmodified on M-series Macs.



Another 34% of respondents know about the feature but still don't use it. I fall into this category because I have my iPhone in my pocket or at hand all the time, so it's easy enough to use it instead of putting an iPhone app on my M1 MacBook Air. Plus, I spend more time on my Intel-based 27-inch iMac, which can't run iPhone apps, so it's not worth having an app on one Mac but not the other. Others said they simply didn't find any iPhone or iPad apps helpful in the Mac context.

However, nearly half of respondents—47%—said they use the feature occasionally or regularly. These people cited a wide range of iPhone or iPad apps they found helpful on their Macs, the most common being the popular podcast client [Overcast](#). Also heavily used were two-factor authentication apps like [Authy](#), apps for managing security cameras from companies like [Wyze](#) and [Eufy](#), and apps associated with smart home devices like generators, heat pumps, thermometers, thermostats, sensors, ventilation, water heaters, and

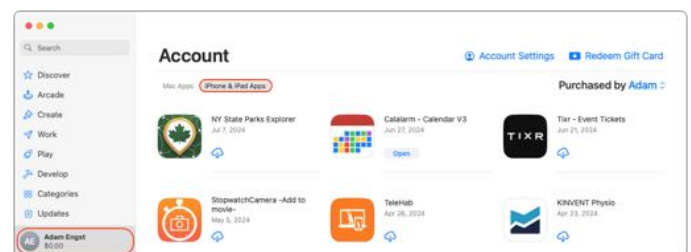
window blinds. Several people said they run Apple's iPhone Weather app on their Macs, but I'm not sure why since a native Mac version of Weather has been available since macOS 13 Ventura.

Not all iPhone and iPad apps will run on a Mac. Developers can block their iPhone and iPad apps from running on Macs, which some do to avoid additional testing and support, and others do because they prefer that Mac users rely on either a native Mac app (that may be a separate purchase) or a Web app. In the category of apps that refuse to work on Macs, people complained about Apple's Health and Logic Pro apps, HBO Max and Netflix, the iRobot Roomba app, Minecraft, and Substack.

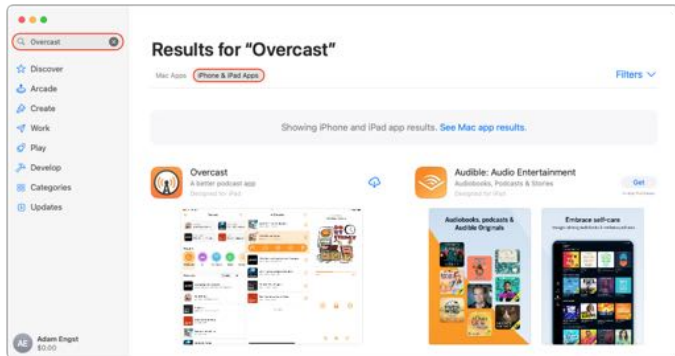
It remains to be seen if the upcoming iPhone mirroring capability of macOS 15 Sequoia and iOS 18 will reduce the desire to run iPhone apps on a Mac. It certainly will for me because iPhone mirroring also works on Intel-based Macs with a T2 chip. We'll have to check back next year to see how popular iPhone mirroring has become.

Installing and Using an iPhone or iPad App on an M-Series Mac

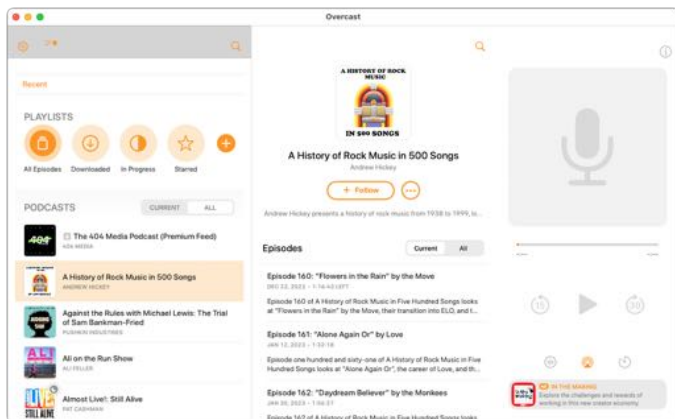
To download an iPhone or iPad app to your Apple silicon Mac, first open the Mac's App Store app. You can click your name at the bottom of the sidebar and then click iPhone & iPad Apps under Account to see the apps you've already purchased. Apps are sorted in reverse chronological order, with the newest downloads at the top, which can make finding a specific app difficult.



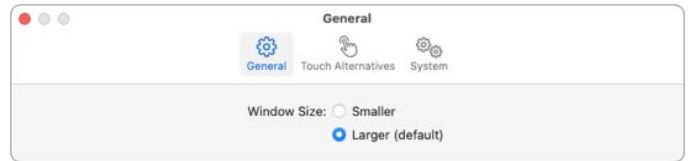
It may be easier to search for the app on the App Store at the top of the sidebar and click iPhone & iPad Apps again if necessary to see those results. Either way, click the cloud download, Get, or price button to get the app.



Once downloaded, you launch iPhone and iPad apps just like Mac apps. Using them can be slightly different since they're usually limited to a single window. Some iPad apps can open multiple windows (CARROT Weather's Map window, for instance), but settings panes and the like may remain locked into the interface, sometimes awkwardly. When using an iPad app like Overcast, shown below, you can usually resize the window because iPad apps have to adjust to different screen sizes.



iPhone apps are a different story. The two I tested allow four sizes, though you can't drag an edge to resize them. Instead, choose App Name > Settings > General to choose between Smaller and Larger window sizes (requires relaunching the app).



For both Smaller and Larger, you can then Option-click the app's green zoom button to increase the size further, giving you four possible resolutions. (A plain click on the green zoom button expands the app to the height of Full Screen, bordered by huge black bars.) Which size is best depends on the app and your available screen space.

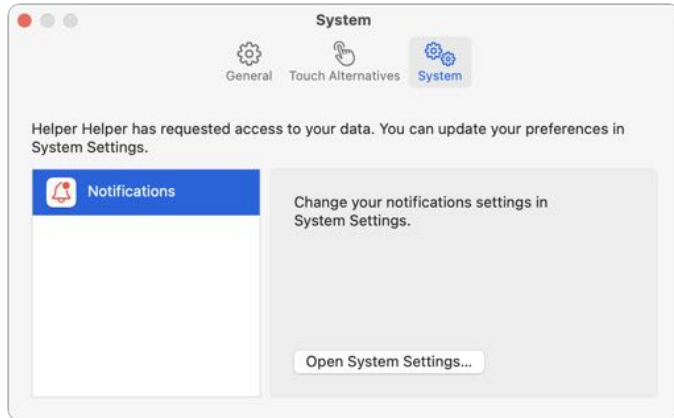
- Smaller, unzoomed: 492×930
- Larger, unzoomed: 576×1082
- Smaller, zoomed: 640×1192
- Larger, zoomed: 750×1390

For the most part, using iPhone and iPad apps is self-explanatory—you use the pointer as you would your finger to interact with the controls. However, many apps have multi-touch interfaces that require additional interaction modes, which Apple supports with the options explained in the Touch Alternatives settings pane. As you can see, they let you use the W, A, S, and D keys to simulate tilting your device, press Option to use the trackpad as a virtual touch screen, press Space to tap the center of the screen, swipe using the arrow keys, and drag with a tap and drag on the trackpad. The touch alternatives take a little getting used to.



The System settings pane shows you which system-level permissions the app has requested. You can't

do anything here; manage these permissions in System Settings.



Finally, if you're curious about which iPhone and iPad apps you've downloaded, you can see a list in the System Information app's Applications screen. Sort by Kind, and scroll down to iOS. I can't explain

why some non-iOS apps, like 1Password, Google Chat, Google Drive, and python, appear in this list.



Remember, being able to run an iPhone or iPad app on your Mac is a bonus, so it's not worth getting bent out of shape if it doesn't work perfectly. Also, please don't interpret my vote or any of the criticisms above as a low opinion of this feature. It's a welcome addition that lets Macs run millions of

By Adam Engst

When Should You Upgrade to Apple's 2024 OS Releases

As promised, Apple has released the initial versions of all its 2024 operating systems. If you aren't already running a beta of the X.1 releases that support Apple Intelligence (see "[Examining Apple Intelligence](#)," 17 June 2024), you could consider upgrading. But should you? Let's look at a few broad classes of users.

- **Early adopters:** You know who you are. Early adopters are undoubtedly well into their installation process now, and that's fine. The betas have been stable in my testing, and while specific compatibility issues remain, such as with [Drafts dictation and transcription](#) and [external Thunderbolt SATA enclosures on a 2019 Mac Pro](#), it's unlikely that anyone upgrading today will find themselves dead in the water.

- **Enthusiastic users:** Those who want to play with the latest features but aren't willing to tolerate significant problems can likely upgrade everything but macOS within the next few days. A brief delay will give Apple time to address any early issues with overloaded download servers. I recommend waiting a little longer with macOS to let the early adopters report bugs that slipped through beta testing. If you use your Mac to earn your living, the stakes are higher, and more caution is warranted.
- **Cautious users:** Those for whom Apple devices are just tools should wait a few weeks or until the X.1 releases scheduled for October. [As Howard Oakley notes](#), they'll likely contain fixes for the highest-profile bugs that have

appeared between now and then. Even then, it's safer to update everything but macOS. Anyone who feels trepidation about installing Sequoia could wait until macOS 15.2 comes out, likely in mid-December. The added benefit of upgrading after macOS 15.2 comes out is that you can do it over the holiday break when you may have more time to install carefully (after making at least two separate backups) and recover from any issues that arise. For full details and help with upgrading from my friends at Take Control, read [Take Control of Sequoia](#) by Joe Kissell and [Take Control of iOS 18 and iPadOS 18](#) by Josh Centers.

- **Reluctant upgraders:** Even those with no interest in new features should upgrade eventually, perhaps in the last set of releases before Apple's Worldwide Developer Conference in June. After that, the only bugs likely to be fixed are security vulnerabilities, so all that waiting longer does is ensure you can't take advantage of any new features or platform compatibility. While you can put off macOS upgrades for as long as two years, thanks to Apple releasing security updates for the last two versions of macOS, my experience is that the longer you wait, the more likely you will have installation problems. You can't generally delay iOS and iPadOS upgrades for too long because Apple releases security updates only for the latest versions of those operating systems, along with older versions for obsolete devices that can't upgrade.

We'll be writing about new features in all these operating systems, as will many other Apple-focused publications, websites, and bloggers. For now, though, these links should whet your appetite for what's new:

- **macOS 15 Sequoia**

- [Announcement](#)
- [Product page](#)
- [Feature list PDF](#)

- [Release notes](#)
- [Enterprise notes](#)
- [Security notes](#)

- **iOS 18**

- [Announcement](#)
- [Product page](#)
- [Feature list PDF](#)
- [Release notes](#)
- [Enterprise notes](#)
- [Security notes](#)

- **iPadOS 18**

- [Announcement](#)
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- **watchOS 11**

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- **visionOS 2**

- [Announcement](#)
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- [Security notes](#)

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- **tvOS 18**

- [Announcement](#)
- [Release notes](#)
- [Security notes](#)

• **HomePod Software 18**

- [Release notes](#)

I particularly recommend the PDF feature lists for Sequoia, iOS 18, and iPadOS 18 because they're easier to scan than Apple's otherwise lovely

product pages. Plus, they may be more comprehensive, and I often most appreciate the little features that don't merit mention on the product pages.

Finally, congratulations to our friends Jason Snell and Dan Moren of [Six Colors](#) on their site's [tenth anniversary](#). To celebrate, allow me to recommend their reviews of [macOS 15 Sequoia](#), [iOS 18](#), [iPadOS 18](#), and [Collections in Photos](#). 🍷

