**K·E·Y·S·T·O·N·E**
**MacCentral**

# printout

## Bits and Pieces

This month we plan to explore the ins and outs of making physical changes to computers — adding to the memory and that sort of thing. Jim Carey will continue his program that he started in October. He will discuss the maintenance and cleaning of lenses.

Meet us at

### Giant Food

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

## Tuesday, November 20, 2012 6:30 p.m.

**Attendance is free and open to all interested persons.**

# Contents

## Keystone MacCentral Essentials

**Meeting Place**
Giant Food (upstairs)
Corner of Trindle Road & 32nd St
   (Route 15)
Camp Hill

**Web Site**
http://www.keystonemac.com

**Mailing Address**
310 Somerset Drive
Shiresmanstown, PA 17011

by Gary Brandt, Recorder

# Keystone MacCentral Minutes

## October 16, 2012

### Business Meeting

President Linda Cober welcomed members and guests to the October KeyMac meeting, and asked board members for their reports. Tim Sullivan reported on some membership renewals and expenses incurred for stamps and the meeting room rental.

Linda mentioned a Mac Fix It meeting for November. She is planning to bring in a MacBook for a demonstration of a RAM upgrade. She asked if other members had equipment that could be part of a demo. We will look at using Carbon Copy Cloner or SuperDuper for making bootable backups. Another part of the meeting will be a look at online resources, such as Apple discussion groups.

### Q&A & Comments

The upcoming release of a new iPad was mentioned. The iPad Mini has since been released. Someone asked how to get Pages '11 and they were told it was available from the App Store. This new version of Pages will still run on Snow Leopard. A tip was given that holding down the Control key when accessing the File menu will show the old "Save As" command.

### Program Notes

Jim Carey's program in October was entitled "Lenses 101" and he had to edit it do to our meeting's time constraints. The main focus was on choosing the right lenses for DSLR cameras. Jim made mention of his Epson R2000 Stylus Photo printer which uses its own driver to control printing, rather than the application controlling printing. He figures a print costs him around one dollar.

Jim had prepared a Keynote presentation that began with the explanation that lenses slow down light to target that light to a specific area. Camera lenses contain multiple optical elements to accomplish this.

When discussing lenses some important terms need to be defined. Field of view is the width of the viewing area. Normal lenses use a field of view corresponding to what the human eye can see. Using telephoto or wide angle lenses changes the field of view for a photo.

Normal focal length depends on a camera's image sensor. Most newer cameras have 35mm sensors, with APS size sensors in lesser models. A rectangular sensor will crop the round image projected by a lens. Manufacturers can have different focal length multipliers. Canon uses a crop factor of 1.6 and Nikon uses a factor of 1.5. Newer cameras having better microprocessors inside. The transfer rate should be faster when using the proper camera card.

There are tradeoffs made when using telephoto or wide angles lenses. A prime lens has a fixed focal point while a zoom lens has a variable focal point. Knowing when to use one or the other is an important part of getting the best photos, although improvements in zoom lenses has brought them closer to the quality of prime lenses. Focal length, camera position, and composition are all important. Zooming in on a shot will change the sense of space in a scene. Jim presented us with some examples.

Shooting with wide angles lenses can be done effectively indoors. Fisheye lenses contribute to more distortion in an image, but this might be the effect you want for a particular photo. Be cognizant of edges and lines when using wide angle lenses.

By shooting with a telephoto lens, you are capturing a narrow crop. You will need to watch the shutter speed. Image stabilization should generally be turned off when shooting with a tripod-mounted camera.

Using a wider aperture will lessen the depth of field. A shallow depth of field will blur the background of a photo.

When choosing a lens, you should pick a focal length you need while considering an affordable price point. Consider a prime versus zoom lens, knowing that the prime lens should give use more sharpness. The speed of a lens is another factor to consider, particularly if use use burst mode. Durability is yet another factor worth consideration.

Canon L series lenses have good seals to prevent any contaminants from getting into the lens. Some third party manufacturers of lenses now make good quality lenses. Jim uses lens shades on all of his lenses. Not only do they help prevent lens flare, but they act as additional protection against accidental bumps for the lenses.

You can get speciality lenses like fisheye or macro lenses. Macro lenses are used for extreme close up photography with a 1 to 1 magnification level. Extension tubes can also be used for macro shooting. A tele-extender can be used to increase the focal length of a lens. A tilt-shift lens is another option for specialty photography. Lensbaby makes adjustable lens, used for creative effects.

Jim will continue his program in November on the maintenance and cleaning of lenses. Someone mentioned the ViewIt program, available from the hexcat.com web site. 🐾

by Tonya Engst

# Playing with AirPlay in Mountain Lion

When Apple added AirTunes to the Mac in 2004, the feature made it child's play to send "tunes" from iTunes over the "air" to any Air-Tunes-savvy device on your local network, most notably an AirPort Express that you had connected to a stereo system with a cable. Times changed, as did the name of the feature, redubbed AirPlay in 2010. In its most feature-rich mode before the release of OS X 10.8 Mountain Lion, AirPlay could output not only audio but also the entire screen from newer iOS devices (the iPad 2 and later, and the iPhone 4S, and now the iPhone 5) through a second- or third-generation Apple TV, a capability called AirPlay Mirroring.

(For those who want more flexibility with sending wireless audio between devices, Rogue Amoeba's Airfoil can send audio to any AirPlay-capable device or any device running the companion Airfoil Speakers app for OS X, iOS, Windows, or Android. For basic, if old, details, see "Airfoil Plays Home Audio Wirelessly," 10 March 2008)

With the release of OS X 10.8 Mountain Lion, Apple has brought AirPlay Mirroring to the Mac, enabling you to output audio or video via AirPlay from sources other than iTunes. Specifically, you can now make AirPlay your default sound output destination for system audio and send your entire screen to an Apple TV. Audio output can be directed to any appropriate AirPlay-savvy device, with third-party speaker systems joining Apple's own AirPort Express and Apple TV. For details, read on, and also be sure to check Apple's support article on using AirPlay.

**Stream Audio —** To stream audio from your Mountain Lion Mac, simply select your desired AirPlay device in the Sound pane of System Preferences, in the Output view. To test your settings, select a sound file in the Finder and press the Spacebar to start playing it via Quick Look.

While you're in the Sound preference pane, you may wish to select the "Show volume in menu bar" checkbox, if it's not already enabled. That's because – once the Sound icon appears – you can Option-click it in the menu bar to choose an output device (whether an AirPlay device or not). If you have more than one AirPlay device, however, note that your Sound menu currently shows only the most recently selected AirPlay device.
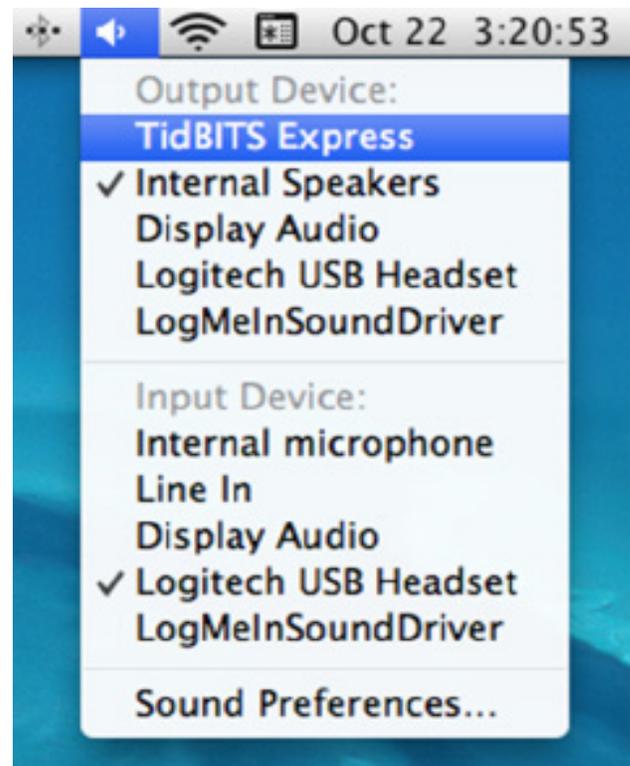
**Mirror Your Mac's Screen —** This feature has added fun and function in my home with our Apple TV / TV combo. We've used it for group HTML-editing sessions, following along with online videos of stretching routines, and sharing photos straight from iPhoto with visiting family.

(The fine print on this feature eliminates certain Macs that can run Mountain Lion but can't offer AirPlay Mirroring. You need an iMac [Mid 2011 or newer], Mac mini [Mid 2011 or newer], MacBook Air [Mid 2011 or newer], or a MacBook Pro [Early 2011 or newer].)

To enable AirPlay Mirroring, click the AirPlay icon on the menu bar and choose Apple TV. If you don't see the Air-Play icon, open the Displays preference pane and select "Show mirroring options in the menu bar when available." Once you are mirroring, notice that the Display view of the Displays preference pane now shows more mirroring options. You can try each option to see if it improves your mirroring experience.
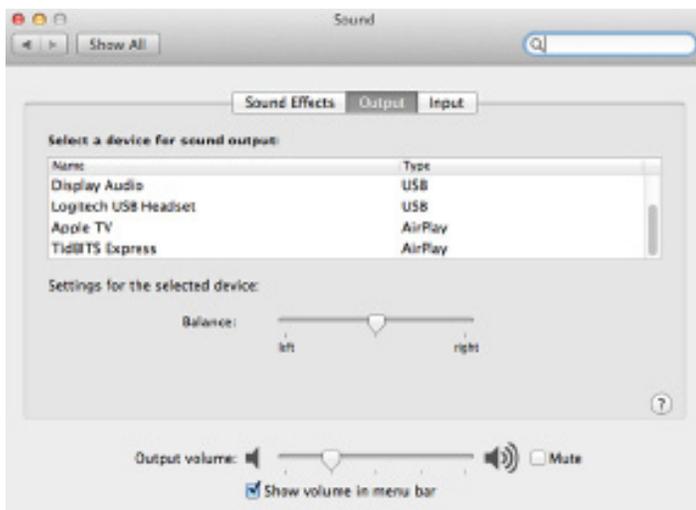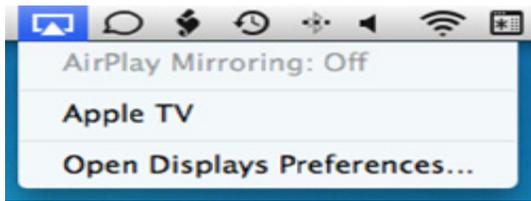
**Missing the Old Display Menu Bar Menu? —** The AirPlay menu bar menu in Mountain Lion has displaced the Displays menu bar menu found in older versions of OS X. Some people are understandably unhappy about this, because they liked being able to quickly switch certain display characteristics, such as resolution, from this convenient menu instead of working from the Displays preference pane. Fortunately, help is at hand in the form of Display Menu, a free utility by Thorsten Karrer. I haven't used it in any real way, but it does basically work with my two-monitor Mac setup.
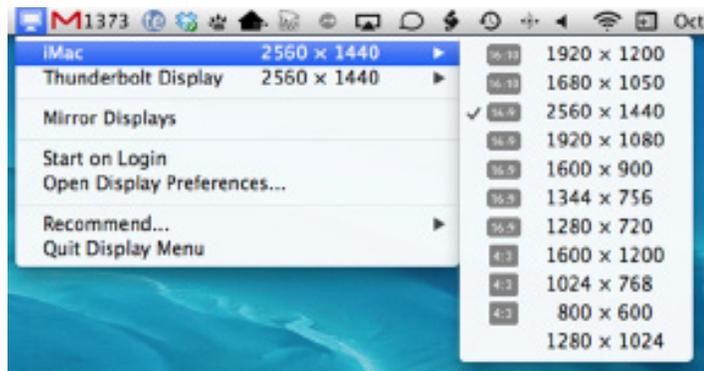
**AirPlay into the Future —** Keep an eye on AirPlay – I believe it's a more important technology than might be evident at first glance. In essence, AirPlay lets us redirect audio and video from one device to another, which could enable some interesting possibilities, particularly if input methods were added. Perhaps a future version of AirPlay could enable you to move fluidly between using an iPhone's screen and other interactive displays, much as is imagined in this example in Corning's "A Day Made of Glass" concept video (the link takes you 1:45 in). 🗑





**by Jeff Carlson**

# Exploring iOS 6's New Photo Features

Last year, although I already owned an iPhone 4, the greatly improved camera in the iPhone 4S convinced me to buy the new model – I may take most of my photos with a Nikon D90 DSLR, but since my iPhone is always with me, it gets plenty of use as a camera as well. This year, the iPhone 5's A6 processor and camera hardware enhance the device's photo capturing capabilities, providing improved video stabilization, faster capture, and better low-light sensitivity and noise reduction. For now, my iPhone 4S is still fine, so I'm holding off on upgrading (famous last words). Fortunately, I and other owners of the iPhone 4, iPhone 4S, and camera-enabled iPod touch models benefit from other photo improvements in iOS 6.

**Panorama —** Not content to stick with "Makes pretty pictures" as a marketing point, Apple added a new feature to the built-in Photos app: Panorama. Instead of capturing one shot, the panorama feature stitches many images together as you pan across a scene to create a long (or tall) photo. Panorama works only on the iPhone 5, iPhone 4S, and fifth-generation iPod touch, and not on any iPad models or older iPhone or iPod touch models.

For example, here's a single shot from my iPhone 4S:



And here's the same location captured as a panorama:

To access the feature, open the Camera app and tap the Options button, and then tap the Panorama button. Holding the iPhone or iPod vertically, tap the shutter button and then pan the device left to right. An arrow indicates not only the direction and progress of the shot but also helps you maintain a level line while panning.



Move iPhone continuously when taking a Panorama.

As you capture the image, the Camera app evaluates the scene and captures the image progressively; it's not just taking sequential snapshots every second or so. The arrow also tells you if you're moving too fast, too slow, or need to move the device up or down. You can tap the shutter button at any time to end the capture; you don't have to move all the way to the end of the line.



Move Up
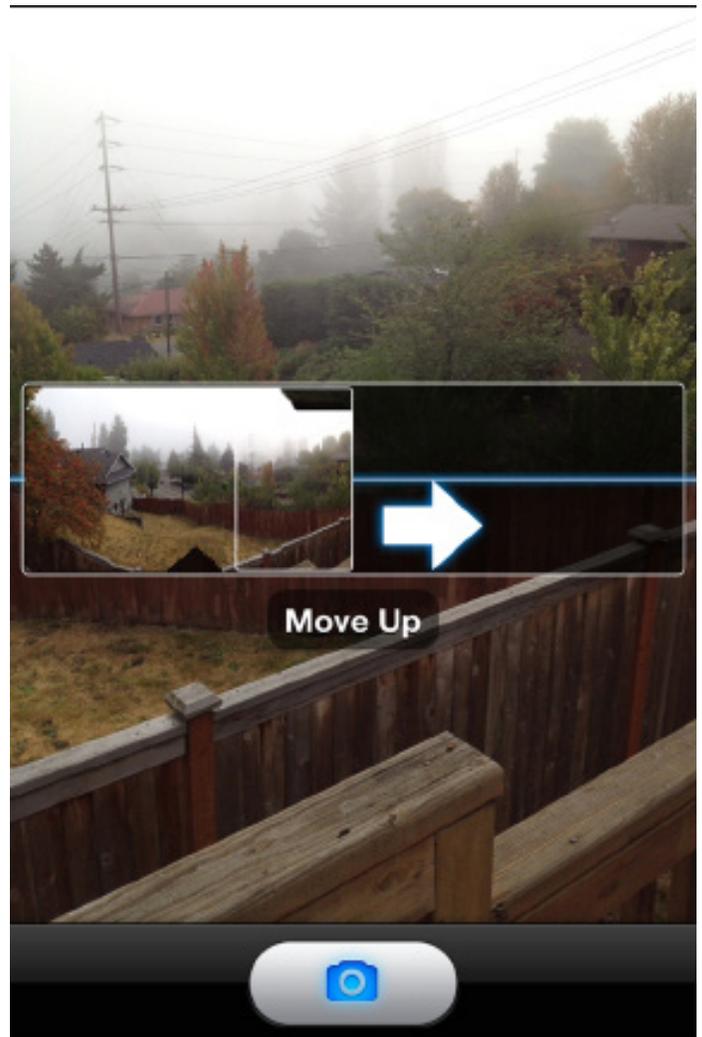
Minor variations from the level line aren't a problem: the app crops to fill the area with good pixels. If, on the other hand, a bee buzzes your head and you go way off-line, you'll end up with blocky black areas where the image sensor couldn't capture any pixels.

This gradual sampling approach has impressed me with how well it handles shifts in exposure across a scene. To test it out, I deliberately shot a panorama where I'd be facing the sun. The area to the right of my image is dark, but not completely dark as it would be if the sensor was exposing for direct sunlight.



Panorama images appear in your iCloud Photo Stream (if you've enabled the feature) just like any other photo captured with an iOS device. Our own Michael Cohen pointed out a neat tip: In iPhoto, when you view panoramas in a slide-show using the Ken Burns theme, the application smartly pans left and right across the image instead of zooming in and out.

**Shared Photo Streams —** iCloud's Photo Stream feature is a great way to demonstrate one way "the cloud" works: capture a photo on your iPhone and within minutes the picture appears on your other devices. But Photo Stream has been a single-user feature. You couldn't easily publish images from your stream where others could see them, unless you count showing them to a room full of friends on a television via Apple TV.

The new Shared Photo Streams feature gives you the capability to publish collections of photos to other people or to the Web. But before you consider letting your Flickr subscription expire, you need to understand just what Shared Photo Streams do, and their current limitations.

Think of a service like Flickr as being like pinning a bunch of photos onto a corkboard where anyone walking by can see them. As long as you know the Flickr address for my account, for example, you can view all images I've made public.

By contrast, a Shared Photo Stream is like making prints of some photos and giving packets of them to select friends. When you create a Shared Photo Stream, the images you choose appear on your friends' devices after they've confirmed they want to view them.

It is also possible to make a Shared Photo Stream public for people to view on the Web, but the address that's generated (such as http://www.icloud.com/photostream/#A35WXqd93p0tj) is machine gibberish. And, oddly, the links don't seem to work in Safari, whereas they do work in Google Chrome, Firefox, and Camino (though the photos come in very slowly).

Here's how to create a Shared Photo Stream in iOS:

1. In the Photos app on an iOS device, navigate to the Photos or Photo Stream view and tap the Edit button.

2. Tap to select the photos you want to share.

3. Tap the Share button and then tap the Photo Stream button.

4.



5. In the dialog that appears, tap the New Photo Stream option. (This dialog appears only after you've created your first Shared Photo Stream; for the first one you'll go immediately to Step 5.)

6. Type the names of people you want to share the photos with in the To field, or tap the Add (+) button and choose from your list of contacts. Note that you don't need to include anyone to create a Shared Photo Stream, and you can leave this field blank (in case you want to add people later, for example). And, by the way, be prepared for when people accept your offer to subscribe to the set: the Notifications feature under OS X 10.8 Mountain Lion blares an alarm (it's a nice tone, but still surprised the heck out of me the first time). You can disable this option in the Notifications preference pane by selecting Photo Stream in the sidebar and turning off "Play sound when receiving notifications."

7. Give the stream a title in the Name field.

8. If you want to make the Shared Photo Stream available to anyone, switch the Public Website option to On.

9.



10. Tap the Next button.

11. On the next screen, optionally enter a comment that people will see in the e-mail that's sent. The comment must be under 200 characters, although the field doesn't offer a

character count the way it does when sharing something to Twitter. And, oddly, the comment is attached to the last photo you added to the set. Tap the Post button to publish the stream.

The Shared Photo Stream appears in the Photo Stream view of the Photos app.
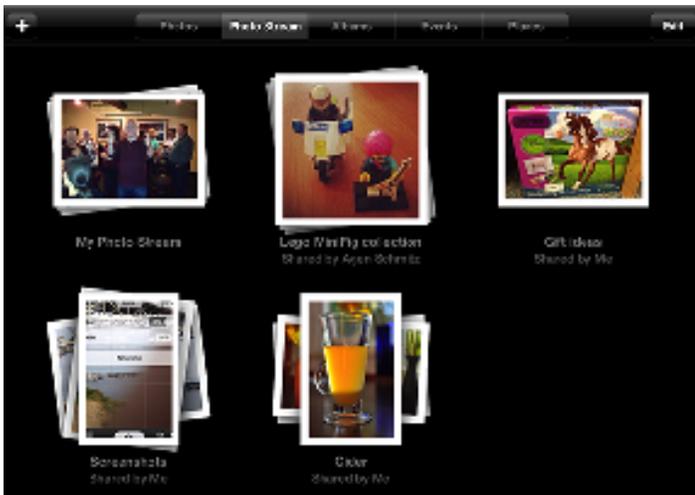


The appeal of Shared Photo Streams, of course, is that they also appear on your friends' iOS 6-capable devices and third-generation Apple TVs. So when my mother wants to use her iPad to show off photos of her granddaughter when she's with her friends, she doesn't need to mess with iPhoto, syncing iTunes, or bringing up photos in Safari. The photos just appear. (They also show up for 10.8.2 users in iPhoto 9.4 or later or Aperture 3.4 or later, but not for those running iPhoto or Aperture under 10.7 Lion.)

In fact, I can add photos to an existing Shared Photo Stream at any time by selecting the image, tapping the Share button, choosing Photo Stream, and then specifying the stream I want. The sharing is unidirectional, though: a subscriber cannot add their own photos to a stream that you created.

One interface oddity crops up on the iPad, however. If you want to edit the details of a stream, such as add a new subscriber, there's no obvious way to do it. You must tap the Edit button, and then tap the Shared Photo Stream – a new interface convention for the Photos app, I believe, that I had to stumble over accidentally to find. On the iPhone or iPod touch, a blue Details (>) button appears to the right of the stream name.
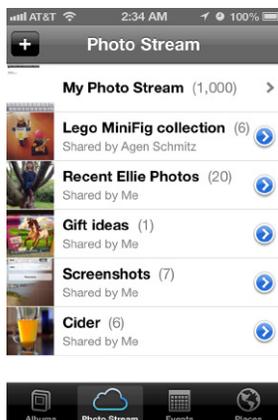


Shared Photo Streams also have one other addition that now seems like a prerequisite for any modern photo feature. Anyone subscribed to a set can comment and "like" photos. The comments show up superimposed over the bottom of an image when you tap the Comment button and are visible to anyone subscribing to the set.
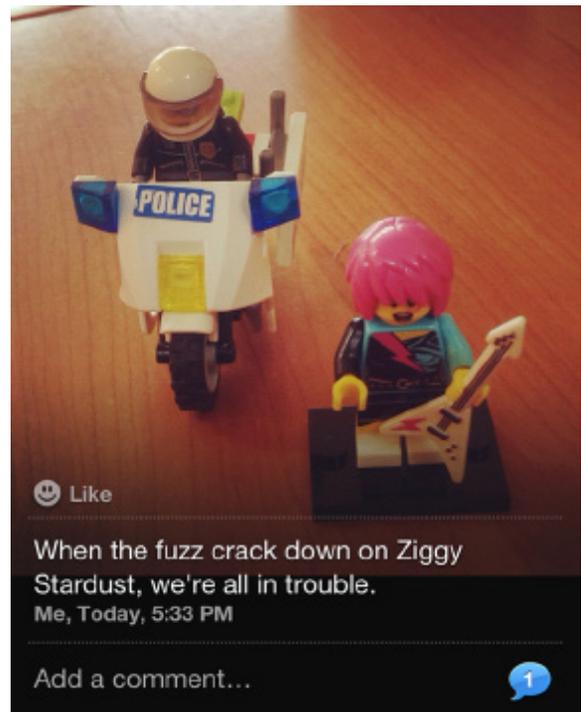


**Miscellaneous Photo Changes —** Panorama mode and Shared Photo Streams are the biggest updates to photos in iOS 6, but they aren't the only changes.

As you would expect, the Places view in the Photos app now uses Apple's new Maps data and interface. Any photo tagged with location coordinates shows up on the map, which presents just the default view, no satellite or hybrid views. (iPhoto and Aperture still use Google map information for their Places views, but I'm sure the next major revisions will switch to Apple's service.)
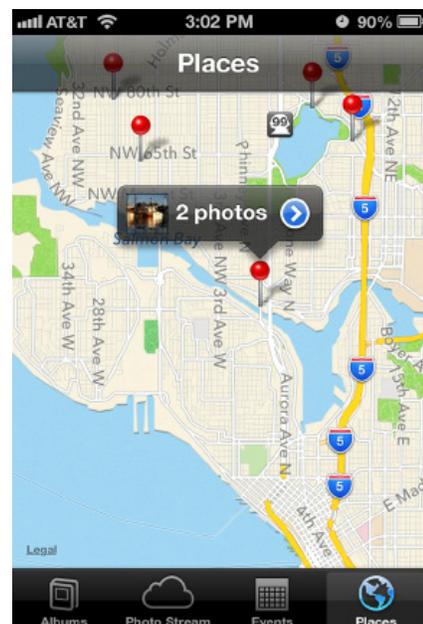
Overcoming a long-suffered annoyance, the Mail app now lets you insert a photo or video into an outgoing message from within the app; previously, you had to first navigate to the Photos app (or any app that could access the device's Camera Roll), choose a photo, and then share it to Mail. When you're composing a message, press and hold for a second to bring up the toolbar of options, which now includes an Insert Photo or Video option.



One interesting side effect of this route can bite photographers if they're not careful, though. If you imported photos that are in a raw format (such as .CR2 or .NEF) from a digital camera – using the iPad Camera Connection Kit, say – Mail grabs only the low-resolution preview. If you want to send the original raw file via e-mail, you must share it from the Photos app.

I'll wrap up with an annoyance that's puzzled me since the first iPad and that remains unchanged. The Slideshow feature in the Photos app inexplicably plays just one song. When you tap the Slideshow button, you're given the option to Play Music, but your only option is to locate and select a single tune. I can only assume that either no one actually uses the music feature of slideshows, or Apple engineers only have time to show each other three-minute slideshows. ✿

**by Kirk McElhearn**

# Going In Depth on Mountain Lion's Notifications

One of the marquee changes in OS X 10.8 Mountain Lion is Notifications, a system-wide feature that enables applications to tell you when certain events occur. These notifications may be reminders for appointments you've set in Calendar, banners that tell you when someone has sent you a chat in Messages, alerts for new tweets that mention your user name, and more. Notifications can be banners that disappear from the screen automatically, alerts that you must dismiss manually, entries in Notification Center, sounds, or icon badges. Some of these can be combined, so a single notification might throw up an alert, play a sound, and appear in Notification Center. (Notification Center is a pane that, when revealed, slides in from the right side of the screen to display past notifications and upcoming calendar events.)

The Notifications feature comes from iOS, where it provides an efficient way to stay up to date on what your apps are doing in the background and see missed notifications in a single location (swipe down from the top of the screen on any iOS device to reveal Notification Center there). Since you can't see multiple windows on iOS, notifications are essential. But notifications in OS X, where you're much more likely to have many apps generating alerts, can quickly become a digital kvetch if you don't rein in their zealous behavior. Here are some tips to streamline your use of Notifications, along with ways to avoid notification overload.

**Setting Things Up —** For starters, let's look at basic configuration, which takes place in the Notifications pane of System Preferences. The left-hand column shows the applications that can generate notifications, with two sections: "In Notification Center" and, if you scroll down, "Not In Notification Center." When you click an app's name, the right-hand pane lets you control how you will be notified of that app's events. Here's what you can do:
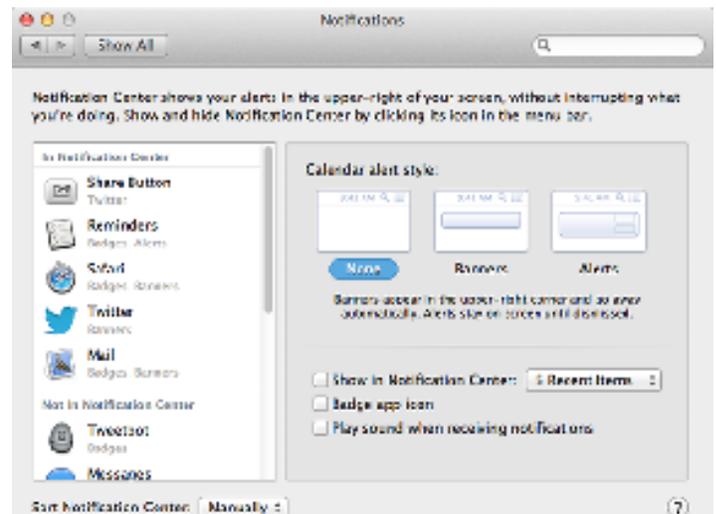


1  To choose your alert style (None, Banners, or Alerts), click the associated example icon or name.

2  To add an app from Notification Center (and move it from one section of the list to the other), click the Show in Notification Center checkbox. Removing it merely requires deselecting that checkbox; you can also drag apps in the list from one section to the other. You can choose how

many notifications Notification Center should display for each app: 1, 5, 10, or 20 of the most recent notifications.

3  To display a badge showing the number of notifications on an app's icon, select the Badge App Icon checkbox.

4 To receive audible notifications, select Play Sound When Receiving Notifications. Alas, the sound is not customizable.

You can also choose how to display items in Notification Center by choosing By Time or Manually from the pop-up menu at the bottom of the preference pane. When By Time is chosen, notifications appear chronologically, with the most recent at the top. They are still collected by app, so you won't have e-mail intermixed with iMessage alerts, for instance.

Choose Manually, however, and notifications display according to the order of your apps in the list on the left side of the Notifications preference pane. You can drag apps up and down to change that order, putting the items that are the most important to you at the top. Frankly, the Manually option makes more sense for most situations, since it gives Notification Center a level of predictability.

There is one additional option available for those who use Twitter. If you have set up a Twitter account in the awkwardly named Mail, Contacts & Calendars pane of System Preferences, you can be notified of mentions and direct messages. To turn off notifications of direct messages, select Twitter in the app list, click the Notifications button, and then deselect the Direct Messages checkbox; to restrict mentions and replies, choose the "No one" radio button. Since support for Twitter has been rolled into Mountain Lion, you don't even need to open a Twitter client for this to work.

Now that Facebook is now integrated into Mountain Lion (see "Facebook Integration Comes to Mountain Lion," 19 September 2012), Facebook mentions and messages can also appear in Notification Center when you log in using the Mail, Contacts & Calendars preference pane. However, it does not offer the same notification controls that Twitter does.

**Pick Your Poison —** Even now, before many applications have been rewritten to support Notifications, the sheer volume of notifications can be overwhelming. If a banner or alert appears for every e-mail message you receive, every tweet that mentions you, and every chat message you get via Messages, you may spend more time dealing with these notifications than working. Luckily, there are a variety of ways to control the flow.

For every app, you can choose among None, Banners, and Alerts for the alert style, and regardless of which of those you pick, you can have notifications appear in Notification Center, increment an icon badge, and play a sound. The trick is to combine these in interesting ways for the maximum benefit and minimum annoyance.

First, decide if you want visual notifications, which can take two forms: alerts and banners, both of which pop up in the upper-right corner of your screen. Alerts stick around until you click on them, and they present buttons that let you react in various ways. Along with a standard Close button, alerts from Messages provide a Reply button, Mail alerts offer an Open button, alerts from Reminders and Calendar have a Snooze button, and Twitter alerts have a Show button. Clicking one of these action buttons generally takes you to the associated app, though the Twitter alerts' Show button uses your Web browser to view your Twitter account. Multiple alerts stack up at the right of your screen, so when you come back to your Mac, you can see everything that happened. Alerts are best used for important notifications that you don't want to miss, such as incoming iMessages from Messages or new events added to a shared iCloud calendar (which Calendar displays).
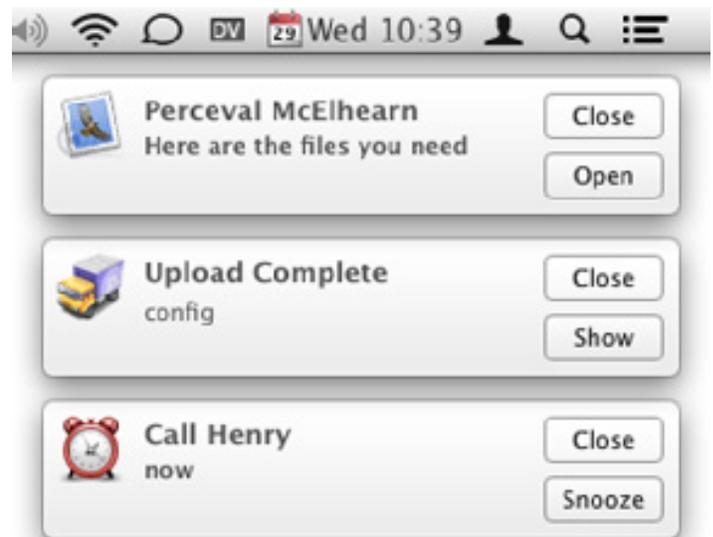


In contrast, banners stay on screen for only a few seconds, and then slide away. They're ideal for apps that are notifying you of task completion, like when Transmit finishes uploading a file, or any situation where missing the notification isn't a problem, as with Mail, where all the messages will be waiting in your Inbox when you come back to your Mac.

But being interrupted visually isn't always a good idea, and for such situations, it's better to set the alert style to None, and use the other options. If you get too many tweets, for instance, having them appear only in Notification Center might be best, and an e-mail application might be best limited to icon badges, so you can see with a glance at its Dock icon how many new messages are waiting without having them interrupt you or clutter Notification Center. It's too bad that the sounds aren't configurable, since that would provide another way to receive background notifications that convey just the information that a specific event has happened.

Although the settings in the Notifications preference pane are relatively minimal for the moment, we may see more apps offering a Notifications dialog as Twitter does, giving

you a bit more control over what events generate notifications. Plus, some apps already let you filter what sorts of notifications you receive in their own preferences. For example, Apple Mail's General preferences pane has a New Message Notification setting, where you can choose to limit notifications to messages that arrive in your inbox, those from a list of VIPs, those from people in your Contacts, or messages that are picked up by a smart mailbox. After all, getting notifications for every piece of spam you receive would instantly become irritating.

Let's say you step away from your Mac for a few minutes and come back to a number of alert notifications from Messages. Rather than click the Close or Reply buttons for each (which you certainly could do if you wanted to deal with them one by one), you can also just switch to Messages itself, at which point all the alerts immediately dismiss themselves.

Finally, if you need a break from alerts and banners interrupting you, you can turn them off temporarily. To enable this Do Not Disturb mode, Option-click the Notification Center icon at the far right of your menu bar. This turns off alerts and banners, either until you turn them back on with another Option-click, or until the next day if you forget. Alternatively, open Notification Center and swipe up to reveal a slider that lets you turn them off and on again.

**Other Apps —** As I noted, we're seeing more apps support Notifications every day, and they'll appear in the app list in the Notifications preference pane automatically. I also anticipate that we'll see some more interesting uses of Notifications over time. For instance, one unusual example is Literature & Latte's Scrivener. You can set a target word, character, or page count for either a text or a session, and get a notification when you reach that target. So, when writing an article in Scrivener, I can target the word count that I've been given by an editor, and get an alert when I've reached that number, so I don't have to display the program's status bar, which shows a live word count.

You may also wonder why some apps are listed already. Both Safari and Google Chrome show up, but it's unlikely you've seen a notification from either. Desktop notifications are a feature of HTML5 (check out the HTML5 Rocks site for an example), so you can see them in action in Gmail and Trello (see "Trello Offers Compelling Collaboration Tool," 9 July 2012). Since the notifications will be generated only when the appropriate page is open, the feature can seem a bit haphazard.

As you can imagine, advertising-driven sites would quickly start using notifications for ads, so both Safari and Google Chrome ask for permission the first time a site tries to send you a notification. If you change your mind, you can deny or remove previously allowed sites in Safari's Notifications preference pane; for Chrome, dig down into Chrome > Preferences > Show Advanced Settings > Privacy > Content Settings > Notifications > Manage Exceptions.

**Using Notification Center —** If you're controlling the onslaught of notifications by pushing some off to Notification Center, you'll find yourself in there fairly often. Luckily, Apple has given us four ways to open Notification Center.
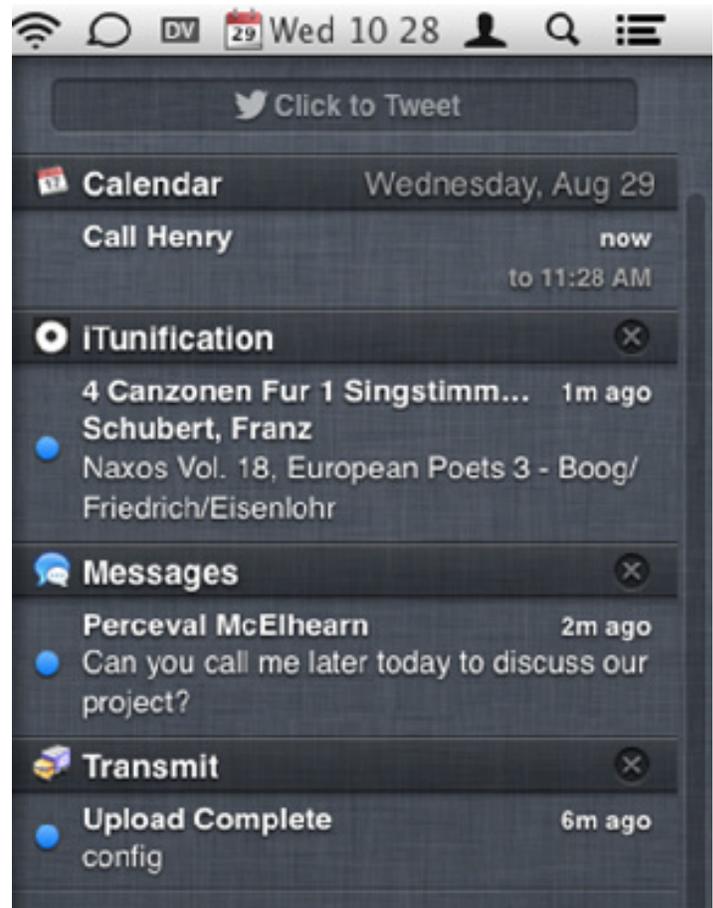
1 Most obviously, click the Notification Center icon at the right end of the menu bar.

2 If you use a laptop or have a Magic Trackpad, swipe left from the right edge of the trackpad with two fingers, one on top of the other (this may be easiest with your left hand). This can require some practice; I often find myself just pushing my Magic Trackpad itself to the left. You can't change this gesture, but if you find yourself invoking it accidentally, you can turn it off in the More Gestures view of the Trackpad preference pane. The gesture doesn't work with a Magic Mouse.

3 If you don't have a trackpad but still wish to use the mouse to reveal Notification Center, you can set a hot corner. In the Mission Control preference pane, click Hot Corners, and then choose Notification Center for one of the corners. I recommend setting it to the top-right corner, since that's where the notifications appear and where the Notification Center icon lives.

4 For those who prefer working from the keyboard, you can set a keyboard shortcut to show and hide Notification Center; surprisingly, there is no preset shortcut. To do this, open the Keyboard Shortcuts view of the Keyboard

preference pane, select Notification Center, and set the shortcut of your choice.

Once you have Notification Center open, there are a few things you can do in it. First, note that if you have Calendar set to use Notification Center, it shows upcoming events. Second, you can dismiss notifications by clicking the X button to the right of a category. That's useful for acknowledging that you've seen all the tweets that are showing, for instance, and you want to make room for new ones.

Most of the time, the notification will be all you need, but in some cases, such as calendar events, it may be a trigger that reminds you to do something, such as change the time or add location information to the event. To open Calendar and jump quickly to the event, just click the notification in Notification Center. This seems to work a little sporadically with notifications generated by Safari and Google Chrome.

There is one special item in Notification Center: Share buttons that appear at the top if you have set up a Twitter or Facebook account in Mail, Contacts & Calendar. It's self-explanatory – click the Click to Tweet or Click to Post button, enter your message, and click Send. If you don't want to waste space on the Share buttons, turn them off in the app list in the Notifications preference pane. Before OS X 10.8.2, Notification Center didn't automatically shorten URLs; now it does.

**The Once and Future Growl —** Before the Notifications feature appeared in Mountain Lion, and before it even debuted in iOS, there was Growl. This open-source notification manager provides a central control center for notifications from over 300 applications that have integrated Growl support into their code. For many Mac users, Mountain Lion's Notifications feature does pretty much the same thing as Growl, but, perhaps unsurprisingly, Growl offers far more flexibility and customization. Growl notifications can appear in a variety of styles, and can be customized on a per-application basis. Although Growl was originally free, it's now available only through the Mac App Store for $3.99.

Plus, there are a number of extras, such as HardwareGrowler and GrowlTunes, that provide additional features. Hardware-Growler is an application that generates Growl notifications when devices are connected and disconnected from the Mac; supported types of devices include those that use FireWire, USB, Bluetooth, filesystem volumes, and network interfaces. GrowlTunes displays notifications that report on the currently playing track in iTunes. Both are $1.99 through the Mac App Store.

The current version of Growl is 2.0, which integrates directly with Notifications. Notifications from Growl-enabled apps appear in Growl if it's installed. But if Growl isn't installed, notifications from Growl-enabled apps use a non-configurable internal version of Growl called Mist in 10.6 Snow Leopard or 10.7 Lion, or use Notifications in 10.8 Mountain Lion. Plus, even if Growl is installed in Mountain Lion, notifications can optionally appear both in Growl and Notifications.

Growl 2.0 offers a number of other potentially interesting features, such as a split between visual alerts and actions, which can include things like sending e-mail, speaking associated text out load, pushing notifications to an iOS device with the Prowl utility, and more. Plus, actions can be chained together, so a single event could generate e-mail, speak out loud, and ping your iPhone. It also seems to fix the CPU problems in the previous 1.4 version and provide even more custom options for alerts.

It's possible that many developers will rely on Growl's software development kit to get support for Notifications, with the thought that those users who want Growl's additional flexibility will appreciate the Growl support, and those who don't know or care about what Growl brings to the game will be happy with Notifications. In the end, whether you pony up a few bucks for Growl comes down to whether you find yourself wanting more from Notifications than Apple is interested in providing. As is often the case, Apple has created a technology that does most of what many users will want, but power users and those accustomed to Growl's capabilities will likely find Notifications lacking, and will be happy to stick with Growl.

Regardless, the Notifications feature is here to stay, and it will become a central part of the Mac experience for most users. For the most part, it's well-designed and useful, and with some careful thought put into configuration, you can avoid becoming overwhelmed by too many notifications constantly interrupting your work.

Now if only Apple would put some thought into the insane duplication of notifications, since if you have several Macs and iOS devices, many of these notifications will appear on every device. Joe Kissell explains the problem – and suggests a solution in the form of alerts that cascade from device to device – in "An Alarming Abundance of Alerts" (13 May 2012). There has been little indication of Apple moving in this direction – the closest is the Do Not Disturb feature available by Option-clicking the Notification Center icon and a similarly named feature promised for iOS 6. But the mere fact that we saw notifications appear in iOS, and then later in Mountain Lion, to be followed by iOS 6's Do Not Disturb feature, indicates that Apple is slowly refining the idea of how Notifications should work. We can only hope that at some point, our Apple devices will be smart enough to understand when a notification has been delivered on one, such that it doesn't need to appear on others, thus reducing the digital noise of our lives. 🗑

# October Software Review

**X11 Update for OS X 10.7.5**
**Oct 25, 2012 - 7.13 MB**
System Requirements
  – OS X 10.7.5

This update is recommended for all X11 users and resolves an issue that may cause X11 applications to become unresponsive.

**Logic Express 9.1.8**
**Oct 24, 2012 - 139.92 MB**
System Requirements
  – OS X 10.6.8
  – OS X Lion

This update addresses overall stability and performance issues including:
• Fixes an issue that caused an AirPlay dialog to repeatedly appear.
• Resolves performance issues when using plug-ins that provide frequent graphic feedback.

This update is recommended for all users of Logic Express 9.

**Digital Camera RAW Compatibility Update 4.01**
**Oct 24, 2012 - 5.04 MB**
System Requirements
  – OS X 10.8.2 or later
  – OS X 10.7.5 or later

This update adds RAW image compatibility for the following cameras to Aperture 3 and iPhoto '11:
• Canon EOS M
• Canon PowerShot G15
• Canon PowerShot S110
• Canon PowerShot SX50 HS
• Nikon D600
• Nikon 1 J2
• Panasonic LUMIX DMC-FZ200
• Panasonic LUMIX DMC-G5
• Panasonic LUMIX DMC-LX7
• Sony Alpha NEX-F3
• Sony Cyber-shot DSC-RX100

**Mountain Lion 10.8.2 Update for 13"Macbook Display, 21.5" iMac (Late 2012) and Mac mini (Late 2012) systems.**
**Oct 24, 2012 - 654.49 MB**
System Requirements
  – OS X Mountain Lion 10.8.1

This update is recommended for all 13" MacBook Pro with Retina Display, 21.5" iMac (Late 2012) and Mac mini (Late 2012) systems.

It includes all features and updates from OS X Mountain Lion 10.8.2 plus system-specific enhancements and fixes for Late 2012 systems.

New features include:
• Facebook
• Single sign on for Facebook
• Facebook as an option when sharing links and photos
• Facebook friends' contact information and profile pictures in Contacts
• Facebook notifications in Notification Center

Game Center
• Share scores to Facebook, Twitter, Mail, or Messages
• Facebook friends are included in Game Center friend recommendations
• Facebook Like button for games
• Challenge friends to beat your score or achievement

Other new features
• Power Nap support for MacBook Air (Late 2010)
• iMessages sent to your phone number now appear in Messages on your Mac
• From Safari and Mail on your Mac you can add passes to Passbook on your iPhone or iPod touch running iOS 6
• New shared Reminders lists
• FaceTime now receives calls sent to your phone number
• New sort options allow you to sort notes by title, the date you edited them, and when you created them
• Dictation now supports Mandarin, Cantonese, Spanish, Korean, Canadian English, Canadian French, and Italian
• The Dictionary application now includes a French definition dictionary
• Sina Weibo profile photos can now be added to Contacts

This update also includes general operating system fixes that improve the stability, compatibility and security of your Mac, including the following fixes:
• An option to discard the changes in the original document when choosing Save As
• Unsent drafts are opened automatically when launching Mail
• Receive Twitter notifications for mentions and replies from anyone
• URLs are shortened when sending tweets from Notification Center
• Notifications are disabled when AirPlay Mirroring is being used
• SSL support for Google searches from the Smart Search Field in Safari
• New preference to have Safari launch with previously open webpages
• Graphics performance and reliability enhancements
• USB 3 reliability enhancements

**Logic Pro 9.1.8**
**Oct 24, 2012 - 195.66 MB**

System Requirements
– OS X 10.6.8 or later
– OS X Lion

This update addresses overall stability and performance issues including:
• Fixes an issue that caused an AirPlay dialog to repeatedly appear.
• Resolves performance issues when using plug-ins that provide frequent graphic feedback.
• Additional content downloads now behave correctly when installing on Lion and Mountain Lion.

This update is recommended for all users of Logic Pro 9.

**Java for OS X 10.6 Update 11**
**Oct 16, 2012 - 81.9 MB**

System Requirements
– OS X 10.6.8 Snow Leopard

Java for OS X 10.6 Update 11 delivers improved security, reliability, and compatibility by updating Java SE 6 to 1.6.0_37.

**Java for OS X 2012-006**
**Oct 16, 2012 - 67.2 MB**

System Requirements
– OS X Lion 10.7 or later
– OS X Mountain Lion 10.8 or later

Java for OS X 2012-006 delivers improved security, reliability, and compatibility by updating Java SE 6 to 1.6.0_37.

This update uninstalls the Apple-provided Java applet plug-in from all web browsers. To use applets on a web page, click on the region labeled "Missing plug-in" to go download the latest version of the Java applet plug-in from Oracle.

**HP Printer Drivers 2.12 for OS X**
**Oct 11, 2012 - 439.55 MB**

System Requirements
– OS X Mountain Lion
– OS X Lion
– OS X 10.6 Snow Leopard

This download includes the latest HP printing and scanning software for OS X Mountain Lion, OS X Lion and OS X 10.6 Snow Leopard.

**Canon Printer Drivers v2.10 for OS X**
**Oct 4, 2012 - 322.10 MB**

System Requirements
– OS X Mountain Lion
– OS X 10.6.1 or later
– OS X Lion or later

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

**Epson Printer Drivers v2.12 for OS X**
**Oct 4, 2012 - 1.03 GB**

System Requirements
– OS X Mountain Lion
– OS X Lion
– OS X 10.6 or later

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

**Lexmark Printer Driver v2.9 for OS X**
**Oct 4, 2012 - 171.68 MB**

System Requirements
– Mountain Lion
– OS X 10.6 or later
– OS X Lion 10.7 or later

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

**OS X Lion 10.7.5 Supplemental Update**
**Oct 4, 2012 - 2.0.2 MB**

System Requirements
–        OS X Lion 10.7.5

The OS X 10.7.5 Supplemental Update is recommended for all users running OS X Lion 10.7.5 and includes the following fixes:
• Resolves an issue that may cause Time Machine backups to take a very long time to complete
• Addresses an issue that prevents certain applications signed with a Developer ID from launching

**OS X Mountain Lion 10.8.2 Supplemental Update**
**Oct 4, 2012 - 26.65 MB**

System Requirements
–        OS X Mountain Lion 10.8.2

The OS X 10.8.2 Supplemental Update is recommended for all users running OS X Mountain Lion 10.8.2 and includes the following fixes:
• Resolves an issue that may cause certain Japanese characters to appear incorrectly in Mail
• Allows Safari to access secure sites when parental controls are enabled
• Addresses an issue that may prevent systems with more than 64 GB of RAM from starting up
• Resolves an issue that may cause DVD Player to unexpectedly quit

**iPhoto 9.4.1**
**Oct 1, 2012 - 757.62 MB**

System Requirements
– OS X Lion 10.7.5
– OS X Mountain Lion 10.8.2 or later

What's New in Version 9.4.1
• Improves the reliability of syncing to iOS devices via iTunes
• Fixes an issue that could cause iPhoto to quit unexpectedly when using the Export command

• Addresses an issue that could cause iPhoto to quit unexpectedly when upgrading multiple books, cards, and calendars

• Resolves an issue with downloading and viewing photos synced from Facebook albums

Included in Version 9.4

• Adds support for Shared Photo Streams on OS X Mountain Lion

• Comments can now be added to photos after publishing them to Facebook

• New card and calendar themes have been added

• A new File menu command can be used to open the current photo library in Aperture (if installed)

• Includes performance and stability improvements 🗑

# Strong Passwords

One of the most common ways for hackers to gain access to personal information is by cracking passwords. With one keystroke they can attempt to hack into thousands of computers using hundreds of combinations of passwords. Out of the thousands of computers hit a handful of passwords will be cracked. This will teach you how to choose a password that can help protect you from malicious attacks.

### Making Good Passwords

Phrases: Combine a letter from each word in a phrase

Phrases could come from: song lyrics, a favorite poem, a meaningful quote, or a totally random combination

Examples:

Quote: **Jack and Jill own two cats named Whiskers and Tuna.**

Password: **J&Jo2cnW&T**

Quote: **When the lights out it's less dangerous, here we are now entertain us.**

Password: **Wtl01ldhw4n3u**

It's good to have a few different passwords to use for different accounts.

### Characteristics of a Strong Password

• Be at least eight characters long

• Passwords may not contain words found in a dictionary

• Must NOT be anything easily associated with you such as

 – your user id

 – your name

 – your phone number

 – your address

 – your pet's name

 – your birthday

 – friends or family member names or birthdays

 – any other information that can be easily found about you

• Must include three of the following four elements

 – upper case letters

 – lower case letters

 – digits

 – punctuation

Using the tips and characteristics above, try making a strong password. Once you've made one you're comfortable with, memorize it, and store it securely if you need to.

### Storing Your Password

Once you create a strong, hard-to-crack password, you may want to write it down. Just make sure it's discretely hidden and protect it like a credit card, for example.

### Fun Password Tip:

• Passwords are like underwear. Change yours often.

• Passwords are like underwear. Don't share them with friends.

• Passwords are like underwear. The longer, the better.

• Passwords are like underwear. Be mysterious.

• Passwords are like underwear. Don't leave yours lying around. 🗑