SMUG NEWSLETTER

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Sorry, Stu

Normally if someone (else) writes a column for this newsletter I put their contribution first. (!) This time there is important news that overcome that.

EPSON Has Re-invented the Inkjet Printer!!!!!!

OK, they have not re-invented it but they have come close with their new EcoTank printers.

Not the extension on the right side of the printer. This is where the ink goes. It is wonderful that you don't have to lift up the top of the printer to refill the ink, but the tanks are permanent and are re-fillable.

They come filled, which will last quite a while and when the ink runs out, you just buy a new bottle and pout it in. Squeeze, actually.

The fact is that we are moving to a paperless society and Epson is trying to hang on a bit longer by improving things.

About that last, I think that we won't see paperless for a long time. It is just too much a part of our society. Also, the legal "industry" is just not going to change until some electronic changes have been made.

1. It is too easy to delete an electronic copy.
2. It is too easy to change an electronic document.
3. Things are not anywhere near secure enough.
4. Things are not permanent enough. We're talking centuries here people.

Guest Column

Affinity Designer and Photo
Stu Kurtz

I've recently purchased Affinity Designer and Affinity Photo from the App Store, capable alternatives to Adobe Illustrator and Photoshop respectively.   They're reasonably priced ($50/each, with Affinity Photo currently on launch sale for $40). I've found them to be well-documented, with very nice video tutorials online, much easier to learn than the corresponding Adobe products, fast, and fun. They provide an editing model driven by hierarchical layers and non-destructive adjustments, with masks and special effects. If you're dabbling in graphical design, and don't want to pay the Adobe tax, or if you're a former Aperture user who looks at Photos and sees only missing editing tools, these are

products well worth considering.

Apple Music

Apple recently launched a streaming music service, built on technology it purchased with Beats Audio.

In short, I'm a big fan. The catalog is mind-blowing, and the cost ($10/month individual, or $15/month on the family sharing a plan) is very reasonable. If you have something close to a $10/month ITMS habit, this is really a "no-brainer": sign up for the free trial, and sleepwalk into $10/month of musical nirvana. Or Nirvana, if you're a Kurt Cobain fan.

Apple Music provides radio stations, access to a huge number of albums, playlists (both curated, and of your own creation), a personalized section titled "For You," which builds a variety of album and playlist choices based on your musical preferences, and it even allows you to download Music into your personal iTunes collection (although naturally enough, when you stop paying, it stops paying). Even so, it's a perfect opportunity to download all those albums you bought on vinyl, and now miss, or couldn't afford to buy back when you were a starving college student. Odds are, you'll never buy an album again.

IPv6

The internet has long been based on a protocol in which all internet connected devices are assigned a 32-bit number. This seemed enormous when the IPv4 protocol was invented, but in an era in which not only computers, but printers, web cams, telephones, tablets,

watches, refrigerators, thermostats, lightbulbs, bathroom scales, and more and more every day, want to have internet addresses, a mere 4 billion numbers isn't enough. The next generation of the internet protocol, IPv6, has been under development, testing, and deployment for a number of years, and it relies on 128-bit addresses, i.e., 3.4×10^{39} addresses, or a mere 48 billion billion billion addresses per person. I like to think it's enough, at least for the next few decades.

Anyway, while IPv4 is the internet's past and present, IPv6 is its future. Apple has recently announced that its upcoming El Capitan (10.11) and iOS 9 operating systems will prefer IPv6, in the sense that they'll try to make IPv6 connections first, and they'll wait 25 milliseconds before rolling back to IPv4. In practice, this will mean that updated systems will usually make IPv6 connections when there's an IPv6 infrastructure available, and silently use IPv4 when it doesn't. This is great! But some of us are impatient. If you're willing to live on the bleeding edge (so called with good reason), you can move to IPv6 with Yosemite. Simply go to System Preferences, chose the Network tab, and the the "Advanced..." button for your preferred network connection.   In the TCP/IP tab, simply select "Off" from the IPv4 pop-up, and "Automatic" for IPv6, and for better or worse, you're living in the future.

My experience (admittedly limited) is that this either works or it doesn't, depending on whether your upstream provider supports IPv6. My home (Comcast provisioned) network is perfectly happy working in IPv6. Random WiFi connections seem unhappy. As always, your mileage may vary.

Apple News

Hardware

iPhone "6S" or is it "6C"?

Rumors say that it will have the virtual home button that was rumored several years ago and will feature "Force Touch", which Apple introduced at WWDC. As rumor has it, the new iPhone will be several tenths of a millimeter thicker, probably to stop the bending that the 6 and 6 Plus have become known for. It looks like Apple will choose to add Force Touch over a virtual home button. Performance improvements are, as usual, expected. Apple thinks that this ill be a big seller because they just ordered a initial production run of about 5 million more units than a year ago.

iPad

iPad rumors center around the long-rumored larger iPad. That would mean that Apple would be selling small, medium, and large sized iPads. The large size seems aimed at the "enterprise" market sector – iPads seem to be used more and more as "cash registers", so this makes sense.

Apple Watch

The news is not so good here. Suppliers are upset that the volume of sales is not what they expected/wanted. In short, not good.

Apple's new Music service was introduced with the latest incremental update to iOS and MacOS. People with large music collections who have done a lot of their own organizational work seem hard hit because iTunes re-organizes things. It's a bit like a parent re-arranging your sock drawer unbidden. Yes, the organizational method might make sense, but many people, if not most, like things organized in ways that make sense to **them** and not necessarily to someone else.

Apple Essentials: 5 ways to back up your iOS device.

AppAdvice

Apple's iTunes and iCloud

Backing up an iPhone or iPad to iTunes is a simple and quick process. Plug your device into your computer and then select File, Devices, and then Back Up. If you're not interested in saving your data in the cloud, this is the perfect choice. If something happens to your iOS device, you can just open up iTunes again and restore to the new iPhone or iPad. Your backup space is limited by the size of your computer's hard drive.

There are a few issues with using this method, though. Unless you select to do an encrypted backup, information like Health and Keychain data won't be included in the backup. And through iTunes, each backup has to be done manually. So if you forget to back up for a while and something happens to your iOS device, you could lose some data.

Using iCloud is a different story. You can back up and restore a device anywhere with a working Wi-Fi signal. And backups are automatic when your device is charging and locked. Additionally, all iCloud backups are encrypted. To enable iCloud backup on your device, head to Settings, iCloud, and then Backup. From that menu, you can back up immediately and also see when your device's last backup occurred.

Like other cloud providers, there is one major downside – you'll need to pay for storage space. And Apple is the most expensive provider mentioned. While each iTunes account receives 5GB of free storage for backups and iCloud Photo Library, that space can quickly fill up with just a few weeks of use. Upgrading to 20GB of storage costs $0.99 monthly while 200GB is $3.99 per month. For $9.99 per month, you'll receive 500GB. The most expensive option, 1TB, is a whopping $19.99 monthly.

Dropbox

Easily the most well-known cloud storage provider these days is Dropbox. Basic users receive 2GB of space, which can quickly fill up. A Dropbox Pro plan costs $9.99 per month and gives you 1TB of space. That's 50 percent less than Apple's storage pricing, but there's one substantial issue. Like the other non-Apple solutions, you're unable to back up your entire device. Photo and video backups are a cinch – especially with the service's Carousel app – but beyond that you're out of luck. But if you ask users what they would want to backup on their device, a majority would easily say those irreplaceable memories.

Another advantage of Dropbox is its large amount of integration with other third-party iOS apps.

Google Drive

Google is a little more generous with its Drive option. Users receive 15GB of free storage while a 100GB option is a very reasonable $1.99 per month. The 1TB option will set you back $9.99 monthly. Unfortunately, once you move beyond Google's apps, such as Google Docs and Google Photos, Drive support is hard to find. Still, if you only care about photos and videos, the new Google Photos app will give you free unlimited storage.

Microsoft OneDrive

Microsoft's OneDrive is similar to Google with 15GB of storage free and 100GB for $1.99 per month. But the real bargain is the 1TB tier. For $6.99 per month, you'll receive a large amount of storage and a subscription to Office 365 Personal. With the Personal subscription, you can access the full Office on one PC or Mac, one iPad, and one iPhone. That's a spectacular deal, especially if you can't live without Office. The OneDrive app will also automatically upload all of your photos and videos.

And like Google, OneDrive support is more difficult to find within iOS apps.

Until Apple significantly drops its storage pricing, which doesn't seem to be likely anytime soon, combining some of these options could easily work best for you. If you're not a "power" user try this out – remember to back up your device through iTunes often and take

advantage of Google Photos to store images and videos for free. That might not work for everyone, but it's a good place to start.

How to record your iPhone's screen and audio using a Mac (CNET)

If you have Mac OS X 10.10 Yosemite , you already have a built-in recorder for your iPhone. To start, connect your iPhone to your Mac using a lightning cable and launch Quicktime Player. Click the File menu and choose "New Movie Recording." Click the arrow to the right of the record button and you'll see your phone as a choice. If you want to record audio as well, change the microphone to your phone as well. This will allow you to record whatever you're doing on your phone.

Not all apps will allow you to record the screen, such as Netflix. Additionally, switching from portrait to landscape will cause the recording to stop, so pick an orientation and stick with it.

You can also record just audio from your iPhone through Quicktime. For that, you'd go to Quicktime, click the File menu and choose "New Audio Recording." Then, switch the microphone to your phone. Quicktime by default has the volume all the way down, so you'll need to adjust it to hear playback.

This is a great way to show off apps or save something from your phone that isn't easily sharable. And these tips also work with an iPad.

iAd Exec Leaves Apple

9to5 Mac

Winston Crawford, a former advertising executive, has left Apple to join Drawbridge. The move comes at an interesting time given Tim Cook's recent comments on user data and privacy.

[It seems he feels that Apple is protecting user data too much for his taste. Good for you Tim!!!!]