iOS 11 ISSUE
iPHOTOGRAPHY PART II

Our main presenter at Saturday's meeting will be Fiona Katarina who will demonstrate how to take your cell phone photos to the next level and add some 'wow' your memories!

"The best camera is the one that's with you", to quote Chase Jarvis. Social media has made everyone a photographer. These days we're constantly treated to some amazing cell phone photographs and a plethora of apps for editing and enhancing.

Where does one start?! Fiona will explore a couple of camera apps, along with processing apps and few artistic apps to add a little 'pop' to your photos. She will review how some of the available camera apps are used and then some fun choices for editing.

Fiona Katarina is an avid autodidact photographer and has been concentrating on digital photography for the last several years. She is a juried Master Artisan of the Pennsylvania Guild of Craftsmen, an active member of the Chester County Camera Club, Upper Uwchlan Area Camera Club, Chester County Art Association, the Photographic Society of America (PSA) and a juried artist in both the prestigious Malvern Retreat House and Daylesford Abbey Shows. Many of her images have won awards and titles of recognition including the Best in Show award for the body of work submitted for the June 2012 West Chester Plein Air competition

MLMUG OCTOBER

We are back to meeting at the Community Center in Hershey's Mill in West Chester Take Greenhill to the Hershey's Drive entry and go up the hill to the Community Center. Map is at tinyurl.com/mrmtnd7.

Contents

Contributors & Authors

Mark Bazrod

Jeff Butts

Michael deAgonia

Kathy Garges

Jeff Gamet

Tim Hardwick

OSX Daily

Khamosh Pathak

Jason Snell

Typical Meeting Agenda

9:00 - 9:05: Call to order in main meeting room.

9:05 - 10:05: Three Concurrent Special Interest Groups (SIGs) convene in separate rooms. The three current SIGs are:

Newer Users- We cover the most basic questions you may have about your Mac/iDevices and how to use them.

Multimedia - We discuss using your Mac/iDevices and applications for photo, video, audio, and print media.

OS - We go beyond basics to discuss Apple's current operating systems, using your Macs & iDevices, & various applications, & have Q&A.

10:05 - 10:15: Continuation of Q&A for all attendees.

10:15 - 10:30: Welcome and other business.

10:30 - 11:50: Main Presentation (by a member or guest)

11:50 - Noon: Raffles and silent auctions.

Come join some fellow MLMUG members for lunch after the meeting at a nearby restaurant.

MLMUG Email list

The Main Line Macintosh Users Group has its own email list. Compose your letter and email it to mlmug@yahoogroups.com and your message will be sent to everyone on the mailing list. Posting to this list is restricted to MLMUG members. Contact Bob Barton if you are a member and you are not on the list.

Please observe rules of etiquette. See the Yahoo Groups Terms of Service. The MLMUG list may be used to post Apple/Macintosh-related items for sale, but any solicitation of members through the list is forbidden without the written consent of a MLMUG officer. The list is hosted at Yahoo Groups.

New Users SIG

You don't have to wait a whole month to get answers to your basic Mac questions! Get together with other members on the fourth Saturday (i.e., two weeks after each regular meeting) for the Startup Folder Lite.

Many new users have said that they can learn much more from face-to-face meetings than they do from manuals or other sources. That's what this meeting is all about. Go to www.mlmug.org/nusfl.html for details.

Macintosh Programming SIG/

Philly Mac Programming Group

The objective of this group is to help members become more familiar with the concepts of Macintosh and iOS programming, i.e., the elements of the Macintosh GUI, user interaction, file system, etc., and the main Mac programming tools: AppleScript, Java, C, and Objective C.

The Philly Mac Programming SIG meets at 10:30 AM on the first Saturday of each month, but usually skips January and July. Contact Deivy Petrescu, Chair, for venue information. www.phillymacprog.org. The next meeting will probably be at Ludington

President, Program Director & Vendor Liaison
Maria O. Arguello
mariarguello@mac.com

Vice President & Multimedia SIG Co-Chair
Larry Campbell
lcampbell9@me.com

Treasurer, Membership & Facilities Coordinator
Elliott Cobin
eicobin@yahoo.com

Secretary & Newsletter Editor
Mark Bazrod
msb@lpilease.com

Member-at-Large
Deane Lappin
deanezl@verizon.net

Educational Liaison
Linda McNeil
mcneil.linda@gmail.com

Multimedia SIG Co-Chair
Nicholas Iacona
nick@nickiacona.com

Newsletter Copy Editor & Apple User Group Ambassador
Deane Lappin
deanezl@verizon.net

Newer Users SIG Co-Chair & Deputy Webmaster
Bob Barton
barton@bee.net

Newsletter Graphics Editor
Sally Bazrod
sallybazrod@mac.com

OS/iOS SIG Chair
Adam Rice
adam@adamrice.org

Raffle Chair
Susan Czarnecki
sparsefur@yahoo.com

Social Secretary
Gail Montgomery
gailemontgomery@comcast.net

Webmaster
Deivy Petrescu
mlmug_2004@dicas.com

Apple User Group

Membership Information

Membership dues are $25 for individuals and $35 for families. Memberships are based on your anniversary date, which is the month you joined. You will be e-mailed reminders when membership fee is due.

If you're just visiting to check us out, or if you've been visiting for some time, but haven't joined, consider these **BENEFITS OF MEMBERSHIP**:

· **Monthly meetings**, where you can learn, share, and meet everyone from working Mac professionals to new Mac users from all backgrounds.

· **Monthly newsletter,** which is full of interesting Mac news, tips, and information.

· Useful free items at the monthly **Raffles**.

· **Discounts.** Vendors offer special prices to User Group members.

· **Web Site** with 2-3 years of MLMUG newsletters, meeting information, a member directory, directions to our meetings, and much more! Our web site is **www.mlmug.org**.

· **MLMUG Mailing List**, to post technical questions or comments to each other and the experts within the group.

· **Reviewers** keep items reviewed.

Are you ready to join? Please make a check payable to MLMUG and bring it to a monthly meeting or mail it to:

Treasurer, MLMUG

P.O. Box 1374

Southeastern, PA 19399

Bookmarks

By Mark Bazrod

Some Thoughts On iOS 11

iOS 11 is an extraordinary major upgrade of the operating system for the iPad, iPhone and iPod Touch. I recommend you install it immediately unless you are using a much needed app that does not yet run under iOS 11.

There are many new or improved functionalities. I recently upgraded both my iPad and iPhone to iOS 11 and have been delighted with the upgrade. However, i need to spend more time learning and using what's new.

I suggest that after you install iOS 11 you set aside 3 to 4 hours to learn the system. Of course, start by reading all the articles in this newsletter and trying the functions as you read. I'd also take a look at YouTube videos. There are some excellent ones by EverythingApplePro that have already been viewed more than 4 million times.

I devoted the entire issue of this newsletter to one subject, iOS 11; something i have never done in the 9 years I've been the editor.

I have included more than one article on several functions because I wanted you to get a fuller picture of the details. I assume, like me, you often have to read several articles on the subject to get a full appreciation of the subject. Also, as you can imagine, there are many more articles on iOS 11 on the Internet.

What follows is a somewhat lengthy list of many of the new functionalities. It will give you a quick overview of much of iOS 11. Next month I may give you some of my experiences on some of the functions.

App Switcher, which is easily accessed by double pressing the Home button, makes switching apps a breeze.

Apple Music let you see what your friends are listening to.

AirPlay 2 can detect all AirPlay-compatible devices in your home or office and combine them into a single audio system.

AirPods now set the behavior of a double-tap on the left and right pods separately.

App Store has been completely redesigned. It now mirrors the look-and-feel of Apple Music.

Apple Pay. You can send or receive money via Messages.

Apple Pencil has more features and you can use it with the new built-in Document Scanner in Notes.

Augmented reality has been built into the OS. We await apps that make use of this functionality.

Control Center has been redesigned so that it's only one panel instead of three, is accessible by swiping up from the bottom of the screen, and supports 3D Touch. Most importantly, you can customize it,

Do not disturb while driving prevents notifications and you can set up an automatic response.

The new **Dock** makes it easier to switch between apps, with the right side used for recently-used apps.

Drag-and-drop is available between two apps in Split View.

The new **Files** app is somewhat like Finder. It's a major innovation in iOS 11. It also links up to cloud services such as Apple's own iCloud Drive, Dropbox, Box, Adobe Creative Cloud, and more.

Simplified **Home Wi-Fi Sharing.**

iCloud Keychain now supports apps as well as websites.

iPad Only

  Dock (not Control Center) is accessible by swiping up from the bottom of the screen.

  Set Notes to open automatically when you tap on the Lock Screen with an Apple Pencil or pressing Notes control in Control Center. It's another major innovation.

  New QuickType keyboard lets you type a second character by tapping with a slight downward swipe.

Live photos has more editing tools, video loops, and a more space efficient encoding system.

Maps now provides indoor mapping of certain malls and major airports. It also adds lane guidance.

One-handed keyboard on the iPhone.

Messages App Drawer

Notes now includes OCR and basic document-scanning functionality.

Offload App allows you to delete the app, but still save data and settings from the app on your device.

Podcasts app has a major redesign. It takes a little bit of time to get used to the change.

Screen Recording is a new built-in feature for recording your device's screen.

New setup feature saves you time by transferring some data directly from one device to another.

Siri permits you to see multiple results, have follow-up questions, translate phrases into several languages, and can be used in Evernote. Siri's voice has been improved

Split Screen is more versatile, even adding the ability to include a third floating app pane. i

in summary, there are many very worthwhile changes and it will benefit you to install and learn I was 11 as soon you can reasonably do it. Just set sometimes aside to learn it.

**SPEAKER ROSTER FOR
MLMUG'S 2017 MEETINGS**

January 14	Mark Bazrod - Siri
February 11	Stan Horwitz - MacBook Pro
March 11	Lisa Rysinger - VR 360
April 8	Dave Hamilton - Better WiFi
May 14	Michael Inskeep - Securing Your Mac II
June 11	Picnic
July	Recess - Summer
August	Recess - Summer
September 9	Paul Del Rossi - Virtual Machines
October 14	Fiona Keyes – iPhotography Part II
November 11	Mark Bazrod - iOS 11
December 10	Pot Luck Brunch, Swap Meet, Members' Show & Tell, & Election of Officers

The following article was posted to osxdaily.com on September 23, 2017. tinyurl.com/gp3gq5a. © OSX Daily. Try the site. Lots of tips and good info.

How To Update & Install iOS 11 On iPhone Or iPad

iOS 11 is now out in the wild, but if you're not particularly experienced with installing software updates to your iPhone or iPad, you may be interested to know there are several ways to update a device to iOS 11.

This tutorial will show you how to install iOS 11 and update an iPhone, iPad, or iPod touch to the latest operating system available. You will be able to update directly on the device itself, or through a computer using iTunes.

This guide assumes you have a compatible iPhone, iPad, or iPod touch. The complete iOS 11 compatible devices list is here, but essentially if you have an iPhone 5S or newer, or an iPad Air or newer, or an iPod touch 6th generation or newer, your device will be compatible with iOS 11.

Keep in mind that 32-bit apps will not work in iOS 11, so if you have a critical app that is 32-bit and not yet updated to be 64-bit then you may want to hold off on installing iOS 11 as the app will no longer work. You can check which apps are 32-bit with these instructions.

Step 1: Backing Up the iPhone or iPad

You can backup to iCloud or iTunes, or both. Never skip a backup before installing a software update, failure to backup may result in permanent data loss if something goes wrong during the system software update and installation. Fortunately, backing up is simple, and you can backup to iCloud or to a computer via iTunes.

## Backing up to iCloud

1.   Open the "Settings" app and tap on your name to access iCloud Settings (older iOS versions have a direct 'iCloud' settings option)

2.   Now tap on "iCloud" and then go to "iCloud Backup"

3.   Choose "Back Up Now" and let the iCloud backup

complete

Backing up to iTunes

    1.   Connect the iPhone or iPad to the computer via a USB cable

    2.   Launch iTunes and select the connected iOS device by clicking the little device logo in the upper left corner of the iTunes screen

    3.   At the Summary screen of iTunes, choose "Back Up Now" (be sure the Encrypted Backups feature is toggled on so that the backup will save passwords and Health app data)
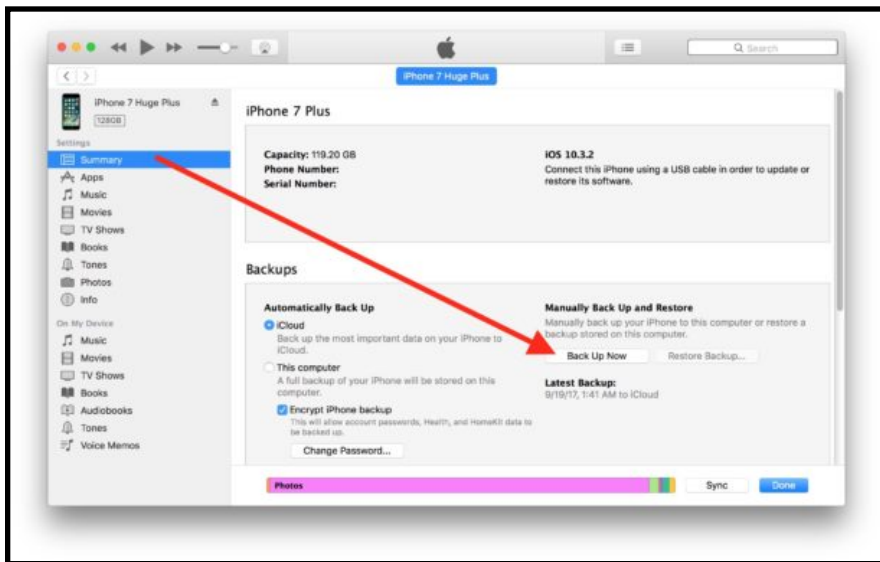
Step 2: Updating to iOS 11 on iPhone or iPad

You can update system software directly on the iOS device with what's known as the Over-The-Air update mechanism within the Settings app, or you can update iOS with iTunes and a computer. You can use whichever method works for you, but generally speaking using the iOS Software Update mechanism is simplest and most direct since it does not require connecting to a Mac or PC.

How to Update iPhone or iPad to iOS 11 Directly on the Device via Settings

You can update to iOS 11

    1.   Back up the iPhone or iPad to iCloud or iTunes before beginning

    2.   Open the "Settings" app in iOS

    3.   Go to "General" and then to "Software Update"

    4.   Wait for "iOS 11" to appear and choose "Download & Install"

    5.   Agree to the various terms and conditions

    6.   The iPhone or iPad will reboot when installation is complete and boot into iOS 11

You'll complete the setup and then you're onto iOS 11. Check out some of the best features of iOS 11 if you want to get a head start, otherwise explore and have fun with the new operating system.

Updating to iOS 11 on iPhone or iPad with iTunes

1. Back up the iPhone or iPad if you have not done so already, do not skip making a backup

2. Connect the iPhone or iPad to the computer with iTunes, then launch iTunes

3. Select the device in iTunes by clicking on the device icon in the upper left corner, this goes to the device summary screen

4. Choose the "Update" button in iTunes when iOS 11 update is shown

5. Agree to the various terms and services and proceed with the installation

When the iPhone or iPad has finished installing iOS 11 the device will boot into iOS 11, where you will be presented with a few simple setup options to get started. Once complete, you're back to the Home screen and ready to use the latest version of system software!

Side note for updating with iTunes: Advanced users may be interested in using firmware files with iTunes to update instead, you can obtain the necessary iOS 11 IPSW file downloads here for that purpose. While using IPSW is not particularly complex, it is still considered only appropriate for technically savvy device owners.

Done! You've updated to iOS 11, now what?

Now that you're updated, you can see some of the best new features in iOS 11 available on iPhone and iPad. Some of the changes to the operating system are fairly subtle so it can be helpful to have a few of the best pointed out, but like always it's worthwhile to explore the software yourself and get a feel for what's new.

Some users have reported battery draining issues with iOS 11, but typically those type of battery problems resolve themselves within a day or two as the operating system performs house keeping function when plugged in to charge. If not you can check out some tips to fix battery problems with iOS 11 by adjusting various features and settings in the operating system.

And if decide you don't like the new system software at all, you can downgrade iOS 11 back to iOS 10.3.3 on iPhone and iPad if you move quickly, but keep in mind there is a limited window where downgrading is allowed. Downgrading is really only recommended in extreme scenarios, since you will lose access to security updates, new features, and compatibility.

Comments

no way says:

September 24, 2017 at 5:58 am

DO NOT do this update. Wait for at least 2 updated releases, Apple does NOT do proper beta testing and relies on the public to do it for them.

Once they (apple) have released a couple updated versions then, if there are no major bug reports, consider it.

Personally I am NOT doing this update, as it discontinues many of the features I use daily with OSX.

Even with perfect instructions, I am too stupid to get my updated.

———————————————

yes way says:

September 24, 2017 at 11:21 am

@no way Your last comment is the smartest one of yours I've ever seen. Why don't you go to 9to5Mac and troll their with all the other low life's. This article is also about iOS 11, not OSX moron. I installed iOS 11 on all 5 of the devices my family has, no issues at all. Best iOS so far, immediately saved gigs of space on all of them also.

———————————————

Jason Snell posted the following article to macworld.com on Sep 21, 2017. tinyurl.com/yaq35vgk. © Mac Publishing, LLC. Jason is editor in chief of Six Colors, has been a technology writer for more than 20 years and has a Master's degree in journalism. He was Macworld Editorial Director.

iOS 11 Review: Apple's Most Ambitious And Impressive Upgrade In Years

By Jason Snell

At a Glance   **iOS 11** Macworld Rating 4.5 of 5 Stars

It seems like almost every year Apple crows that the latest iOS update is the greatest one yet. Yes, when you incrementally add features and fix bugs, every new version is fundamentally better than the previous one. But iOS 11 is more than that: **This is a substantial upgrade that dramatically transforms iPad productivity while offering a host of new features that have the potential to make the world around us both safer and more entertaining than ever before.** [Editor bolding]

The hype is justified. iOS 11 is Apple's most ambitious iOS update in some time.

Editor's note: This review has been updated with links to articles that take you deeper into specific iOS 11 features.

iOS 11: Changes you can't miss

The day you buy a new iPhone or iPad should be a time of joy. Instead, it's frequently a frustrating exercise in entering in passwords repeatedly while tapping through a long series of questions about activating or deactivating numerous iOS features. Apple's been gradually improving this process over the years, but it takes a big step forward with the new auto-setup features in iOS 11.

The new setup feature of iOS 11 saves you time by transferring some data directly from one device to another.

In iOS 11, you can transfer key features (including settings, preferences, and your keychain passwords) directly between devices by pointing your old iPhone's camera at the new model, which displays a pattern that allows the two devices to pair with each other wirelessly and begin transferring information. When all was said and done, I still needed to restore my iCloud backup and reload apps from the App Store, but the process was measurably smoother than ever before. Assuming that everyone updates their old devices to iOS 11 before buying new iPhones, this year's iPhone upgrades should be much smoother for new phone buyers.

Control Center, the interface that lets you make quick changes to your iPhone with a quick swipe up from the bottom of the screen,

is completely redesigned in iOS 11. Gone is the old three-page interface, replaced with a single page of icons, buttons, and sliders. You can customize Control Center now—for example, to add a button to enable Low Power Mode or remove the button for HomeKit. Most of the buttons also provide additional features if you 3D Touch them (or tap and hold if you're not on a 3D-touch-capable device).
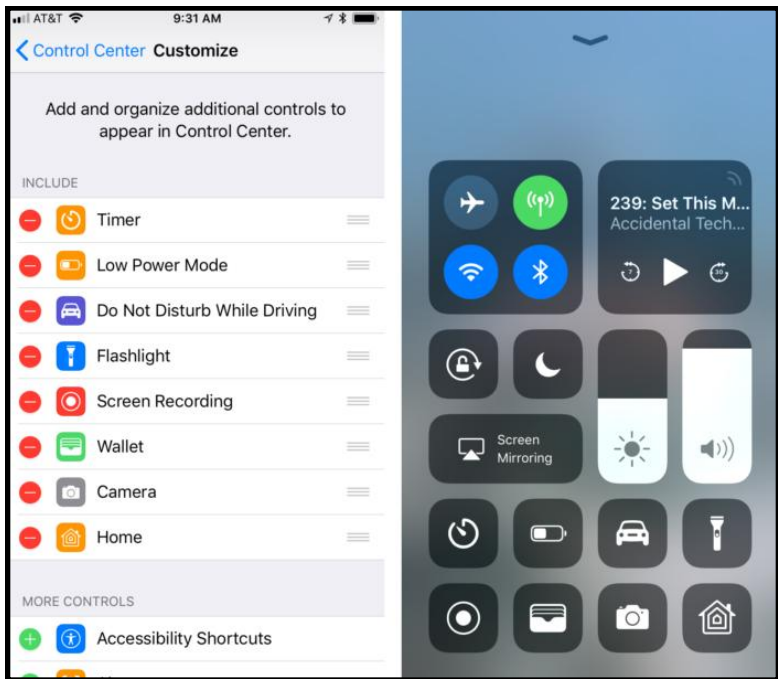

The new Control Center (right) is customizable via the Settings app (left).

It's a great upgrade. I especially have come to like the slider controls for volume and brightness. Some features, such as switching audio output devices or turning on and off a HomeKit device, are now a little less obvious, but once you get used to the new approach, they're not really harder to access than they were in iOS 10. (I still don't understand why you can't quickly switch Wi-Fi networks from Control Center, though.)

Learn more about iOS 11's Control Center

With iOS 11, Apple has addressed one of my biggest complaints with notifications on my lock screen and in Notification Center by bringing them in to alignment with one another. With iOS 11, the lock screen and Notification Center are merged together, with the current time, currently playing audio, and current and recent notifications, all scrollable. I used to "lose" notifications after unlocking my phone, and they wouldn't be visible in Notification Center, but that seems to be all fixed now.
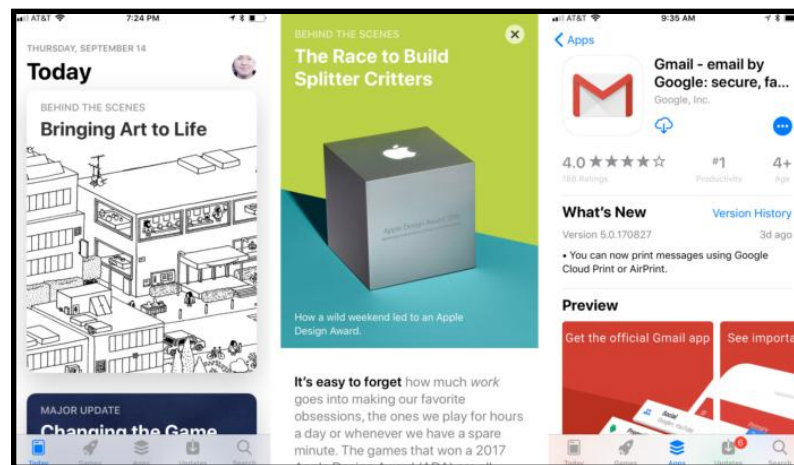
The App Store app is completely redesigned, with a large feature area containing articles about apps, and a simplified app detail screen.

Perhaps the most important part of iOS as a platform is the App Store, so it's understandable that Apple has been reluctant to mess with success. But with iOS 11, consider it messed: The App Store app has been completely redesigned. There's a new visual look (inherited from the iOS 10 design of Apple Music), with big banners and large, graphic-rich boxes. But more impressive is the editorial commitment Apple is making, with full-on articles spotlighting the app and game of the day, as well as other featured items. In iOS 11, the App Store is a richer, more fun experience—and, I suspect, a more effective tool for selling us more apps.

Learn more about the new look of the App Store

The first time you hop in a car with an iPhone running iOS 11, you'll be prompted to turn on Do Not Disturb When Driving, a variant on Do Not Disturb that senses you're in a vehicle (either via sensors or by connecting to a car via Bluetooth) and disables all but the most important alerts. In this mode, app notifications are blocked, as are phone calls and texts from all but the people you choose. You can set the iPhone to auto-reply to certain people you specify, who can then break through the text block if it's urgent. (If you're in the passenger seat, you can unlock your phone and turn this feature off with one tap.)
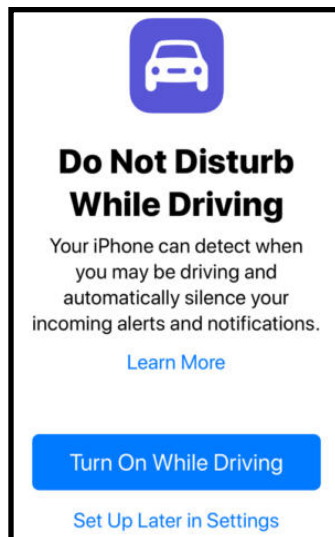
This is a great feature that's bound to save lives and prevent traffic accidents. It's so easy to be distracted while driving, especially by the avalanche of push notifications that our apps send to us regularly. The allowances for call and text overrides are helpful, so I can know that my family can reach me when I'm driving even if I'd prefer not to be bothered by anyone else. While Apple could've added many more settings for this feature, I'm glad that it kept things simple. You can't set apps to break through, for example, and I think that's Apple's message that *no* app notification is worth creating a distracted driver.

Learn more about Maps and Do Not Disturb While Driving

iOS 11: Subtle changes

Some iOS 11 changes are a little more subtle. The Apple News app is more personalized in iOS 11, with support for a "spotlight topic." If you frequently hold your iPhone in one hand, there's a new one-handed keyboard layout that pushes all the keys to the left or right side of the screen, so your fingers can reach every key—even on the emoji keyboard. (You bring it up by tapping and holding on the emoji/keyboard button; to return to a normal

keyboard, just tap the arrow at the large empty area.) This is an especially nice feature on the larger iPhone Plus models.

Learn more about the one-handed and QuickType keyboards

You can activate the one-handed keyboard (right) via a new element at the bottom of the keyboard picker (left).

Apple has added a bunch of features to iOS 11 that aren't particularly new, even on iOS—but now that they're integrated into the core apps that come with iOS, they'll probably find a wider audience than did before. Notes now has a document-scanner mode that will automatically detect the edges of a piece of paper held in front of your device's camera and use those edges to intelligently crop and adjust the image so that it looks more or less like you scanned it on a flatbed scanner. Notes also now includes OCR (optical character recognition) technology, so when you scan or hand-write text (rather than typing it on a keyboard), your device will figure out that text and make it searchable. The Maps app is adding lane guidance, which is a welcome addition—but also one that Google has offered in Google Maps for some time.

Learn more about:

• The Notes app and how it works

• How the new Maps app & Do Not Disturb While Driving work

A few more of the subtle changes:

• You now have much better control over Live Photos;

• Videos and photos are stored in more compact formats and converted on the fly to larger but more compatible formats for sharing (learn more);

• You can send money to friends via Apple Pay in Messages (this feature isn't available until later this fall);

• Siri has an improved voice and a bunch of new features, including translation;

• Apple Music has added a social layer that shows you what music your friends are enjoying;

• You can now set the behavior of a double-tap on the left and right AirPods separately, so (for example) tapping on the right AirPod advances to the next track while tapping on the left one plays or pauses audio.

iOS 11: Changes that will take time

Most iOS features arrive fully formed, but there's a whole category of features that won't reach their potential for a little while, because they rely on outside app or hardware developers to support them.

ARKit, Apple's framework for augmented reality apps—apps that can take a live image captured by your device's camera and then place virtual objects into that space and display the mixed result on the screen—has the potential to be huge. This fall we'll be inundated with AR apps, most bad, some mind-blowingly good. There's huge potential here, but we'll need to see how app developers respond to this new technology over the next few months.
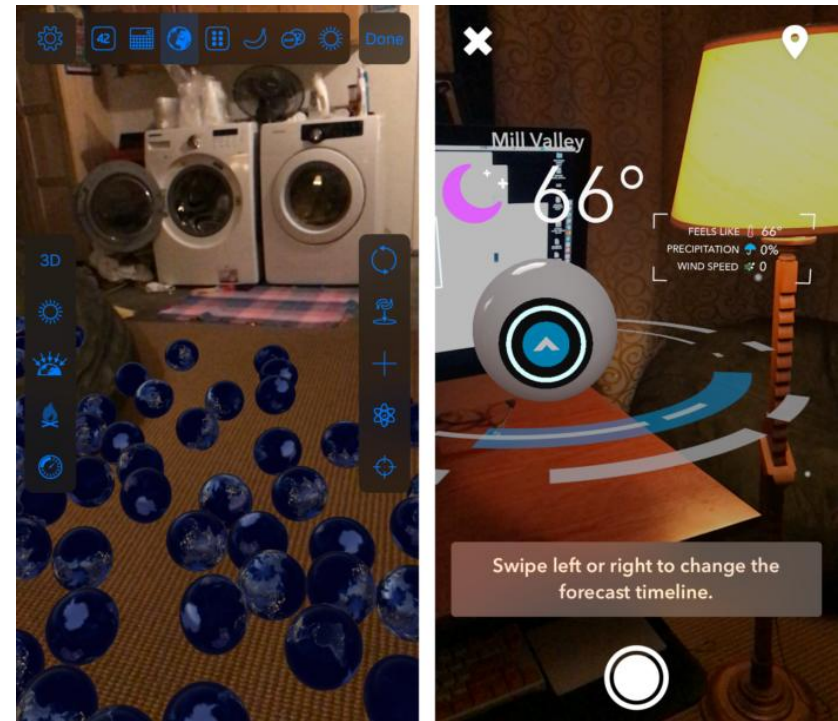
Apps like PCalc (left) and Carrot Weather (right) have been updated to include AR features. Other AR applications both silly and useful will fill iOS devices this fall.

Similarly, the new Files app looks great. It's essentially an update of the old iCloud Drive app that has expanded its horizons. It's a full-fledged file browser, so if you'd like to manage files on your iOS device, you can. (If you don't want to, you don't need to! Unlike Finder, which is at the center of the Mac experience, Files is an app like any other, and if you never open it, you'll basically never see it.) Third-party apps can hook into Files, which means that every possible cloud-storage service you can think of—Dropbox, Box, Google Drive, OneDrive, even SFTP and SMB servers—should be able to hook into Files and appear as a peer

to iCloud and local storage. This will be a big deal for professionals who need to store and manage files in the cloud—but I'm reserving judgment until I see which players properly support it, and how well it works in practice.
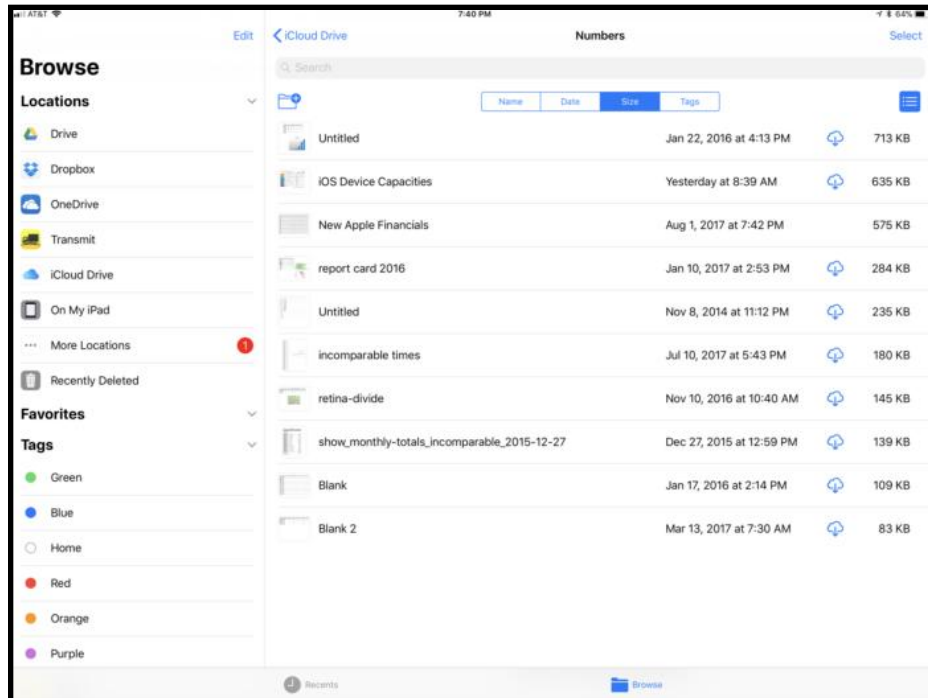

The iOS 11 Files app is a file browser for iCloud Drive and other cloud services.

Finally, there's AirPlay 2, Apple's latest iteration of its device-to-devices media streaming protocol. The proof in AirPlay 2's quality will be in how well it interacts with hardware, both from Apple and from other manufacturers. Only then will we know if AirPlay is a boon or a bust.

iOS 11: Changes for iPad

Some of the most dramatic changes in iOS 11 are limited to the iPad. It's been two years since the last iOS update to feature prominent iPad-only features, and this year Apple has tweaked many of the multitasking features introduced in iOS 9. This update also brings numerous other iPad-focused features, whether you're an Apple Pencil user or someone who tends to focus on the software keyboard.
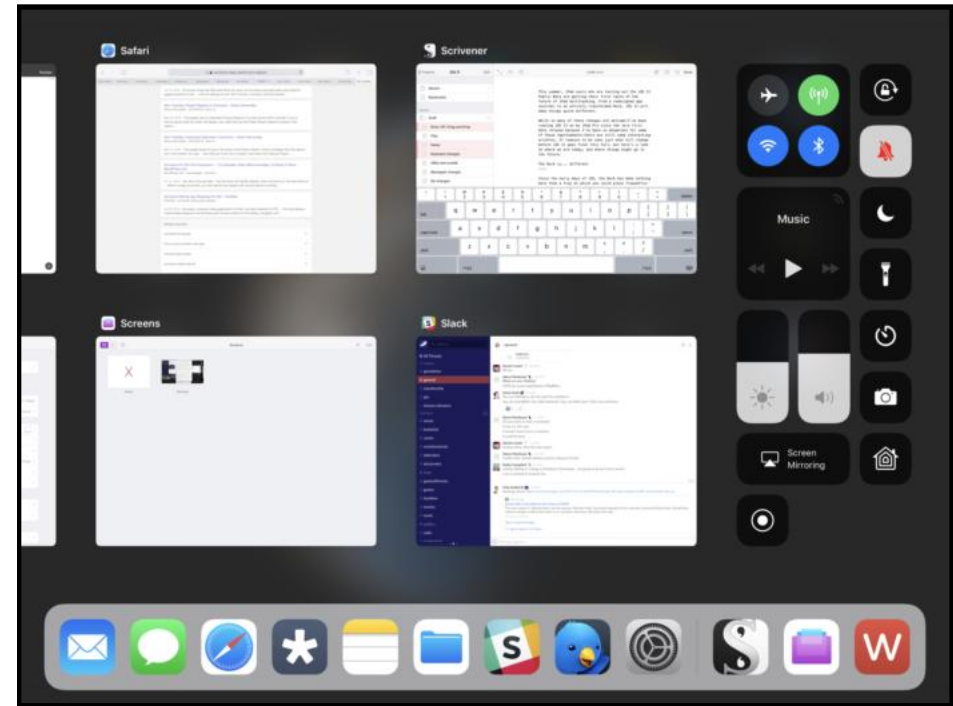
The iOS 11 multitasking view on an iPad, complete with a new Dock (bottom) and the redesigned Control Center (right).

Everyone who uses iOS 11 will notice that the Dock at the bottom of the home screen has been redesigned (and the name labels on apps removed), but on the iPad the Dock (not Control Center) is accessible by swiping up from the bottom of the screen. This enables fast switching between apps, but also provides a palette of app icons that can be dragged out into the iPad interface to create multitasking pairs. Drag an icon out of the Dock to the right or left of the screen, and you'll see a preview of Split View multitasking. Let go and the second app opens right next to the one you're running. (Dragging an app into a more central area or onto the border between two existing apps will place it into Slide Over rather than Split View. While

apps in Slide Over behave more or less as they did in iOS 9 and 10, they now appear as a floating window rather than an overlay that comes in from the right side.)
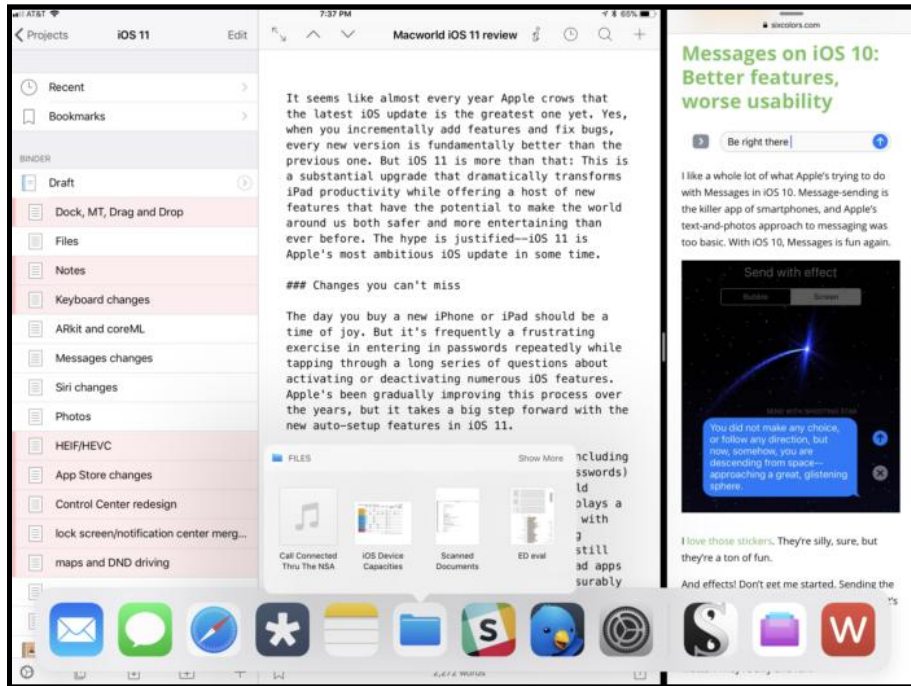
Two apps side by side in iOS 11, with the Dock swiped up at bottom and the Files app providing quick access to recent files.

It's a carefully thought out system that makes multitasking more accessible and tactile. Apps that are in a pair stay together until you unlink them, allowing you to create several pairs of apps and switch among them. While Apple could've built the system with more granularity of control (and perhaps that will be an option someday), I think iOS 11 strikes the right balance when it comes to multitasking. The one major drawback is that if an app *isn't* in your Dock, it's much harder to add it to multitasking. (If you're using a hardware keyboard, you can do a Spotlight search and drag the app icon out of the search results, but that doesn't work if you don't have a keyboard attached.)
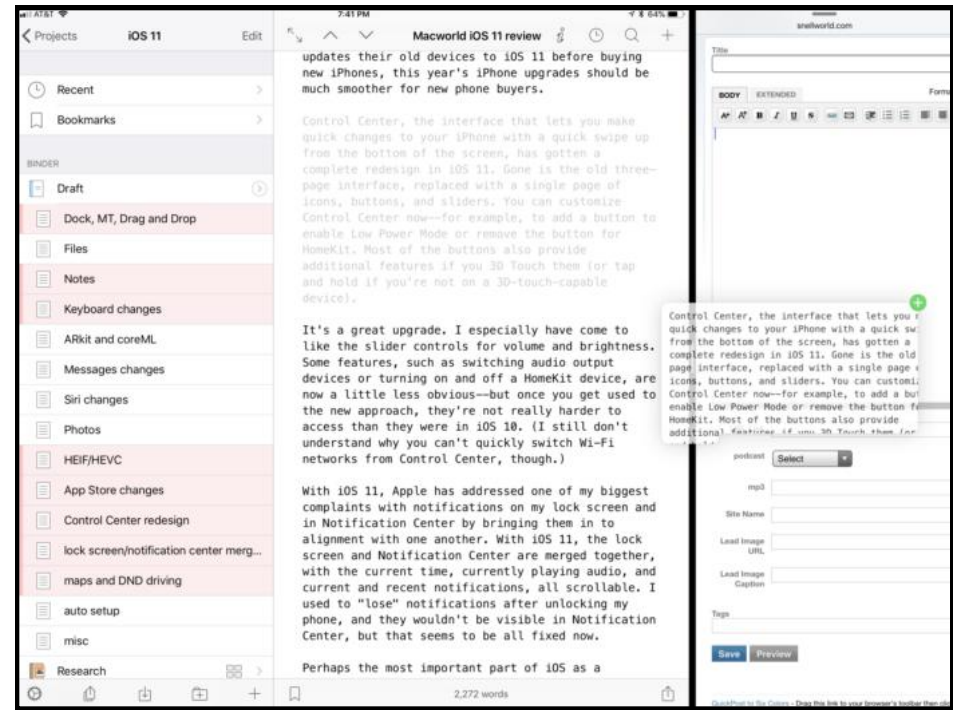
iOS 11 lets you drag and drop items between apps—but only on the iPad.

iOS 11 brings true drag-and-drop functionality to the platform for the first time. For iPhone users, this feature is limited to dragging data around within an app. But on the iPad, you can drag data between apps. It's a great feature, though apps have to be updated to really take advantage of it. This feature actually surpasses my expectations, because not only can you drag items between on-screen apps, you can actually begin dragging data and then use the multitasking view to move to a different app, then drop it there. That's a multi-finger gesture that's a little complicated to execute, but it feels natural—and it opens every single app on your iPad to dragging and dropping. It's another huge boost for iPad productivity.

There are a few other great changes that iPad users will love. You can now set Notes to open automatically when you tap on the lock screen with an Apple Pencil, which essentially turns your

iPad into an on-demand notepad. And on the 9.7-inch and 10.5-inch iPads, the new QuickType keyboard lets you type a second characters by tapping with a slight downward swipe. Once you get used to it, it makes typing symbols and numbers far more fluid than when you had to toggle to a different keyboard, tap a key, and then switch back to the standard set of letters.

Learn more about:

- How multitasking and the Dock work on the iPad

- How drag and drop works

Bottom line

If you're an iPad user, download iOS 11 immediately. It's a huge update that makes major improvements to the two-year-old multitasking features, and drag-and-drop and Files have the potential to transform iPad productivity.

If you're an iPhone user—well, who are we kidding, you're almost certainly going to upgrade to iOS 11, too. And you'll be right to do so. This is a great collection of new features, Apple's best iOS upgrade in years. The new, customizable Control Center is a winner. Do Not Disturb While Driving will make the roads safer. And ARKit threatens to kick off a revolution in augmented-reality applications. This is all great stuff.

Jeff Gamet posted the following article to macobserver.com on Sep 19th, 2017. tinyurl.com/nj2rlvu. © The Mac Observer Inc. He is the Mac Observer's Managing Editor, and co-host of the Apple Context Machine podcast. Is thing here you okay

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iOS 11: Apple's Big Productivity Upgrade

By Jeff Gamet

Augmented Reality

Apple made a big deal out of iOS 11's augmented reality features at its World Wide Developer Conference earlier this year, and rightly so. The demos we saw were amazing eye candy but also a great example of just how powerful and versatile Apple's ARKit—the engine behind iOS 11's augmented reality—is, assuming you have a device that supports the feature.

The proof of concept apps we saw during the iOS 11 beta phase back that up, and now that iOS 11 is available to the masses I expect AR is going to pick up more momentum. It's not like AR is new, but Apple is helping make it mainstream with the iPhone's popularity and the ease of creating AR-based apps for iOS 11.

It's almost crazy how well AR on the iPhone and iPad works. My office has been filled virtual flaming bananas, I measured rooms, and more. I've done all this with my iPhone 7, which would've sounded far fetched only a few years ago: my smartphone is powerful enough to create virtual worlds in real time.

You need to download some AR-enabled apps and try them out. They may feel gimmicky today, but they'll give you a taste of what's to come once developers figure out how far they can push the technology.

Files

"iPhones and iPads need a file system or they're useless," people said. I managed to get by just fine with iOS's system with a different silo for each app's files, but my iPad sure is a lot more useful now that we have the Files app.

Files lets you see the documents stored on your iOS devices, plus it links up to cloud services such as Apple's own iCloud Drive, Dropbox, Box, Adobe Creative Cloud, and more. I love that Transmit works with Files, too, so I have an easy way to move files between all of my cloud storage services and FTP servers with just a few taps.
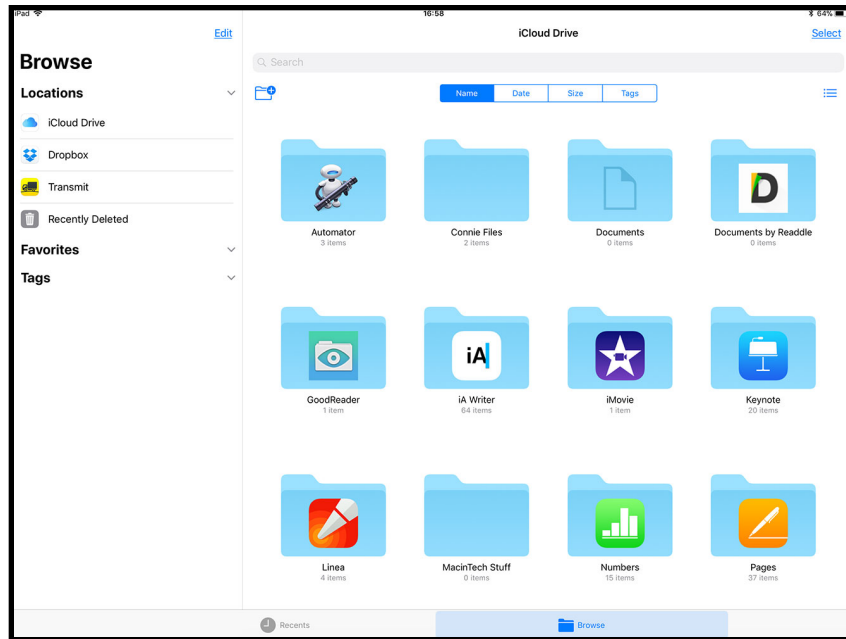
Files app in iOS 11 lets you manage your documents

Apps that get updated to take advantage of the Files app get better integration. If you're a developer and haven't added file Files support to your apps yet, hop to it. Files support makes your app substantially more useful.

If you're hoping to have macOS Finder-level control over your documents you'll be disappointed. Instead of trying to shoehorn the Mac's Desktop metaphor into a touch-based tablet, Apple devised a new system that focuses on the touch-based interface and the different way we interact with documents on mobile devices.

If that's not your jam you'll be disappointed with Files. For me, it feels like Apple paid real attention to the way we use our iPads and designed with that in mind. The macOS Finder doesn't have a place on a mobile OS. If I wanted a kludge like that I'd buy a Surface tablet.

iPhone: Do Not Disturb While Driving

Do Not Disturb While Driving lets your iPhone automatically mute all notifications when you're in a moving car. It doesn't matter if you're the driver or a passenger; if the feature is enabled you won't get notifications on the road.

I love the idea, and it works as advertised. Start driving, and no notifications. Stop driving and a few minutes later notifications start coming in again.

You can set auto replies for incoming messages, and you can control who gets them. People on your VIP list can punch through your DND wall, too, by sending a text message and following up with a second that says "Urgent."

If you're easily distracted while driving this feature is a godsend. Stay safe on the roads, people. I'd be really sad if something happened to you.

iPad and iOS 11

There are some iOS 11 features that give your iPad a real performance boost. I'm glad to see these features because the iPad has always been more than a big content consumption device. Now we're starting to see just how powerful it can be as a real production machine.

Multitasking and Split Screen View

With two years of iPad Pro use under our belts Apple has learned a lot about how the tablet serves as a true content creation device. Split screen view shows that by becoming more versatile, and even adding the ability to include a third floating app pane.

Learning to use split screen view, however, is an exercise in frustration. Tap here, swipe there… No, wait. It worked last time. WTF?

That's pretty much how it went for me until I finally got used to the way split screen gestures work and found just the right places to swipe on my screen. After that, my iPad felt almost weird if I didn't have two apps open at the same time.

Brace yourself for some serious frustration until you sort out the finger origami you'll need to master split screen view.

Dock

Apple's Dock implementation on the iPad feels familiar if you're also a Mac user, but it's a little different. Here's the secret to understanding the Dock: The apps you want to add go on the left, and recently used apps appear on the right. A quick swipe up from the bottom of the screen shows the Dock.

At first I questioned why the Dock was necessary because I can already Command-Tab through apps lickity-split thanks to my Smart Keyboard Cover. If you're into multitasking and split screen view, however, the Dock is awesome.

The apps I use most often are there, and setting up a split screen view is so much easier if you don't have to go looking for the apps you want to use.

Drag and Drop

If your iPad is more than a video watching email checking slab, you're going to love drag and drop. You can copy anything in one app and drop it into another, assuming the second app knows what to do with the data you're giving it.

It doesn't matter how you get to the second app, either. I use drag and drop most often in split screen view, but you can switch from app to app any way you like. It just works.

Drag and drop, like Files, has radically improved productivity on my iPad Pro.

The iOS 11 Stuff that Really Bugs Me

There's plenty to love in iOS 11, but a few things really annoy me. First up are screen redraw issues I've seen on older iPhones where part of what you should see gets cut off. Seeing only half of the Passcode buttons in landscape mode, for example, is a pretty big problem.

Siri can screw up dates if you're using a voice that doesn't match language. Here's an example: I can set the language to English (United States), and the voice to British (Female), then say, "Siri, set a reminder to check my email tomorrow at five."

If the month and day are both numbers that can be swapped and still make a legit date, they are. Changing the voice apparently changes the date format, but not correctly, so you could end up with Reminders or events ending up on the wrong date.

Someone needs to show Apple's interface designers rulers and guides in Photoshop. Lots of interface elements look like they were eyeballed in place, and there doesn't seem to be much consistency in object alignment, either.

The Bottom Line: Is iOS 11 Worth the Upgrade?

Should you install iOS 11 if your devices support it? Yes, you should, even if you aren't interested in the new features. The upgrade includes important security fixes, plus every device I tested it on seems to perform better.

If security and performance aren't enough for you, there are plenty of great new features that'll help your productivity. For iPad users, it's like getting a new tablet that rethinks how we use mobile devices.

Despite my complaints I'm happier with this iOS upgrade than I have been in prior years, and that's saying something. My iPhone is an even more important part of my daily life now, and my iPad actually qualifies as a laptop replacement in some cases. I expect for some people, the days of laptop and desktop computers just came to an end.

Product: iOS 11

Company: Apple

List Price: free

Rating: We Like It. You Should Get It.

Pros:

Better multitasking, Files app, ARKit is really cool, improved Control Center

Cons:

Control Center still feels hobbled, learning split screen gestures is frustrating, interface inconsistencies

Sam Costello posted the following article to lifewire.com in August 04, 2017. tinyurl.com/y8qmpdnq. © About.com. He is a consultant and writer providing Macintosh training, advice, and support since the Mac Plus. He has written hundreds of articles, tutorials, and product reviews.

14 New Features In iOS 11

Well, your device is awesome now but how about MORE awesome?

By Sam Costello

The release of a new version of the iOS is always exciting. From small design changes to interface overhauls to major new functionality, installing a new OS is almost like getting a new device. That's true certainly true when it comes to iOS 11.

If you own an iPad, iOS 11 is especially important. Many of the biggest changes introduced with this version of the iOS are designed to make the iPad an even-more-powerful productivity tool, maybe one that can even replace a laptop.

1. The iPad, Transformed Into a Laptop Killer
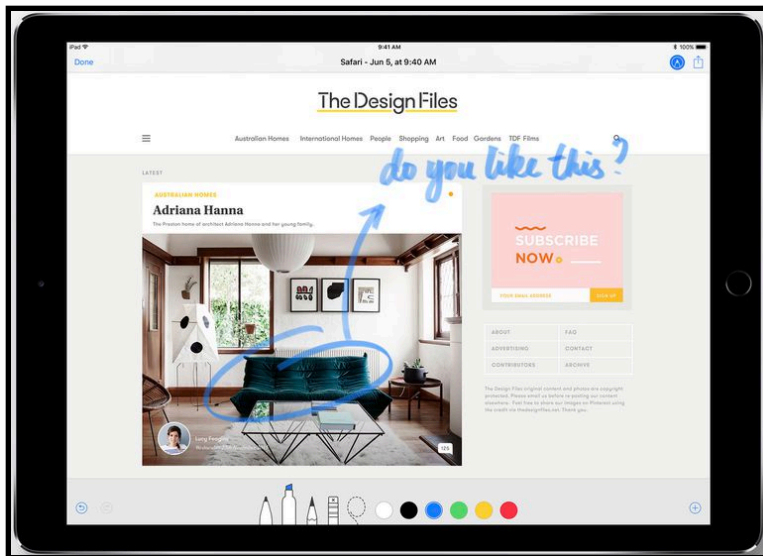
More than any other device, the iPad gets the biggest improvements from iOS 11. Along with the other features mentioned in this article, the iPad is getting enough improvements that it could now be a real replacement for a laptop for many people.

The iPad in iOS 11 has improved multitasking, a dock for storing and launching commonly-used apps, drag and drop of content between apps, and an app, called Files, for storing and managing files like on the Mac or Windows.

Even cooler are productivity features like a document-scanning feature built into the Camera app and the ability to use the Apple Pencil as a tool to write on virtually any kind of document—add handwritten notes to a text document, convert written notes to text, draw on photos or maps, and much more.

Expect to hear about more people ditching laptops in favor of iPads thanks to iOS 11.

## 2. Augmented Reality Changes The World

Augmented Reality—a feature that lets you place digital objects into real-world scenes and interact with them—has huge

potential to change the world and it arrives in iOS 11.

AR, as it's also known, isn't built into any of the apps that come with iOS 11. Instead, the technology is part of the OS, meaning that developers can use it to create their apps. So, expect to start seeing a lot of apps in the App Store that tout their ability to overlay digital objects and live data onto the real world. Good examples could include games like Pokemon Go or an app that lets you hold up your phone's camera to a restaurant's wine list to see real-time ratings for each wine from the app's users.

3. Peer-to-Peer Payments with Apple Pay
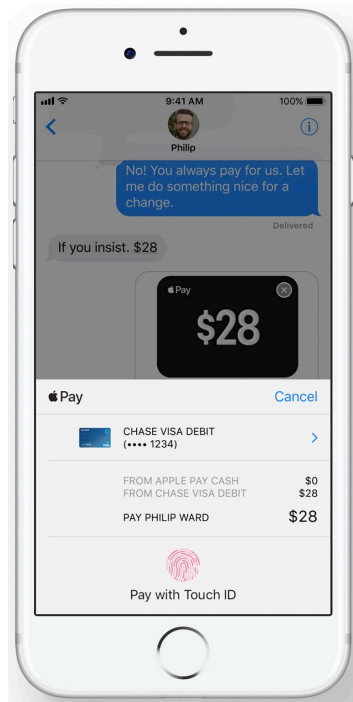
Venmo, a platform that lets you pay your friends for shared expenses (people use it to pay rent, bills, to split the cost of dinner, and more), is used by millions of people. Apple is bringing Venmo-like features to the iPhone with iOS 11.
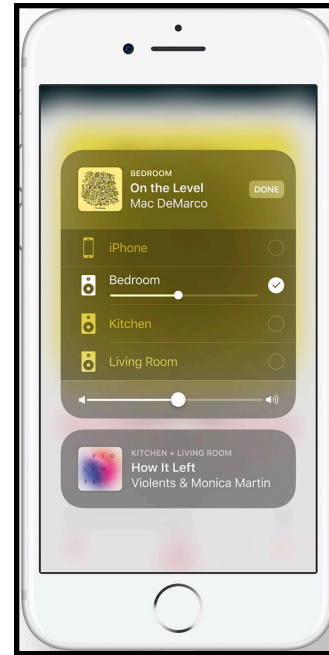
Combine Apple Pay and Apple's free texting app, Messages, and you get a great peer-to-peer payments system.

Just go into a Messages conversation and create a message that includes the amount of money you want to send. Authorize the transfer with Touch ID and the money is withdrawn from your linked Apple Pay account and sent to your friend. The money is stored in an Apple Pay Cash account (also a new feature) for later use in purchases or deposits.

4. AirPlay 2 Delivers Multi-Room Audio

AirPlay, Apple's technology for streaming audio and video from iOS device (or Mac) to compatible speakers and other , has long been a powerful feature of the iOS. In iOS 11, the next-


generation AirPlay 2 takes things up a notch.

Instead of streaming to a single device, AirPlay 2 can detect all AirPlay-compatible devices in your home or office and combine them into a single audio system. Wireless speaker maker Sonos offers a similar feature, but you have to buy its somewhat pricey hardware for it to work.

With AirPlay 2, you can stream music to any single compatible device or to multiple devices simultaneously. Think about holding a party where every room has the same music playing or creating a surround-sound experience in a room dedicated to music.

5. Photography and Live Photo Get Even Better
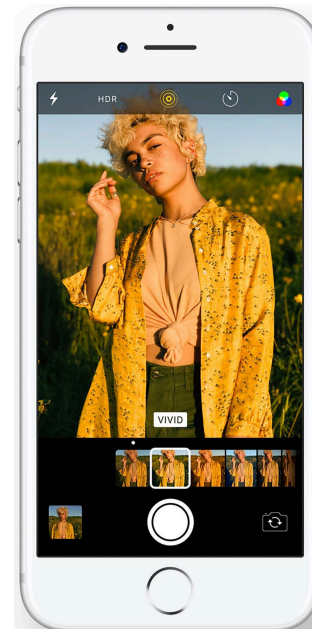
The iPhone is the world's most widely used camera, so it makes sense that Apple is constantly improving the photo features of the device.

In iOS 11, there are tons of subtle improvements to photography features. From new photo filters to improved skin-tone colors, still photos will look better than ever.

Apple's animated Live Photo technology is smarter, too. Live Photos can now run on endless loops, have a bounce (automatic reverse) effect added, or even capture long-exposure images.

Of particular interest to anyone who takes a lot of photos or videos and needs to

conserve storage space are two new file formats Apple is introducing with iOS 11. HEIF (High Efficiency Image Format) and HEVC (High Efficiency Video Coding) will make images and videos up to 50% smaller with no reduction in quality.

6. Siri Gets Multilingual

Every new release of the iOS makes Siri smarter. That's certainly true of iOS 11.

One of the smarter new features is Siri's ability to translate from one language to another. Ask Siri in English how to speak a phrase in another language (Chinese, French, German, Italian, and Spanish are supported first) and it will translate the phrase for you.

Siri's voice is also improved so that now it sounds more like a person and less like a human-computer hybrid. With better phrasing and emphasis on words and phrases, interactions with Siri should feel more natural and easier to understand.

7. Customizable, Redesigned Control Center

Control Center is a great way to quickly access some of the most-used features of the iOS, including music controls, and turning on and off things like Wi-Fi and Airplane Mode and Rotation Lock.

With iOS 11, Control Center gets a brand new look and becomes much more powerful. First off, Control Center now supports 3D Touch (on devices that offer it), meaning that many more controls can be packed into a single icon.

Even better, though, is that you can now customize the controls available in Control Center. You'll be able to remove the ones you never use, add in the ones that will make you more efficient, and let Control Center become a shortcut to all the features you need.

8. Do Not Disturb While Driving

A key new safety feature in iOS 11 is Do Not Disturb While Driving. Do Not Disturb, which has been part of the iOS for years, lets you set your iPhone to ignore all incoming calls and texts so you can focus (or sleep!) without interruption.

This feature extends the idea for use while you drive. With Do Not Disturb While Driving enabled, calls or texts that come in while you're behind the wheel no longer light up the screen and tempt you to look. There are emergency override settings, of course, but anything that reduces distracted driving and helps drivers focus on the road will bring tremendous benefits.

9. Save Storage Space with App Offloading
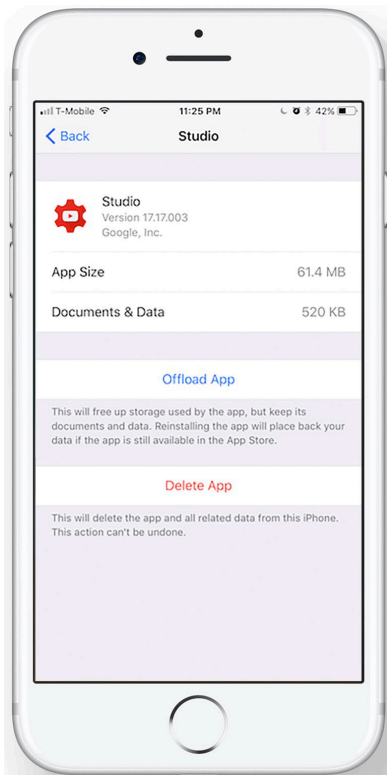
No one likes to run out of storage space (especially on iOS devices, since you can't upgrade their memory). One way to free up space is to delete apps, but doing that means you lose all the settings and data related to that app. Not in iOS 11.

The new version of OS includes a feature called Offload App. This lets you delete the app itself, while saving data and settings from the app on your device. With it, you can save the things you wouldn't be able to get back and then delete the app to free up space. Decide you want to app back later? Just redownload it from the App Store and all of your data and settings are there waiting for you.

There's even a setting to automatically offload apps that you haven't used recently to intelligently increase your available storage.

10. Screen Recording Right on Your Device
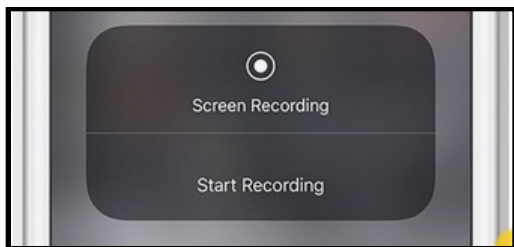
It used to be, the only way to make a recording of what was happening on your iOS devices's screen was either to hook it up to a Mac and do the recording there or jailbreak

it. That changes in iOS 11.

The OS adds a built-in feature for recording your device's screen. This is great if you want to record and share a game session, but also super helpful if you develop apps, websites, or other digital content and want to share in-progress versions of your work.

You can add a shortcut for the feature in the new Control Center and videos are saved in the new, smaller HEVC format to your Photos app.

11. Simple Home Wi-Fi Sharing
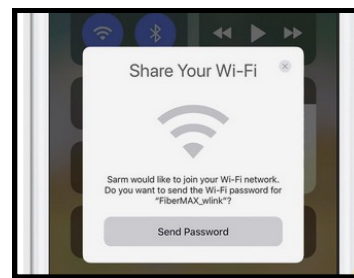
We've all had the experience of going to a friend's house (or having a friend come over) and wanting to get on their Wi-Fi network, only to have them take your device so they can enter a 20-character password (I'm definitely guilt of this). In iOS 11, that ends.

If another device running iOS 11 tries to connect to your network, you'll get a notification on your iOS 11 device that this is happening. Tap the Send Password button and your Wi-Fi password will be automatically filled in on your friend's device.

Forget typing in long passwords. Now, getting visitors on your network is as simple as tapping a button.

12. Super-Fast New Device Set Up
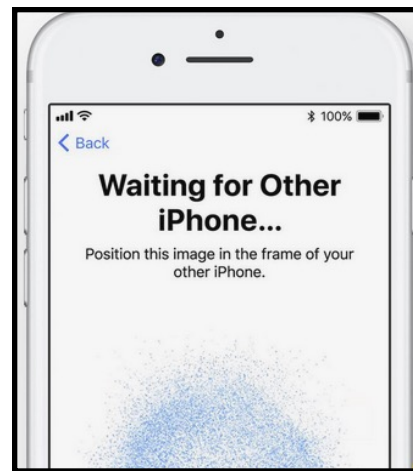
Upgrading from one iOS device to another is pretty easy, but if you've got a lot of data to move, it can take a while. That process gets a lot faster in iOS 11.

Simply put your old device into Automatic Setup mode and use the camera on the new device to

capture the image being displayed on the old device. When it locks on, many of your personal settings, preferences, and iCloud Keychain passwords are automatically imported to the new device.
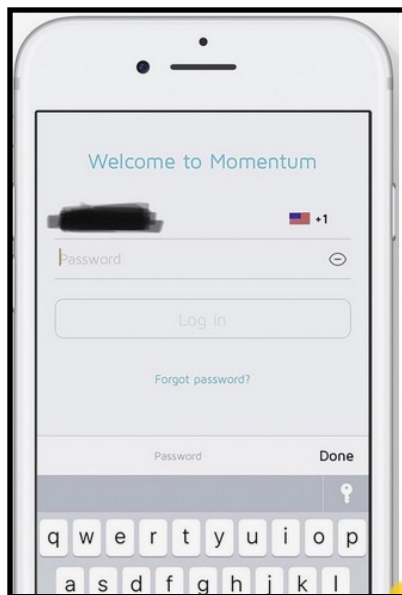
This won't transfer all of your data—photos, offline music, apps, and other content will still need to be transferred separately—but it will make the setup of and transition to new devices that much quicker.

13. Save Passwords for Apps

The iCloud Keychain feature built into Safari saves your website passwords across all devices signed into your iCloud account so you don't have to remember them. Super helpful, but it only works on the web. If you need to sign into an app on a new device, you still need to remember your login.

Not with iOS 11. In iOS 11, iCloud Keychain now supports apps, too (developers will have to add support for it to their apps). Now, sign into an app once and save the password. Then that login will be available to you on every other device signed into your iCloud. It's a small feature, but one that removes one of those little annoyance from life that we'll all be so glad to see go.

14. A Much-Needed App Store Redesign
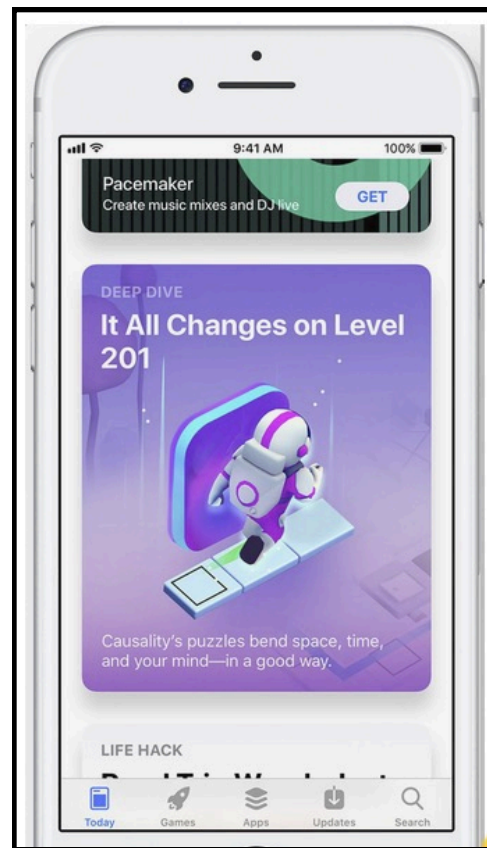
The App Store gets a whole new look in iOS 11. In keeping with the redesign of the Music app ushered in with iOS 10, the new App Store design is heavy on big text, large images, and—for the first time—it separates games and apps into separate categories. That should make it easier to find the kind of app you're looking for without the other interfering.

Beyond a new look, there are new features, too, including daily tips, tutorials, and other content that will help you discover useful new apps and get more out of the apps you already use.

Jason Snell posted the following article to macworld.com on September 19, 2017. tinyurl.com/y7gxfqd2. © Mac Publishing, LLC.

iOS 11: How Control Center Works

Control Center gets a complete redesign, for the better.

By Jason Snell

Control Center in iOS 11 is different. *Really* different. And when you upgrade from iOS 10, it will take some getting used to. But as someone who has been using it for a few months now, let me declare: It's better. The new Control Center is simultaneously simpler and more powerful. And best of all, you can customize it to do what you want—and hide most of what you don't care about.

In iOS 10, Control Center was a three-page set of quick-access controls that you could summon with the flip of a finger from the bottom of the screen. In iOS 11, it's been condensed back into a single view. While that view is indisputably much more densely packed than the old version, I'd argue that the removal of confusion about which page of Control Center you're viewing—and frustration when you just wanted to turn on the flashlight but then realized you were on the audio control screen—makes it worth it.

The gesture remains the same, too—unless you're using an iPad or an iPhone X. On the iPhone X, to summon Control Center you'll need to pull down from the top right corner of the screen, which can be awkward if you're using the phone one-handed. (Apple has placed some key items, such as flashlight camera buttons, on the lock screen of the iPhone X.) For iPad users, Control Center now lives alongside the multitasking switcher and has repurposed the basic flick-up-from-bottom gesture for displaying the Dock, so you'll need to swipe all the way from the bottom of the screen to the top to make Control Center emerge.

Control Center's interface is now a series of rounded-rectangle controls. The smaller ones let you control basic functions, like flashlight mode. Two tall controls are sliders to let you adjust brightness and volume by placing your finger on them and sliding up or down. Two large blocks at the top of Control Center let you control audio and wireless settings.

Many Control Center items, including the audio control, generate pop-up interfaces.

When I first saw the new Control Center, I was frustrated with the demotion of audio controls—which I use all the time—from a full page to a single icon. But Apple's design is excellent: You can tap on the play/pause, next, and previous buttons within the audio control. There's also a speaker icon in the upper-right corner of the audio control, and if you tap you can quickly choose your audio output device.

Similarly, the wireless control block is more sophisticated than it can appear. From the main Control Center screen, you can toggle Airplane Mode, Cellular Data, Wi-Fi, and Bluetooth. But if you 3D Touch (or tap and hold on non-3D Touch devices), you'll get extra options to control AirDrop and Personal Hotspot.

By default, Control Center shows wireless, audio, brightness, AirPlay screen mirroring, and volume controls, plus buttons for

flashlight, timer, calculator, and camera. **But 18 different items are customizable in Control Center,** including Low Power Mode, Do Not Disturb While Driving, Screen recording, Wallet, Accessibility, the Apple TV Remote, and Notes.
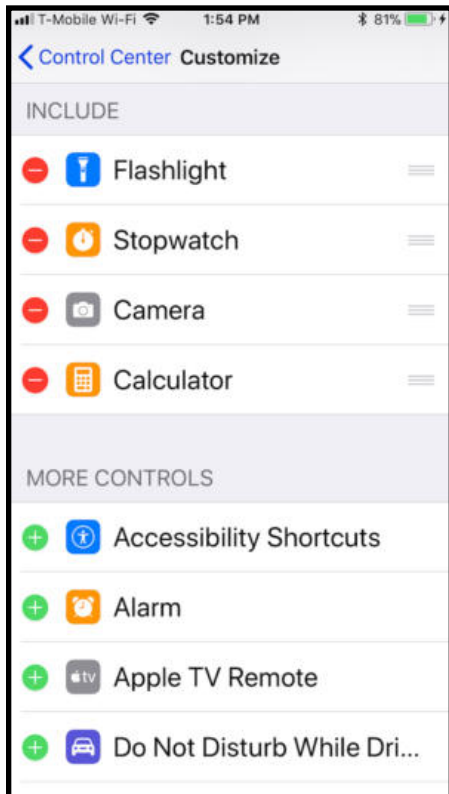
Customize Control Center in settings > Control Center

To customize Control Center, tap on the Settings app, then scroll down a bit and tap Control Center.

Many of the Control Center items offer extra features via 3D Touch or touch-and-hold. If you 3D Touch on the flashlight icon, you'll be presented with a slider to adjust its brightness. The Timer will let you quickly set a timer of a specific duration without needing to switch to the Clock app. And if you're a HomeKit user, don't worry—with one tap on the Home icon, you'll be presented with all of your devices and scenes.

It will take time to get used to Control Center in iOS 11. But in the end, it's a strong redesign—amplified by the added ability to customize Control Center by choosing from 18 different widgets. That wall of rounded rectangles may seem unfamiliar at first, but over time you'll come to view it as a friendly, helpful place.

Jeff Butts posted the following article to MacObserver.com on M August 4, 2017. tinyurl.com/yd7dfbvl. *© The Mac Observer Inc. He is pursuing a master's in Computer and Information Systems, but he's been working on computers since before he ever thought about teaching.*

How To Use The iOS 11 Control Center

By Jeff Butts

Let's have a look at how to use the iOS 11 Control Center. Apple has changed it quite a bit, adding capabilities and giving it an almost complete makeover. Personally, I think the changes are for the better, other than an inability to rearrange certain components of the new Control Center.

The iOS 11 Control Center is totally revamped and customizable

Accessing the iOS 11 Control Center

You get to the iOS 11 Control Center by swiping up from the bottom of your iPhone or iPad screen. Note that some apps might not allow you to access the Control Center when they're running, so you might have to exit to the Home screen first.

Once the Control Center is open, you'll notice a new way of organization. Two panels make up the top of the Control Center, one for connectivity controls and one for music. Below that,

you'll find orientation lock and Do Not Disturb, sliders for screen brightness and volume, and then the Screen Mirroring control.
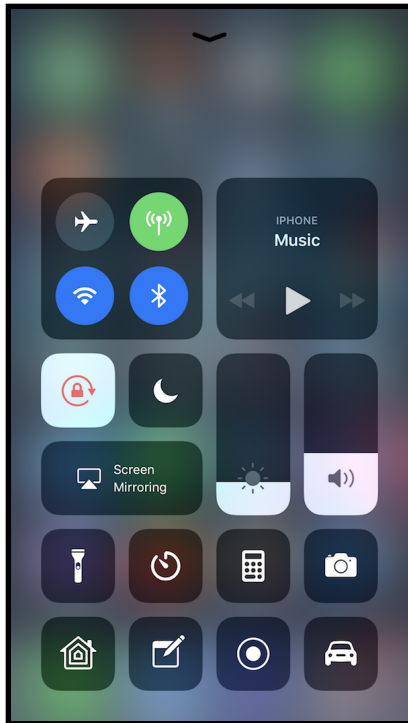
The iOS 11 Control Center has been overhauled, and has great new options

At the bottom of the Control Center, you have customizable controls for a variety of apps and settings. You can control what shows up here from Settings -> Control Panel -> Customize Controls. Unfortunately, third-party apps can't place themselves in your Control Panel.
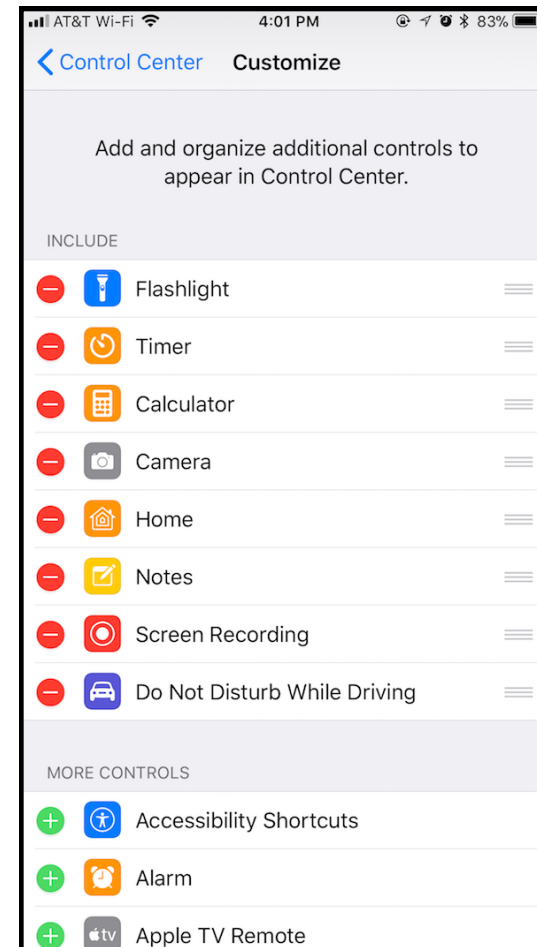
Change what controls appear in the iOS 11 Control Center from this page in Settings

The Control Center Panels

If you 3D Touch or long press one of the panels, it opens up to show more options or controls. For example, the connectivity panel shows four options until you 3D Touch press it – Airplane Mode, Cellular Data, Wi-Fi, and Bluetooth. Once you 3D Touch or long press it, you get labels showing you which is which, along with its state. You also get two more controls – AirDrop and Personal Hotspot.
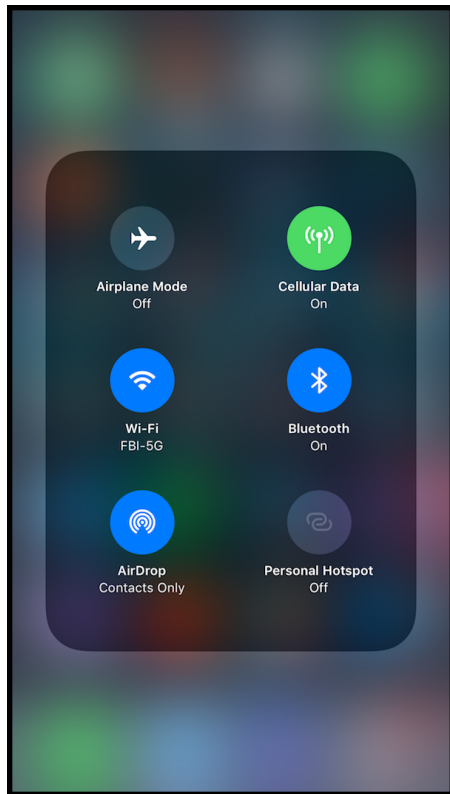
The iOS 11 Control Center connectivity panel allows you to change how your iOS device connects to the outside world

Opening the Music panel this way, you get a timeline scrubber that allows you to quickly move through a song, a control for AirPlay, and a volume slider.

The Other Control Center Icons

You'll find that 3D Touch isn't just for panels, either. Many of the other iOS 11 Control Center icons respond to deep or 3D Touch pressing. You'll be able to adjust the brightness of the flashlight, access screen mirroring controls, fine-tune your timer, and more.
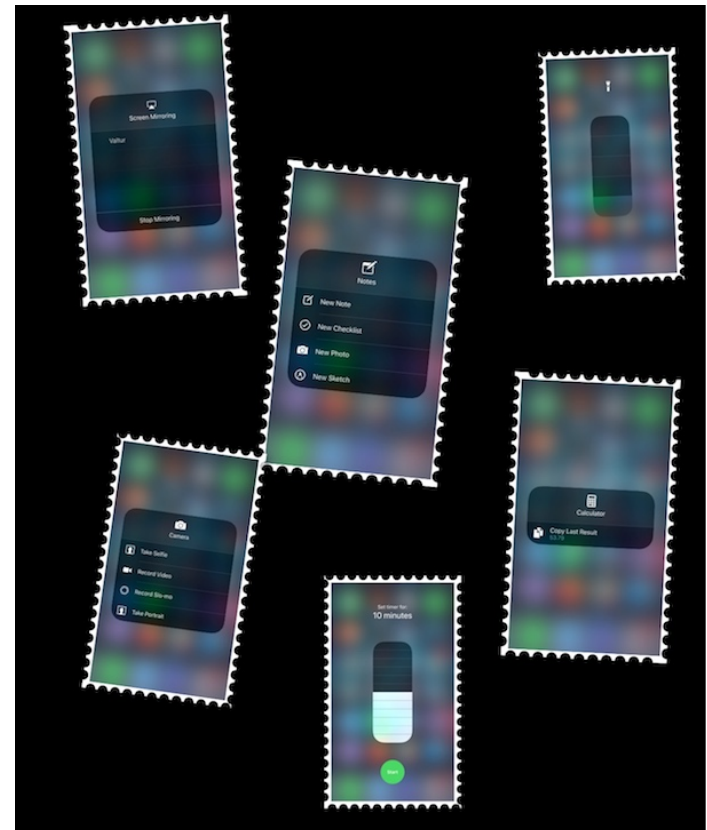
When you long-press or 3D Touch press icons in the iOS 11 Control Center, you often get even better options than before

Explore with 3D Touch in the Control Center. See what it can do to speed up your productivity with your iOS device.

Jeff Butts posted the following article to MacObserver.com on September 20, 2017. tinyurl.com/y8ucw57h. © The Mac Observer Inc.

PSA: Bluetooth And Wi-Fi Settings In Control Center Aren't What They Seem

By Jeff Butts

According to a new Apple support document, those Bluetooth and Wi-Fi settings in the iOS 11 Control Center aren't quite what they seem to be. I'm not sure how I missed this, especially since I did a full tour of the Control Center in iOS 11 for you. All I can say is that I typically don't leave those services turned off for very long at a time. It turns out, though, that tapping those little blue buttons doesn't turn Bluetooth or Wi-Fi completely off.
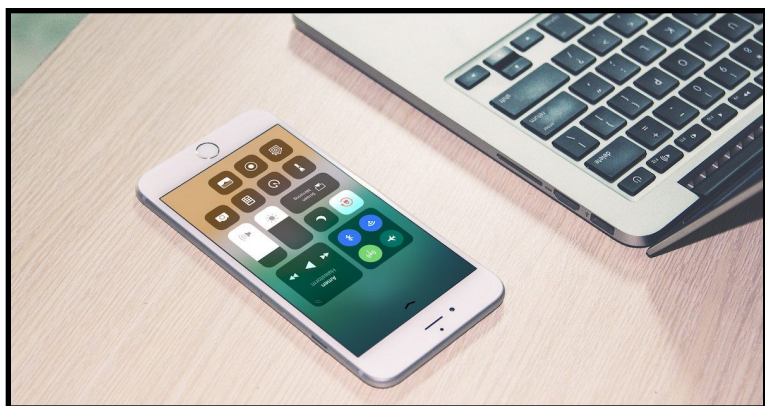

Somehow, during the beta testing, many of us failed to notice that the Control Center's Wi-Fi and Bluetooth toggles had changed function ever-so-subtly

Controls That Temporarily Limit Connectivity

I always assumed changing the Bluetooth and Wi-Fi settings to off in Control Center did exactly that, completely disable the connectivity. That's not the case, it turns out. Instead, the buttons simply limit, temporarily, that connectivity.

The services are restricted until the next morning or, in some cases, until you move to a different location. They'll also turn back on if you attempt to use the services through the Settings app.

Apple says the services will remain available for some of iOS's nicest features, such as:

- AirDrop
- AirPlay
- Apple Pencil
- Apple Watch
- Continuity, such as Handoff and Instant Hotspot
- Location Services

How the Limitations Work

For Wi-Fi, tapping the button in Control Center will cause your device to disconnect from any network you're currently connected to. Auto-join for other nearby wireless networks will also be disabled, but not forever. The connectivity will be limited until one of these things happen:

- In Control Center, you toggle Wi-Fi back on
- You connect to a Wi-Fi network via Settings > Wi-Fi
- You walk or drive to a new location
- It's 5 a.m. local time
- You restart your device

Bluetooth behaves similarly. Your device will disconnect from any accessory it's connected to except for Apple Watch, Instant Hotspot, Apple Pencil, and Continuity features such as Handoff. Until one of the following happens, you won't be able to connect to other Bluetooth accessories:

- You turn Bluetooth back on in Control Center
- You connect to a Bluetooth accessory through Settings > Bluetooth
- It's 5 a.m. local time
- You restart your device

Those are interesting changes, and it's worth noting that you should still enjoy a similar amount of battery savings with the connectivity limited as you would if you fully disabled the services.

Bluetooth and Wi-Fi Settings That Really Turn the Services Off

If you decide you want to turn Wi-Fi and/or Bluetooth completely off, you'll have to do that from Settings. To turn off Wi-Fi, go to Settings > Wi-Fi, and toggle the service off. For Bluetooth, you'll find the switch in Settings > Bluetooth.

Jason Snell posted the following article to macworld.com on September 21, 2017. tinyurl.com/yajjkg4n. © Mac Publishing, LLC.

iOS 11: The Notes App And How It Works

New features for the most versatile app on your iPhone or iPad.

By Jason Snell

Is there a more versatile iOS app than Notes? It was one of the original iPhone apps, and with every update to iOS it's become a

more capable receptacle for our text, images, checklists, and just about anything else you can think of. iOS 11, unsurprisingly, continues the trend, with some great new additions that take advantage of the iPhone camera and the Apple Pencil.

iOS 11 Notes: Document scanning

For a while now, there have been many iOS apps that will use your camera to "scan" paper documents. They work surprisingly well—you may never need to use a document or flatbed scanner again—but of course, you have to know they exist and then go buy one of them from the app store. With iOS 11, Apple's adding basic document-scanning functionality to Notes.

To scan a document, you enter a note and tap the plus button at the bottom of the screen (or just above the keyboard), then choose Scan Documents. You'll be presented with a camera view and prompted to position a document within view of the camera. Notes will then try to detect the edges of your document, and you can tap to capture the document or wait a few seconds and the app will take the shot for you. Behind the scenes, the app is using the edges of the document to remove any hint of perspective, so the end result looks as flat as a piece of paper. (You can also edit the automatic crop points if you think the final document appears too skewed.)

[Further reading: Everything you need to know about iOS 11]

You can scan multiple pages within a single document, so if you've got a five-page document you need to scan, you can scan each page. When you're done, tap Save to save the document into a Note. From there you can tap to open the document at full size, save it out as a PDF, share it with someone, or use iOS's Markup feature to annotate it. Yes, this means that you can now scan a document, sign it (with your finger via Markup) and then share the resulting signed PDF. That's pretty great.

I didn't find Apple's edge-detection features to be quite as good as those in third-party scanning apps, but it was perfectly

functional. I was, however, disappointed that Notes doesn't offer any optical-character recognition features like the third-party apps. This means that your scanned documents aren't searchable. It's awfully nice to be able to find text within a scanned document, but Apple has chosen not to support that.

Notes is a great app, but not everybody uses it—and the document-scanning feature is hidden behind that plus button. I'm surprised Apple hasn't built document scanning directly into the Camera app itself. It would surely be easier to find.

New Notes features for the iPad Pro and Apple Pencil

Most of the other big new features of Notes are focused on users of the iPad Pro and Apple Pencil. The best one is called Instant Notes, which lets you immediately start hand-writing a note on your iPad screen when you touch the Apple Pencil to it while on the lock screen. If you're sitting in a class or a meeting and you need to jot something down, there's no longer any need to unlock your iPad and launch the right app. Instead, a new note is created and you're immediately writing inside it. (Because your iPad is locked, you just have access to this one sheet—you have to unlock the iPad to get full access.)

As much as I like this feature, I'm disappointed that every time you come back to it, you have to start on a new page. From a security perspective that makes sense, but from a practical perspective it might be better to let the most recent Instant Notes item remain accessible for a while longer, at least as an option.

Another new Pencil-focused feature is Instant Markup, which eliminates having to jump into Markup mode when you're trying to write on a PDF or screen shot with the Apple Pencil. For certain file types, beginning to mark on a document with Apple Pencil jumps straight to Markup, saving a step. It makes sense.

iOS 11 also introduces inline drawing in Notes and Mail, so you can take a normal text-bearing document and just start writing below it, and that writing will be included in the existing text document.

Finally, while Notes doesn't use OCR on scanned documents, it does perform handwriting recognition. That means that you can search for text in your handwritten documents. This feature's been available on note-taking apps for a long time, but it's never been available within the core of iOS before, and it's a welcome one. Notes will even try to use the first line you write as the title of that note, for the purposes of displaying it in the list of notes. (You can edit it later if your handwriting is as bad as mine.)

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Michael deAgonia posted the following article to computerworldcom on July 28, 2017. tinyurl.com/ycfmgugx. © Computerworld Inc. He is an award-winning writer, computer consultant and technologist who has been working on computers since 1993.

How To Use The Files App In iOS 11

One of the biggest changes in Apple's new mobile OS involves how documents are handled; for the first time, iOS 11 gets a Finder-like system.

By Michael deAgonia
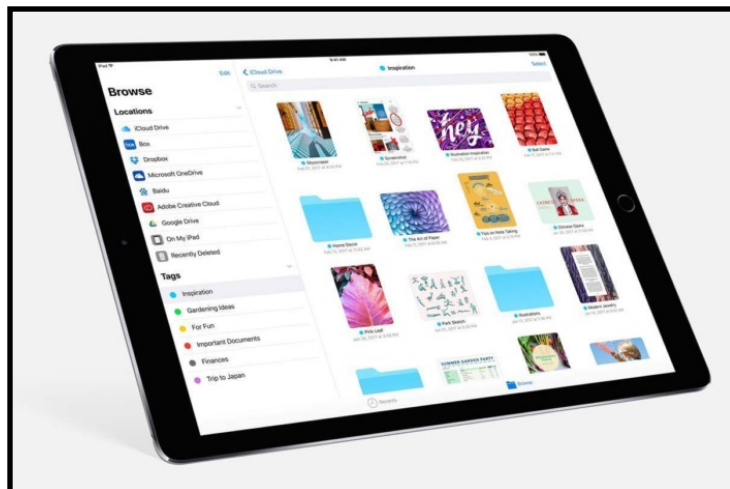
One of the most consistent criticisms of Apple's iOS, the operating system used by the iPhone and iPad, is its limited ability to organize documents and data. Until now, documents created on a mobile device have been saved to an app's file space, and opening a document generally involved reopening the app — usually with no easy way to sort and organize the files.

The idea behind that process — sandboxing — was to isolate app data from other apps and the operating system, and so limit the potential for security breaches. But the sandboxed nature of iOS apps meant documents could only be saved to, and then accessed from, the apps that created them. Apple over time added ways of sharing data between apps and to contacts, making it easier to share documents first via email and text message and more recently by using online services such as DropBox and OneDrive.

[Further reading: The 50+ best features in iOS 11]

Still, users have longed for more complete "file system access" — a way to organize, tag and track all documents from a single location. And in iOS 11, Apple has finally delivered, with Files.
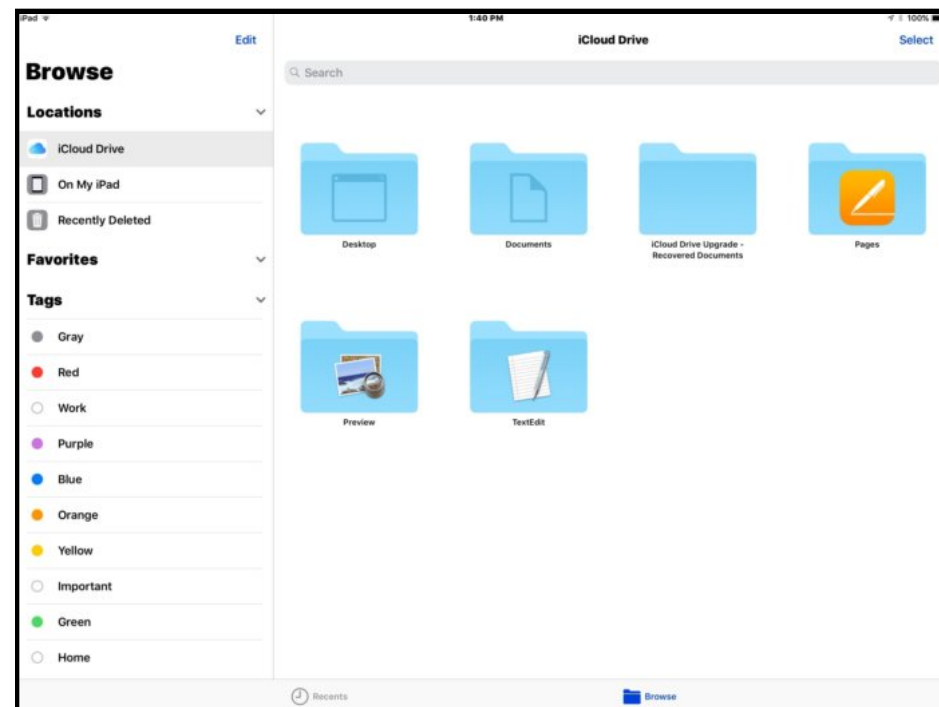
iOS 11's new Files app offers a more traditional file finder/viewer for iPad users who need one to manage workflow.

Files is a new document manager for iOS 11, which is in public beta now and due to be released this fall. In essence, Files is a retrofitted combo of the iCloud Drive app and a mini version of the mad OS desktop Finder — optimized for mobile devices and designed to help users be more productive.

Documents created from any app that supports the new storage system are saved to the Files app. Some apps may already have established folders, and you can drill down into them and create nested folders, organize the view by icon or list, and sort documents by size, date modified or Finder tags.

In other words, Files in iOS 11 works very much like the Finder does on the desktop. (And documents labeled with any Finder tags in macOS will update across your mobile devices and other Macs, automatically, as long as you're logged into the same iCloud account.)

How Files works

Here's an example of how this works when you create a document in an app, such as Apple's word processor, Pages: Open the Pages app, tap the "create a new document" button, and a blank document will open. The top-center title is the name of the document, and tapping the name of the document lets you change the document name to whatever you like. This action saves the file to iCloud Drive automatically.

*By pressing and holding briefly on an app's icon in the Dock, you can easily find recent documents.*

There are three ways to access this file with iOS 11: If you're using an iPad, the first method involves a tap and hold of the app (if the app is in the Dock). That tap-and-hold motion will list recent files. (On an iPhone, force-pressing the app icon on the Home Screen will bring up a more limited Recents menu.)

The second method is tried and true, the one critics have complained about in the past: Open the app and select your document through the document selection screen. The document picker itself offers only a few sort options.

In iOS 11, the third way to open a document is through Files. If Files is in the Dock, tapping the icon and holding (on an iPad) will again display recent additions; opening the Files app will display a Finder-esque window in List or Icon view, depending on your setting. Documents can be moved, shared, deleted and duplicated — just as on a desktop Mac; and similar to the Mac, multiple sources for your data, including some online cloud services, can be used. (They have to be written with Files support, of course, and you'll need to be signed into these services, as well.)

These sources are accessed by tapping on Locations to the upper-left of Files. This allows you to choose different document locations for the file you're looking for, including iCloud Drive, DropBox and other online file depositories. You can browse files by tapping through to folders until the appropriate document is found.
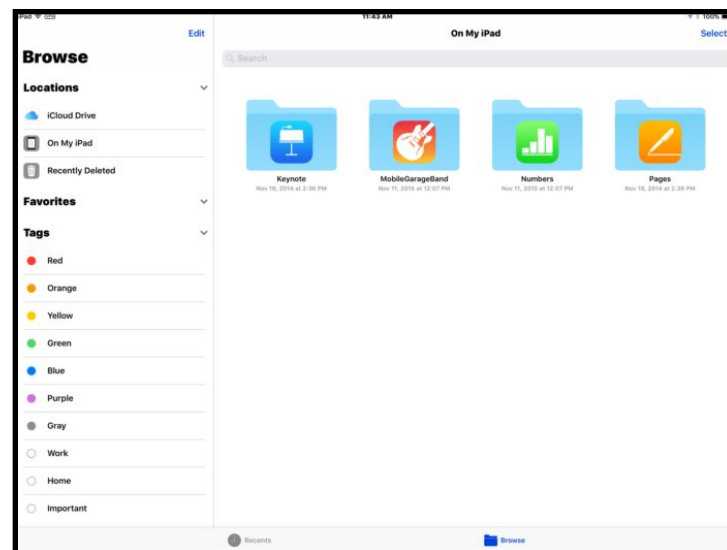
The new Files app in iOS 11 makes finding documents easier, since it collects them from multiple sources in one place.

The Locations section also houses options for Favorites and Tags for easy access to files tagged as a favorite or via label.

Depending on the services you use, you can access data from OneDrive, Sharepoint, DropBox and even OS X servers. And if iCloud Drive Desktop and Documents sync is enabled on your Macs (via System Preferences: iCloud: iCloud Drive: Options: enable Desktop and Documents folder), you'll be able to access the Desktop and Document contents of your remote Macs from your iPhone or iPad.

There are still some limitations, however, since not all data is available via Files. For instance, to access photos and videos you have captured with the iPhone's camera, you still have to navigate to the Photos app.

Though it's still in beta, Files — when used in concert with other refinements included in iOS 11 — provides a detailed sneak peek into the productivity changes coming to Apple's mobile lineup. This is especially true for the iPad, which will be receiving interface updates such as a new Dock, multitouch drag and drop, and changes to the way multitasking across apps is handled (including keeping coupled apps together when multitasking).

The ability to manage document data may be late to iOS, but it has been artfully integrated into iOS 11 in a way that should make using Files second nature to most users. And it provides a much-needed bridge over the productivity gap that has existed before now between tablets and more traditional desktop computing.

How To Use The New Files App In iOS 11

By Tim Hardwick

The new Files app in iOS 11 replaces iCloud Drive, offers a lot more functionality than its predecessor, and provides perhaps the best argument yet for using an iPad as your go-to mobile computer.

In Files, you have access not only to the files stored on your device and in iCloud, but also to those stored in third-party services that support integration with the app. Files also exploits all of the new multitasking gestures in iOS 11, making its file organization capabilities even more powerful.

The Files Interface

The Files app interface is very straightforward, although it varies from device to device and based on orientation, with various combinations using multiple columns, single columns with pages, or pop-overs. For the purposes of this overview, we'll look at using an iPad in landscape orientation, the most common setup for those doing productivity work.

Down the left side of the screen, in the Browse column, are links to your file sources, Favorites, and Tags to view files that are tagged with a particular color.
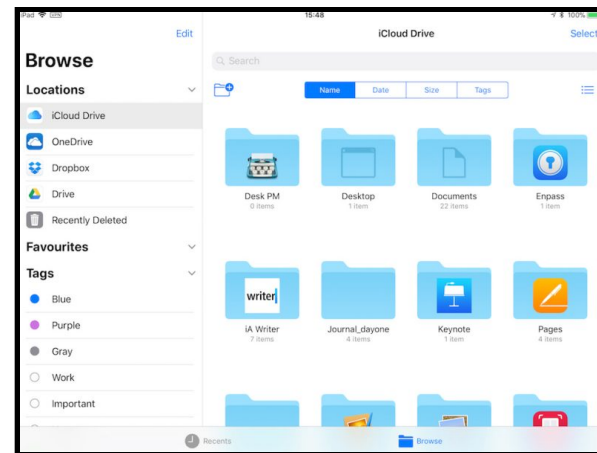
Over in the main window you'll see the files and folders in the selected location, which you can view by name, date, size, or tags. There's a button on the right of these options that you can tap to switch between list and icon view, while the button on the left lets you create a new folder.

At the bottom of the screen are two buttons to switch between the default Browse view and a Recents view, which is useful for returning to the files you were last working with.
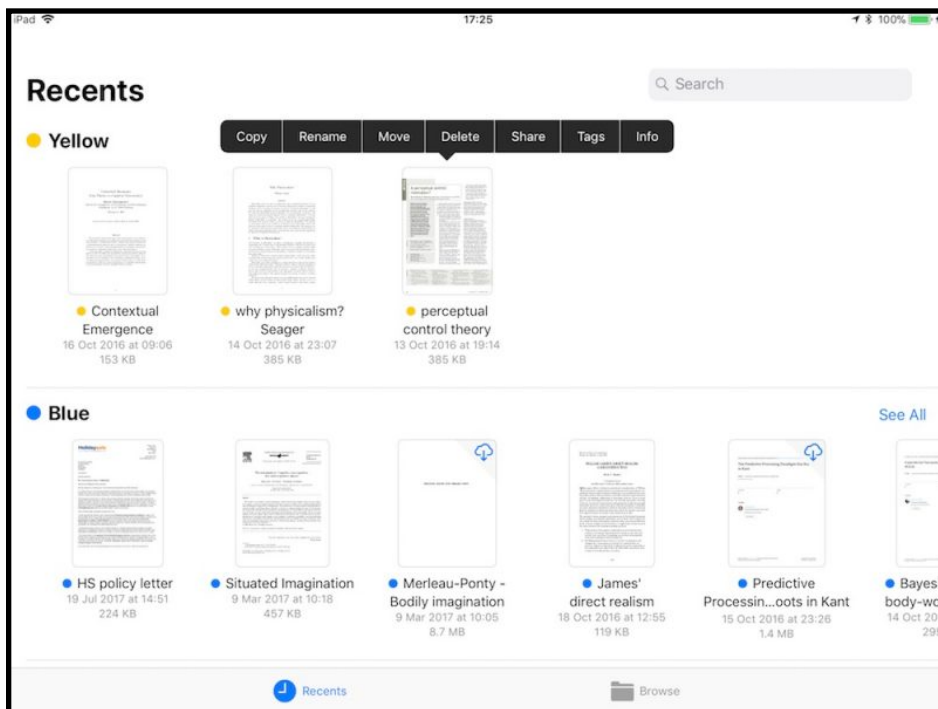
In either view, you can open a file in the main window simply by tapping it, or you can perform a long press on a file or folder to access a range of options, including rename, share, tag, favorite, and more. However, the best thing about the Files app is that you can organize multiple files quickly and easily by utilizing the new drag-and-drop features exclusive to iOS 11.

Moving Files With Drag and Drop

1. Tap and hold a file you want to move, and it will expand slightly, ready to follow your finger around the screen.

2. To move additional files, tap them while holding the original file and they will stack up underneath your finger.

3. Keeping the same finger on the screen, use another finger – preferably one on your other hand – to browse the Files interface and locate a destination folder for the selected files.

4. With the destination folder open, simply lift your finger from the screen to drop the files inside.

There's nothing to stop you from using iOS 11 drag-and-drop gestures to take files out of the Files app and move them into other iOS apps, as long as the app in question supports the file type. You might drag an image file into the Photos app to add it to your Photos Library, for example.

Organizing Your Files Manually

If you're uncomfortable using drag-and-drop gestures, you can organize your files using more traditional touch controls. Here's how.

1. Navigate to the folder containing the files you want to work with, and tap the Select button at the top-right of the screen.

2 .The Browse column will dim to put the focus on the currently selected folder. From here, you can tap one or more files to add a check mark against them indicating they've been selected for an action. A list of possible actions will appear along the bottom of the screen, including the option to duplicate or delete the file(s).

3. Tap "Share" to bring up the iOS Share sheet, where you can send the file(s) to other people or apps, as well as access copy, print, and other actions.

4. Tap the "Move" option and the Files app will present you with a directory tree, allowing you to navigate to the desired location for the file or files you've selected.

Tagging Documents

Using tags in the new Files app will help you locate particular files more easily, and they work much the same as tags do in macOS. As you'd expect, tapping a colored tag in the Browse column shows you all the files you've assigned that particular tag. To tag a file or folder, simply tap and hold it, and then drag it onto a tag in the sidebar.
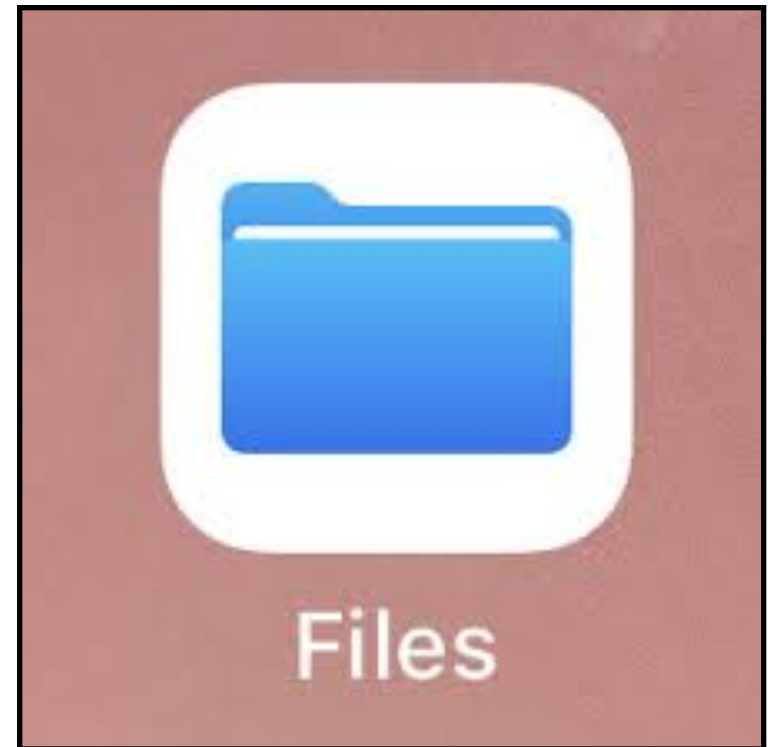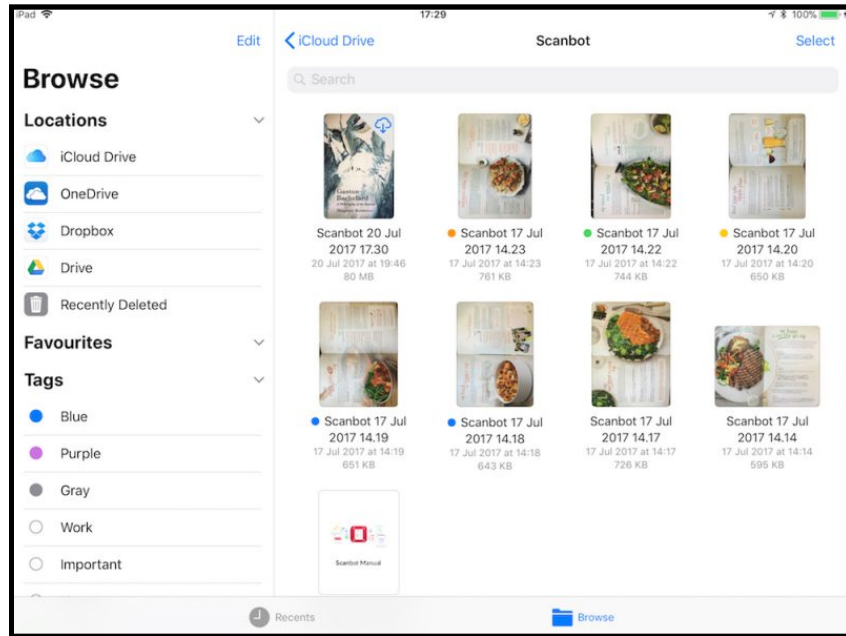
Linking Third-Party Storage Services

If you install a third-party storage app on your iOS device, it should automatically appear in the Files app under the Locations list. If the service doesn't appear, then it doesn't yet support Files integration. Services that do support Files app integration include Google Drive, Box, Dropbox, OneDrive, and Transmit, with more to come soon.

Jason Snell posted the following article to macworld.com on September 19, 2017. tinyurl.com/y7wffaxw © Mac Publishing, LLC.

iOS 11: How Drag And Drop Works

Drag and drop in IOS 11 will make you more productive, as long as you use your iPad. On the iPhone, it's another story.

By Jason Snell
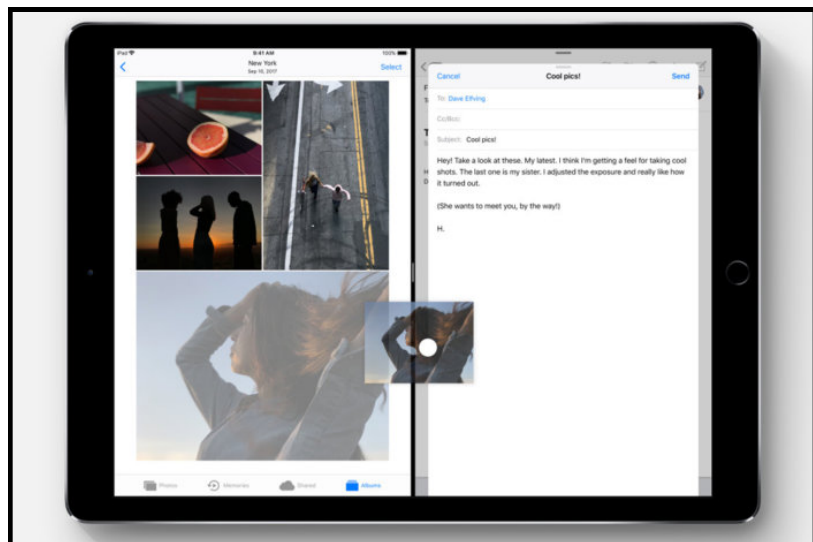
It took two years for the iPhone to get one of the most basic functions of modern productivity: copy and paste. The logical next step was drag and drop, but that's taken considerably longer to implement. Still, the day is finally here: With iOS 11, Apple has added systemwide support for dragging and dropping data all around the system—with a few major caveats.

(If you missed it, here's our full review of iOS 11.)

This is a feature focused on the iPad. In fact, when Apple was first building iOS drag-and-drop, it was originally destined to only be available on iPads. At some point, Apple decided that iPhone users could take advantage of drag-and-drop too, and so added support for it—but only within individual applications. So on the iPhone in iOS 11, you can drag text from out of one note in Notes, switch to a different note, and drop it in. But if you want to drag and drop across apps, you'll need to use an iPad.

[Further reading: Everything you meed to know about iOS 11]

That's the bad news. Now here's the good: dragging on dropping on the iPad is pretty great. It takes some getting used to, but once you realize how powerful and flexible drag-and-drop is on the iPad, you'll never want to use iOS 10 again. (More good news: Nobody is going to make you go back to iOS 10.)

With Split View, you can perform a task like dragging and dropping a URL from Safari into a document you are creating with a text editor.

Here's how it works: With images and other items, you simply tap and hold your finger on an item. If it's draggable, you'll see it "lift up", as if being peeled off of a lower layer. If you're selecting text, you'll first need to select the text you want, then tap and hold on the selection to "lift up" that text.

Once you've picked up an item, you can drag it anywhere. If you're running in Split View, you can simply drag from the app on one side of the screen and drop it on the other side. It's simple and pretty functional, and is probably just how most of us envisioned using drag-and-drop on iOS.

But Apple's implementation goes *way* beyond that simple Split View drag. iOS 11 really embraces multitouch in a way that previous versions didn't. While you're holding that selection with one finger, you can perform other operations with your other fingers. This means you could tap on an app and switch to another view, and then drop the content there. You could even swipe up and into the multitasking view, then swipe to a different app, and tap on that app to bring it forward, and *then* drop the data.

Even better, the multitasking view is spring-loaded. When you drag a selection over an app and wait a moment, that app will zoom forward. This also works if you swipe up to reveal the Dock, then hold your selection over a particular app's icon. That app will zoom forward, ready for your data.

In some apps, such as Photos, you can make multiple drag-and-drop selections by "lifting up" one item and then tapping with another finger on other items to add them to the stack. You can even hand off items from one hand to another, by placing a second finger on the screen, dragging the selection over to your second finger, and then letting go with the first finger. It all feels logical and natural.

Apple has done a remarkable job in implementing drag-and-drop and making it feel natural—at least, after I trained myself to unlearn many of my iOS habits and assumptions built up over 10 years of using a less capable version of the operating system. But a few areas still feel a bit strange. When I drag a selection into another app, sometimes the feedback I receive from the second app about where I'm dropping my data feels inconsistent. For example, in Notes I would often drag a block of text and expect the insertion point to be right under my finger, but it would instead appear a paragraph too high or too low. It's a disconnect that really breaks the illusion.

Your favorite apps won't support drag-and-drop automatically— they'll all need to be updated for iOS 11. One of the things I like about Apple's implementation of drag-and-drop is that apps can decide for themselves what to do with different kinds of data, which allows them to do the right thing when receiving that data. An app that supports rich text can import that rich text, but one that only supports plain text will bring in the plain text instead.

Drag and drop on the iPhone is limited to within the app you are using.

When I dragged an image out of Photos and into a Markdown text editor I use to write stories for the web, I fully expected the app to reject the photo or import something useless like its filename. Instead, the app took the photo, copied it to the same Dropbox folder that my text file was saved in, and inserted the proper Markdown image-referencing code into my file. That's some intelligent app design, but the end result is "it just works" simplicity that all app developers should aspire to.

Given how flexible drag-and-drop is on the iPad, I'm disappointed that Apple didn't embrace cross-app drag-and-drop on the iPhone. Sure, holding a selection while moving across full-screen apps is a bit of a handful—but it's not much more complicated than switching between items in Notes or Mail or Safari or Photos, nor is it more complicated than dragging across a visit to the Dock or the multitasking view on the iPad. Apple should enable this powerful feature for the iPhone, too.

So it took ten years, but at least it's finally here, and it's very good. If you're an iPad user, you may need to take some time to unlearn your old habits and expand your mind to new possibilities. Before you know it, you'll forget the rules of the last decade and begin dragging and dropping with abandon.

Jason Snell posted the following article to macworld.com on September 19, 2017. tinyurl.com/76rm4vf. © Mac Publishing, LLC.

iOS 11: How Multitasking And The Dock Work On The iPad

With iOS 11's multitasking support, you'll need to learn new gestures, but in the end you'll be more productive.

By Jason Snell

With iOS 11, Apple is transforming how multitasking works on iPads. You'll need to learn new gestures and change how you view the Dock, but overall the changes are a major step forward in making the iPad a more powerful productivity device.

iOS 11: Step into the new Dock

On iOS, the Dock has never been anything more than a special strip of apps that stays visible on every page of the Home screen. But for iPads running iOS 11, the Dock behaves differently—and this means your approach to what apps you put in the Dock should be different, too.

In iOS 11, you can call up the Dock with a swipe up from the bottom of the screen. You can quickly switch between apps without ever going to the home screen, via a quick swipe and tap. It takes some getting used to, but it's fun to be able to switch directly between apps with only a couple of gestures.

The Dock's a lot more capacious in iOS 11 on the iPad, too. On 9.7-inch and 10.5-inch iPads, you can place 13 apps in the Dock, and on the 12.9-inch iPad Pro you can fit 15. There's a lot of room if you want to use it, though keep in mind that the more apps you put in the Dock, the smaller the app icons get.

But the apps you put in the Dock aren't the only ones there. The far right side of the Dock is populated automatically by the system with up to three "app suggestions." Generally, though not always, these are the most recent apps you've used that aren't already in the Dock. This is an extremely helpful feature when I want to pop back to a non-Dock app I was just using.

Apple's repurposing of the Dock in iOS 11 will prompt you to reconsider what apps you put in the Dock and why. I've always put my favorite apps in the Dock on the iPhone and iPad, and why not? They're on every screen and the very bottom of the screen is prime real estate, since it's generally closer to where my fingers are.
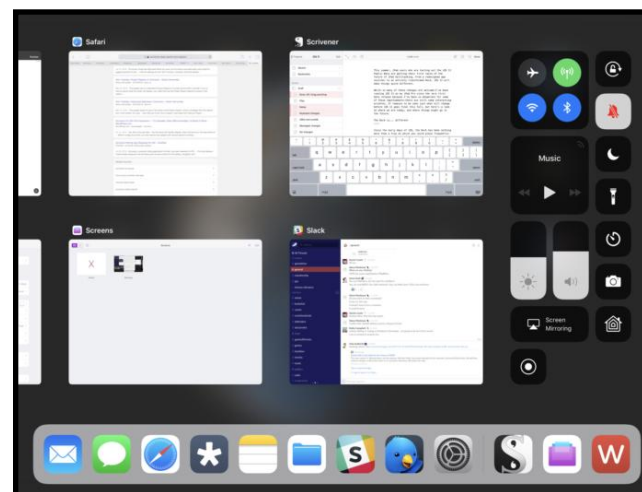
The iOS 11 multitasking view on an iPad, complete with a new Dock (bottom) and the redesigned Control Center (right).

Yes, you should still keep your very favorite apps in the Dock for quick access. But since the Dock is now one of the main ways to kick off multitasking on the iPad, you should also give consideration to the apps you're most likely to use in multitasking contexts. It's possible to add an app to multitasking without it being in the Dock, but it's not efficient. If you use an app in multitasking mode, it should be in the Dock if at all possible. As a result, the text editors I use to write articles now live in my Dock, as does the Files app.

One final note about the new Dock: The names of the apps no longer appear below their icons. If you're going to put an app in the Dock, be sure you commit its icon to memory. (In a strange turn of events, though the iPhone Dock is no different functionally in iOS 11 than in iOS 10, the names are gone there, too.)

iOS 11: Drag-and-drop multitasking

While it's not the *only* way to kick off multitasking in iOS 11, the Dock's certainly the most obvious way. To add a second app to the one you're using, just drag it out of the Dock and to the far left or right side of the screen. The app you're currently using will move aside, leaving room for you to open the other app simply by lifting your finger from the iPad's screen. If you're already running two apps, you can similarly drag from the Dock and drop on one of the existing apps to replace it with the one you're dragging.

To place an app into Slide Over mode—which now appears as a floating window on either side of the screen, rather than sliding in from off the right side—you drag its icon in a bit more centrally and let go. If you already have two apps running, you can initiate Slide Over by dragging a third app on the border between the two current apps. On the largest iPad Pro models (the 10.5- and 12.9-inch models), all three apps are active simultaneously; on older models, the back apps are unresponsive when the Slide Over app is on screen.

It's a visual-, tactile-, and simple-to-understand interface.

However, things can get a bit weird in a few contexts. You can drag an icon out of the Home screen with one hand while using another to launch an app, and then drop the first app icon into a Split View. You can drag an app out of a Spotlight search window, but the Spotlight search doesn't disengage, so you're left to drag an app icon *above* search results while the app running beneath it opens up space for Split View.
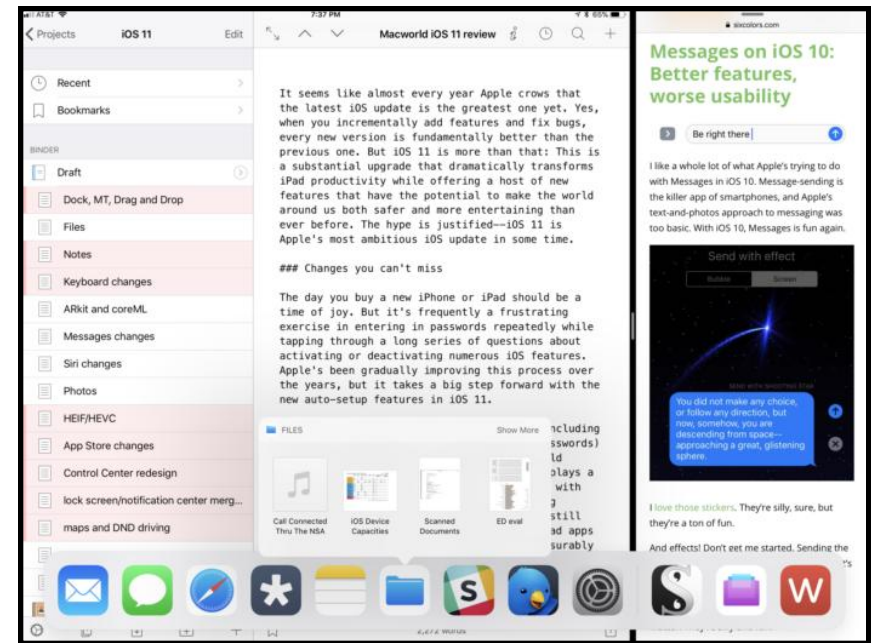
Two apps side by side in iOS 11, with the Dock swiped up at bottom and the Files app providing quick access to recent files.

Users of external keyboards get more flexibility when switching apps, since you can kick off a Spotlight search from any app by typing Command-period—making it very easy to find any app and bring it up in multitasking mode. (If you're just using your hands, you have to go back to the home screen to pull down Spotlight.)

As a keyboard user myself, I'm a little baffled why I can't drag the icons out of the command-tab app switcher, though. And it would be great to have some keyboard shortcuts devoted to

multitasking, too—for instance, what if selecting an app in Spotlight and typing a specific key combination (say, command-right-arrow) automatically placed that app on the right side in Split View? Maybe next time.

Every app needs a buddy, but only one

After the celebrations over multitasking coming to the iPad with iOS 9 died down, I came to a realization: I was spending a lot of time switching between one set of Split View apps to another, because there could only be a single app on the right side of the screen in a multitasking mode. Every time I wanted to switch from one pair of apps (Editorial and Safari, let's say) to another pair (Slack and Twitterrific), it was a multi-step process that involved switching the left app and then sliding away the right app and picking its replacement.
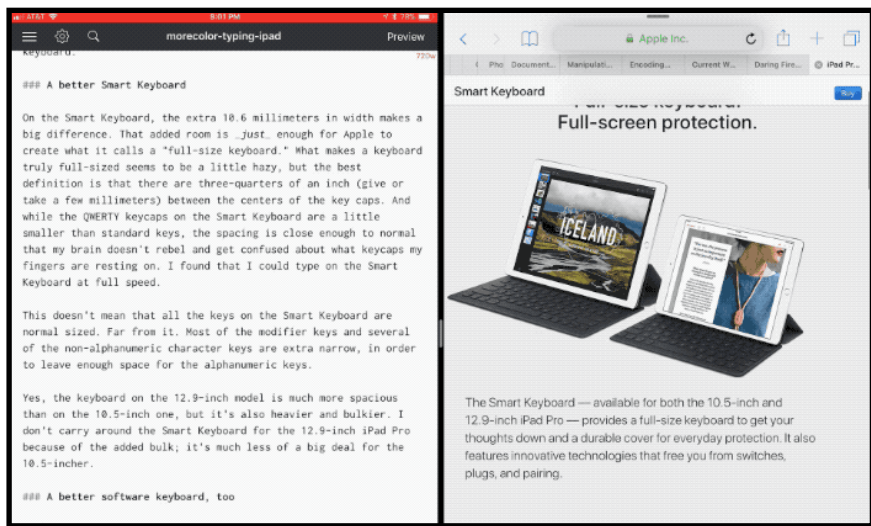
With Split View, you can perform a task like tapping and dragging a URL from Safari into a document you are creating with a text editor.

It seems silly now, in the light of iOS 11. Now when you set up two apps in Split View, they stay together. It's great. Now it's easy to toggle between different pairs of apps as you work. It's a huge advance in my productivity.

That said... when the celebrations over multitasking in iOS 11 die down, the limitations of this approach will become clear. Apps can only be paired a single time—if I want Safari to ride along with a couple of different apps in Split View, I can't. When an app is added to a Split View in one place, it disappears from the others. (A workaround would be to use Slide Over for such apps, since Slide Over is persistent, but it's not always the right choice.)

I can see why Apple has taken this approach. When you tap an app icon (in the Dock) that's open in Split View, it opens that app and its Split View buddy together. If that app was "open" in a few different pairings, which one would open? Things are already a bit complicated: If an app's in Slide Over, but off the screen, and you tap its icon in the Dock when you're in an app, it slides in. When you choose that same app from the home screen, it opens —and if it's in a Split View pair, it opens with its buddy. That makes sense, I guess, but it's still weird.

So, can apps only ever exist once, or should they be able to exist in multiple instances? (If Safari can split itself into two for the purposes of split-screen tabs, couldn't it split itself into multiple Split Views?) Should all Split View pairs be assumed to be inseparable buddies until the moment the user separates them? Answering these issues provides flexibility—but also adds complexity. I'd like to see Apple's smartest interface brains find ways to keep adding power to iOS multitasking without making it arcane and confusing for most users.

But in general, I love this implementation of multitasking. It really comes across as having been seriously considered by Apple designers, and finds a balance of functionality and simplicity that I appreciate. If you're an iPad user, the improved multitasking alone makes this a must-have update.

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Khamosh Pathak posted the following article to iphonehacks.com on September 18, 2017. tinyurl.com/ycyl9vdo. He is a freelance technology writer, a Staff Writer at MakeUseOf and a Freelance Writer at iPhoneHacks.Com. He resides in Mumbai.

# How To Use The New iOS 11 Podcasts App On iPhone And iPad

By Khamosh Pathak
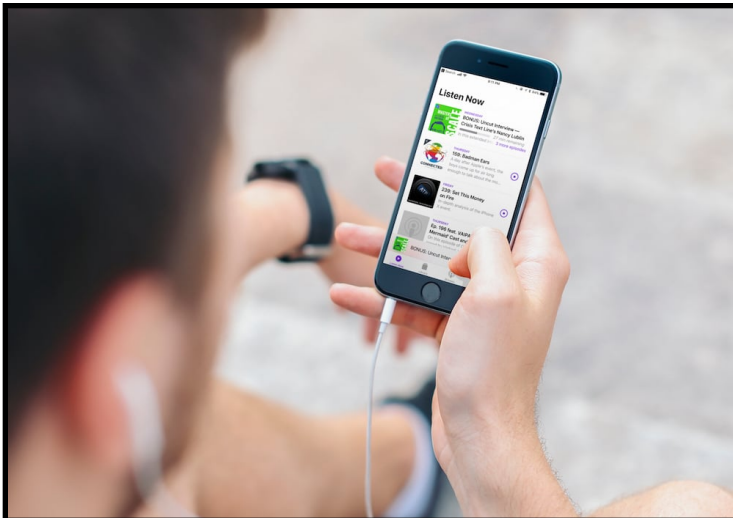
The Podcasts app in iOS 11 has been redesigned. One the face of it, the Apple Music inspired design doesn't instill much confidence. But the new app is a breath of fresh air and brings a much-needed visual update. It's now much easier to add and listen to podcasts. Plus, the new Podcasts app will even recommend you a couple of podcasts as it learns your taste.

The New Tab Design

The first thing you'll notice after opening the app is the fact that the tabs are all new. Now, you'll find four tabs – Listen Now, Library, Browse and Search. Search tab is self-explanatory.
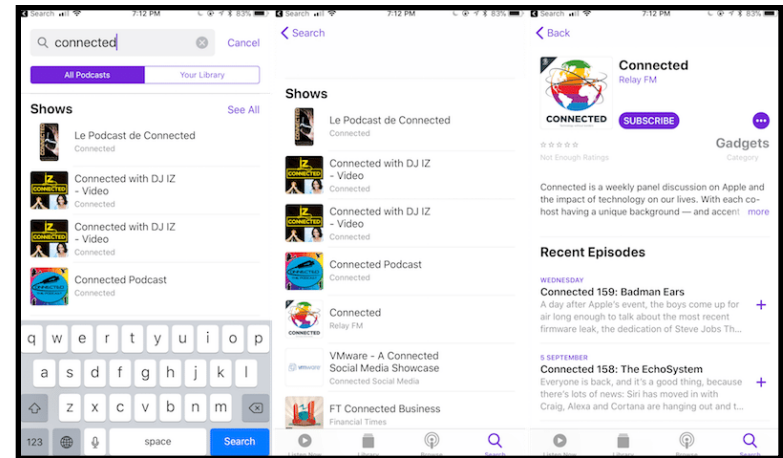
Browse is the tab you should get started in. The library is where you'll find all the podcasts you're subscribed to. Listen Now contains the feed of the latest episodes.

How to Browse and Subscribe to Podcasts

Tap on the **Browse** section. You'll find an App Store-like system to browse shows. Tap on show art to read the description.

When you find a show that you like, tap on the **Subscribe** button. If you only what to add to a particular episode, tap on the plus button next to it.

How to Manage Your Podcasts

Tap on the **Library** section and you'll see all the podcasts you've subscribed to. You'll find sorting option for Shows, Episodes and Downloading at the top.

Tap on a podcast to see a list of all downloaded or downloading episodes. Tap on the menu button. You'll find options to Unsubscribe, Delete from Library, and queue options.

How to Play Episodes in Podcasts App

Go to the Listen Now section, tap on an episode and select **Play** to start playing the podcast.
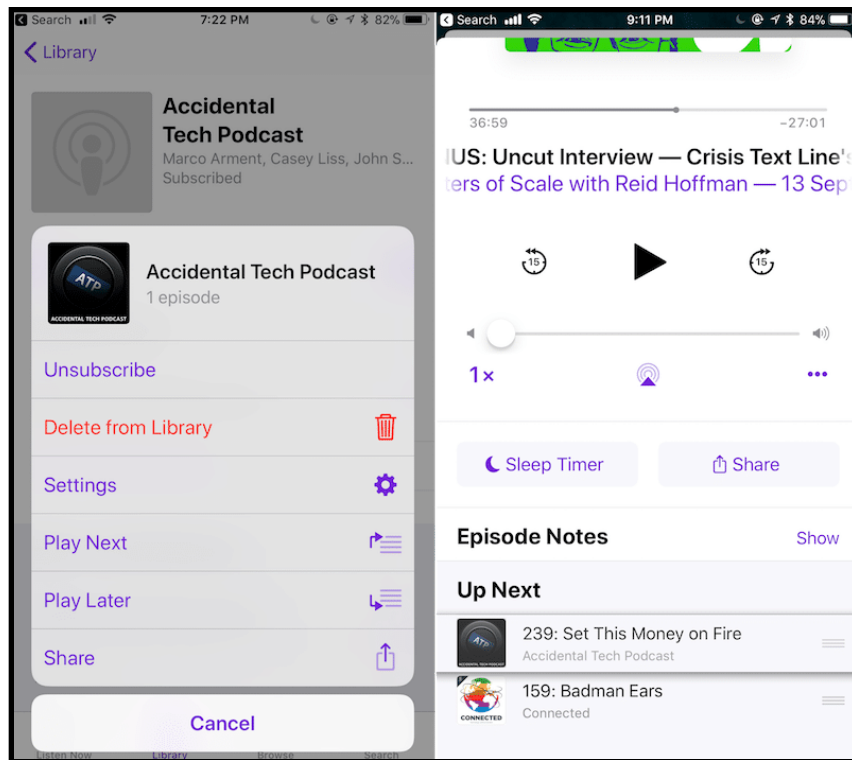
You'll instantly see the mini player in the bottom. Tap on it to reveal all controls. Just like the Music app, you'll need to swipe up to reveal sleep timer and show notes.

You can change the speed from the bottom-left button. Tap on the menu button for options like saving the episode, playing it next or for sharing it.

How to Build a Queue in Podcasts App

It's really easy to build and manage your episode queue. When you're already playing an episode and you find something else you want to play next, 3D Touch on the episode and select Play Next.

If your device doesn't have 3D Touch, tap on the menu button from the episode detail view and select **Play Next**.
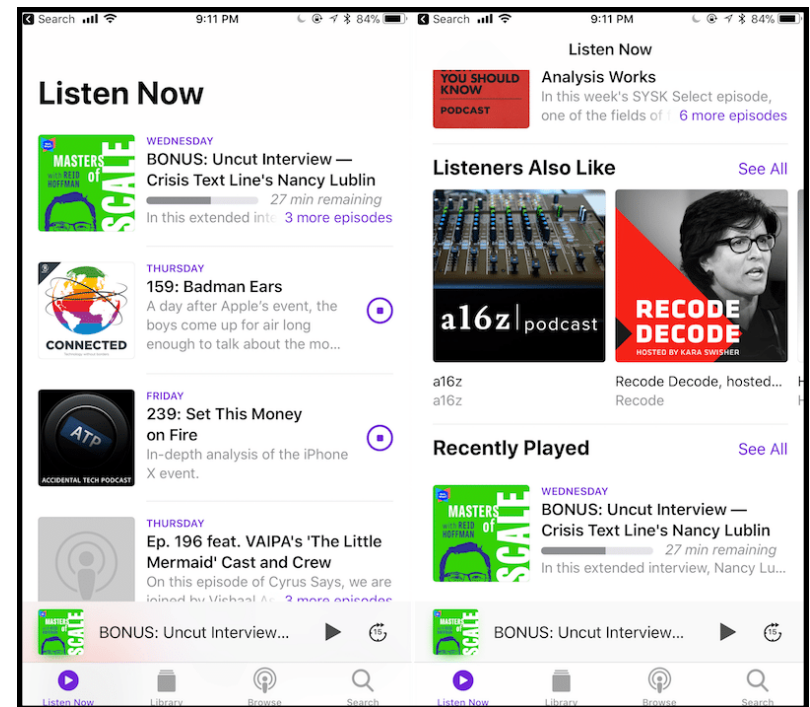
To see your queue, go to the **Now Playing** screen, swipe up and get to the **Up Next** section.

Use the handles to rearrange the queue. To delete a podcast episode from the queue, swipe left on it and tap on Remove.

Jason Snell posted the following article to macworld.com on *July 6. 2017*. tinyurl.com/y7furyfg. © Mac Publishing, LLC.

4 Ways iOS 11 Will Improve How You Listen To Podcasts

By Jason Snell

Owing to its embrace of the format back in 2005, Apple owns the most prominent position in the podcast market. Between iTunes on macOS and Windows and the Podcasts app on iOS, Apple owns the most popular podcast players in existence. And Apple Podcasts is by far the largest and most comprehensive—some would say definitive—directory for podcasts in the world.

That position gives Apple power and influence in the podcast world, even if you don't use Apple's apps to listen to your favorite podcasts. And with iOS 11, Apple's making changes to the way podcasts organize and describe themselves that should make it easier to choose which podcast episodes to listen to, while giving podcasters more insight into just how people listen to podcasts.

First, a short primer on how podcasting works: Podcasts are comprised of a bunch of audio files placed on a server somewhere on the internet. What makes a podcast more than a random collection of MP3s is the *podcast feed*, a structured file that indicates what episodes a particular podcast has, information about each episode, and a link to the audio file for that episode. When you subscribe to a podcast, your podcast player of choice regularly checks the feed to see if a new episode has been added, and then downloads it.

The podcast feed format predates Apple and is an open specification, so Apple can't control it. However, over the years Apple has *extended* the feed format with numerous custom tags that allow podcasters to provide richer information to users of Apple's software. Apple's dominance in the podcast software area means that most podcasts use those Apple-created tags, which in turn has led to those tags being supported by most of the other podcast player apps in existence. In this way, Apple has been able to use its clout in podcasting to expand and enrich the podcast feed format for everyone.

With the new version of the Podcasts app in iOS 11, Apple's adding support for a bunch of new tags. Since, as always, these tags aren't something Apple's is able to reserve for its own use, it's likely that all the changes coming to the iOS Podcasts app this fall (and possibly iTunes for Mac and Windows, though that's less clear) will be adopted by iOS apps such as Overcast, Pocket Casts, and Castro.

Here are the improvements Apple's making:

Start the story at the beginning. There are really two different types of podcasts—topical ones (which discuss current events and are generally best consumed starting with the most recent episode) and timeless ones (where you should start listening from the very beginning). In the past, podcast apps have assumed that you want to start with the most recent episode, rather than at the beginning. With iOS 11, podcasters will be able to specify which of these types their podcast is—and the Podcasts app will honor that choice. So if you subscribe to Serial or Hello from the Magic Tavern, you'll start with the first episode, not the most recent. As it should be.

Pick your season. Speaking of Serial, these days a lot of podcasts are released in "season" formats, where a collection of episodes make up a complete story. With iOS 11, the Podcasts app will be able to understand which season a set of episodes is a part of, and display that within the app. If you subscribe to Serial and want to listen to season 2, you'll be able to do so—it will be displayed separately from Season 1 episodes within the Serial list.

A few of the podcasts I produce are serial and seasonal, and I'm excited by this change because it means my podcast will presented in a way that makes a lot more sense to Podcasts app users. Instead of see

ing episode 111 of one of several ongoing Dungeons & Dragons storylines, listeners will be presented with the first episode of season 6 of Total Party Kill, which starts the story at the very beginning, with options to jump back to the five previous seasons if they'd prefer a different starting point.

Trailers, teasers, and bonuses. In podcasts today, there's only one feed—so if a podcaster has a special trailer for an upcoming season, or some bonus audio that's a supplement to the most recent episode, there's really only one place to put it. The result is a cluttered feed with real episodes, trailers, and other junk—or a separate bonus feed that almost nobody listens to. Apple's additions to the feed format allow podcasters to mark trailers and bonus material accordingly, and the Podcasts app should be able to show that material appropriately. An episode's bonus material can ride along with the "real" episode, providing listeners with the option of following up if they really do want more.

And a brief teaser can be given a more appropriate design than what would be given for a full-blown episode—not displaying it as an episode (which it isn't) but perhaps making it a prominent playable preview when you're browsing podcasts or even individual seasons of a podcast.

In-app podcast analytics. You may be surprised to discover that podcasters don't actually know a lot about the behavior of podcast listeners. From the podcaster's perspective, all we really know is how many times our podcast's feed is checked and how many times an audio file is downloaded. The makers of podcast player apps can know a lot more—like how many of those downloaded files are truly played, and for how long. As a part of its presentation in June at WWDC, Apple has indicated that it's going to begin sharing data (based on aggregated statistics, not

of individual podcast listeners) about what happens *inside* the Podcasts app with publishers.

What this means for you is that your behavior—the ads you skip, the podcasts you never get around to listening to—will be transmitted back to Apple for aggregation with the behavior of other podcast listeners. (Apple won't make this aggregation mandatory—most likely, you'll be able to opt out, though it's possible Apple will ask you if you want to opt in.) That's not a direct benefit to you—but podcasters will be able to learn what turns you on and what turns you off in ways that are much more concrete than the methods we attempt to approximate that behavior today.

The end result *should* be better podcasts—because the behavior of listeners will help train podcasts about what's good and bad. I'd imagine that you'll discover that some of those podcasts you never get through because they just run too long may, over time, get a bit shorter. The advertising reads might get a bit more engaging or snappier. And new podcasts will arise that take
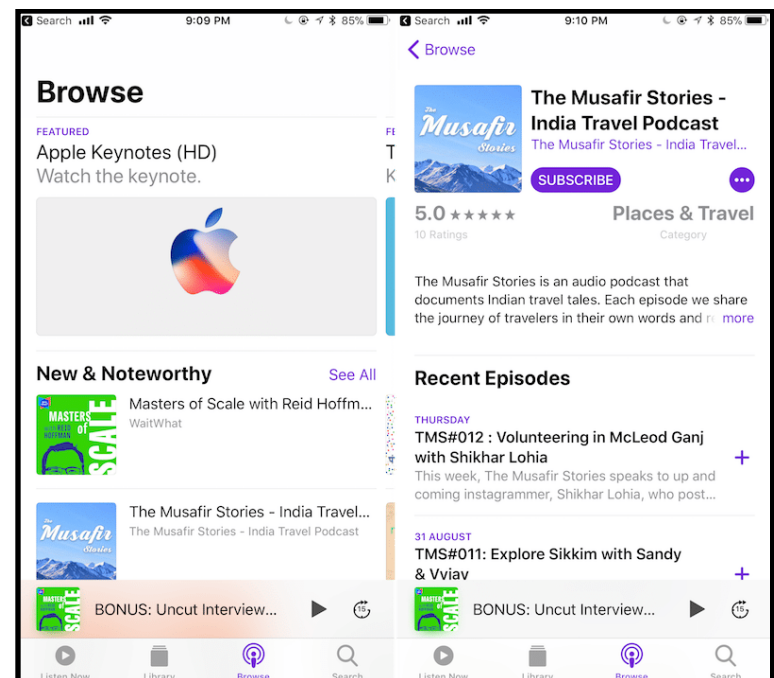
advantage of that data—as well as new features like seasons and serial storytelling—to create brand-new audio stories that you'll come to love.

Apple didn't really have to do anything to develop podcasting, but with these changes, it's showing recognition that it's the most powerful force in the industry and can be a force for good. This fall, everyone's podcast-listening experience should get a lot cleaner and less complicated.

MLMUG September 9, 2017 Meeting Minutes

By Mark Bazrod, Secretary

Larry Campbell, our Vice President, opened the MLMUG meeting at 9:20 AM at the Hershey's Mill Community Center near West Chester. There were about 30 attendees.

Main Presentation -Paul Del Rossi

VIRTUAL MACHINES EXPLORED.

Paul Del Rossi gave an excellent presentation on understanding and using virtual machines. A virtual machine is an efficient, isolated duplicate of a real computer machine. The virtual machine can be termed a guest and the real machine can be termed a host. In our case, the virtual machine (guest) runs on your Mac (host), is stored on your Mac as a set of files, can run as fast as your Mac, and has complete control of real Mac resources (RAM, CPU, hard drive, keyboard, mouse, printers, etc.) allocated to it.

Since the virtual machine is allocated real resources from the Mac, you should use the minimum possible. The resources used by the virtual machine can be increased or returned to the Mac at any time. The trick is to balance the resources of each so each runs efficiently. The virtual machine can also be paused at any time.

You can have multiple virtual machines running at the same time. Paul showed three virtual machines running on his Mac.

You can share files between Mac and the virtual machine, although not all operating systems permit sharing files.

You can drag and drop or share files between the virtual machine and the Mac. All as part of the Mac. You can run Windows apps in the virtual machine on your Mac.

Virtual machines can not only emulate more than 100 operating systems which are Intel based, but can also emulate many hardware systems.

You use a virtual machine monitor to manage the virtual machine. Paul uses VMware Fusion software as his virtual machine monitor and showed how VMware Fusion runs Windows 7 on a virtual machine on his Mac.

There are several virtual machine monitors to run virtual machines as a process on the Mac, including VMware Fusion (~$80), VirtualBox (free), Parallels Desktop (~$80), and QEMU (free).You can get a test copy of VMWare Fusion for 30 days.

To run Windows in a virtual machine on a Mac, you will need a virtual machine monitor, licenses for a Windows OS X and apps, and, of course, Windows antivirus software.

Bootcamp is not a virtual machine monitor. It requires you reboot to go back and forth between operating systems. Virtual machines do not require rebooting.

Benefits of Virtual Machines.

Virtual machines are flexible, files are portable and can be copied to other machines, can be used in isolation,

totally disconnected from the rest of your Mac. For safe computing, you can go to a risky site with a virtual machine with perhaps just one processor and if there is a problem, just wipe out the virtual machine.

There has been a modern virtualization renaissance in database centers and clouds. If a site is under attack, it just switches to another virtual machine. Virtual machines use common hardware, but the host should be a powerful machine. Virtual machines are ideal for test and development.

Benefits to Average User.

Easy installation.

Good way to try out other operating systems.

Run another version of the Mac operating system.

Share apps and files between host and virtual.

Protection from viruses.

Hardware Requirements for Host Systems.

Memory - at least 8GB. [Editor - Probably a lot more]

Hard drive - at least 2 GB Free. [Editor - Probably a lot more] Virtual machine files can be stored on the main drive, an external drive or a solid state drive.

Processors - more than the minimum since processors used by the virtual machine can not be used by the host.

Paul uses naming conventions to know what machine he is running.

Running a Virtual Machine.

There are many settings you need to configure to run a virtual machine, including mouse, shortcuts, display resolution, preferences, dictation, and peripheral control.

Do not allow Time Machine to backup the virtual machine.The files change all the time and backing them up can slow Mac processing and use up too much Time Machine storage.

You can migrate an existing PC to virtual machine. The easiest method is to use a crossover cable.

Bob Barton will be posting Paul's slides to the MLMUG website. If you are interested in learning more about virtual machines or even trying them out, Paul's slides are an excellent place to start.

AI And Humans

New Recipe

By Kathy Garges

While journalists and watchdog groups continue to uncover bias in important data-based algorithms and artificial intelligence programs that can affect any of us, including in credit and job applications (see last month's column, "Baked In"), companies that create or use these programs often take the defensive attitude that the bias is not intentional – and do little or nothing to remove it. Proposed frameworks for addressing bias and practical solutions are coming instead from a variety of sources, such as academics, programmers and independent researchers.

Themis, a "software fairness tester," is a program developed at the University of Massachusetts, Amherst, that anyone can download and use for free. The programmers believe software should be routinely tested for bias, noting that even when fairness is made a goal in design of a software program, bias can enter the system.

The developers of Themis define a "causally fair" system as one that gives the same results for two sets of data input where the only difference between them is the focus of the fairness concern. For example, an AI bank loan approver should give the same result (loan approved or not) for two loan applications where the only difference is the race of the applicant.

Themis software works on text programs (image and multimedia programs are in development). It's better than human testing because it zeroes in on appropriate test cases faster than a human, and the automated testing process is faster.

The Themis tester is just a start, one part of the solution to data bias problems. Not all data-based systems use the small number of data inputs within narrow ranges that Themis is designed to assess.

Even when Themis reveals bias it is not necessarily easy to fix the program. Fixing one bias can introduce a different element of unfairness. For example, increasing the prediction rate of "true positives" in a system that evaluates prisoners for parole can increase "false positives," keeping more people in prison who are not likely to re-offend. These kinds of trade-offs are inherent in making predictions by using probabilities based on past experience.

Participants in the AI Now conference earlier this year offered diverse perspectives on the data bias problem and possible solutions. Studies show that most people want to treat others fairly and welcome advice and processes that help them reduce bias. But it can take repeated efforts to get the process right, and ongoing audits to keep biases out.

Data scientist Cathy O'Neil, a participant in the AI Now conference and author of a book on data bias, has made several proposals, many of which were seconded by other conference participants. She notes in her book that the worst programs are those that have opacity (for example, "black box" machine learning AI), scale (affect a large number of people), and damage (can cost people their civil rights or economic opportunities). Systems that use "proxies" (less expensive and more readily-available data) are particularly suspect. Proxies can stand in for biases. For example, neighborhood geography data can act as a substitute for race in predictive policing AI. Proxies can be "gamed," as has happened in popular systems that rank the best colleges and universities.

One of O'Neil's proposals is to eliminate the use of data-based algorithms where they just don't work, like teacher evaluations. Another is to decide what data we want to use, what we care about, and look only at that, making sure to exclude other data and proxies for other data. She also advocates the use of positive feedback loops, involving users of the program and those affected by it in grading and commenting on the program results and processes.

Another idea that has widespread support is using data-based

programs only as advisers and assistants to human decision-makers. Most conference participants also seemed to agree that at some point we need to update and adapt government regulations to reduce exploitation and misuse of private data that we cannot realistically avoid providing, for example, in day-to-day Internet use, and to prevent the deliberate use of proxies to avoid existing regulations in, for example, consumer protection.

Some commentators caution that modifying programs to erase biases that are rooted in society can be counterproductive, creating the illusion that they no longer exist, disguising evidence of hidden biases, and hampering the deep societal changes needed. They want to use AI programs to uncover hidden biases (for example, by adding data about race or gender to test a new program that is based on prior human decision-making practices), and to reduce the even-greater bias that can exist when humans alone make the decisions.

Once there is some experience and momentum in addressing data bias, we are likely to be able to chart further efforts and public policy initiatives. Some problems that may arise, and that could be behind the reluctance of companies that create and use AI programs to face bias issues, are factoring in the additional expense and error rates of auditing and adjusting or re-training programs, determining how often to test programs for bias, and deciding what to do to correct decisions already made by a system shown in an audit to be biased.

Data bias can be a problem in even the simplest non-AI software algorithms. It seems to have entered the spotlight, however, with the recent success of two complex forms of AI. Data-based machine learning AI is trained on millions of pieces of real-world data, often from the Internet. It does not disclose its "reasoning" process, and sometimes learns on an ongoing basis as it is used by humans. In one embarrassing incident, an image labeling function tagged African Americans as gorillas. Natural language processing (NLP) establishes connections in language data by analyzing probabilities that occur in natural human language use. Data sets of real-world language that are used to train NLP

programs have been shown to include bias, such as rating the word "programmer" closer to "man" than to "woman." It's notclear whether bias problems in these complex programs can be fixed easily.

As AI becomes more sophisticated, complex, and opaque, more like human intelligence, bias and other "psychological" problems could become common. Will researchers one day perform double-blind psychology experiments on AI software and robots to try to understand the mysteries of their behavior? Using AI is not only giving humans the opportunity to become smarter – as the data bias problem demonstrates, AI is forcing us to become smarter.

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