

TESTED: APPLE WATCH MAGNETIC CHARGING DOCK, CORTANA FOR iPhone

# Macworld

FEBRUARY 2016

MACWORLD.COM

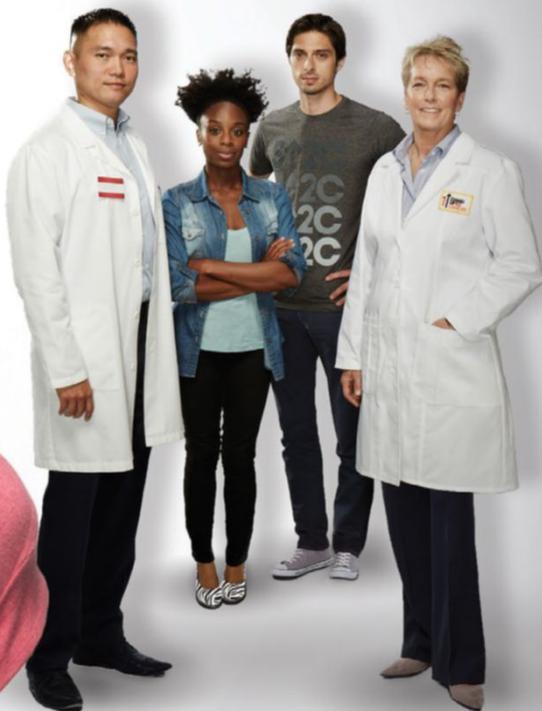
## iPad Pro FOR Photography



How Apple's biggest tablet can be any  
photographer's best friend

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## What the Mac needs in 2016

Jason Snell shares his hopes for Apple's Mac lineup in the new year.

BY JASON SNELL

The end-of-the-year tradition of list-making and reflection on the past, as well as pondering the future, often spills into the new year itself. Our foothold in 2016 is now complete. I've taken down my old calendar and put up the new one, a practice that always stokes my curiosity about what's to come. I can't actually peek into the future, but I'd like to share a list of things I hope we see from the Mac in 2016.

## A NEW NAME FOR OS X

I've banged this drum ([go.macworld.com/namechange](http://go.macworld.com/namechange)) a couple of times ([go.macworld.com/endofosx](http://go.macworld.com/endofosx)) this year, but 2016 seems like the right time for Apple to retire the "big X" and put the Mac back in OS X.

In 2015, we saw tvOS and watchOS join iOS in Apple's operating-system portfolio. In 2016, it seems only logical that macOS join them. (No, I'm not thrilled about the

capitalization either, but I suspect we'll get used to it.) Only Macs run OS X, and the X seems like a relic of the late '90s now. Bring back the Mac! Er, "mac."

## AN IMPROVED MAC APP STORE

The Mac App Store finally got a renewed focus in 2015—as in, writers and pundits focused on the missteps that led to Mac users being told their



### PODCAST

Tap to listen to our podcast about Jason Snell's 2016 predictions.  
[go.macworld.com/2016predictions](http://go.macworld.com/2016predictions)



apps were damaged and should be thrown in the Trash.

When the Mac App Store launched, we were all excited by the possibility that it would do for Mac software sales what the App Store had done for iOS apps. Unfortunately, the developers of more complex apps have been frustrated by Apple's security demands and the limitations of the Mac App Store itself. Some key Mac apps have never been allowed into the store, and many more—including, most recently, Sketch ([go.macworld.com/sketchleaving](http://go.macworld.com/sketchleaving))—have given up and pulled out.

In 2016 I'm hoping Apple refocuses on the Mac App Store, and makes it worthy of the Mac platform. The Mac is fundamentally a more complex, rich system than iOS. That's its advantage, and why it continues to exist. Why apply iOS standards to the needs of Mac users? It was understandable that the Mac App Store would launch as nothing more than a copy of the iOS App Store, but it's been years now.

In particular, I'd like to see Apple improve the App Store app, relax its restrictions on what apps are allowed in the Mac App Store so that more complex products can be allowed entrance, and introduce support for trial periods and paid upgrades. (The later in the list, the



less likely it is to happen, but we live in hope.)

### **THUNDERBOLT 3, EVERYWHERE POSSIBLE**

Intel announced this year that Thunderbolt 3, the new generation of the high-speed connection technology, will be plug-compatible with USB-C ports. In an ideal world, this would be the port that Apple could standardize on for all of its computers across its entire line, providing USB compatibility along with the speed and flexibility of Thunderbolt.

Not every Mac released in 2016 will support Thunderbolt 3, but I'm hopeful that by the second half of the year, it's standard issue on all of them. Imagine a single, small port that's capable of attaching just about any peripheral you can think of,

including a 4K external display. In 2016 we should see it, and it should allow Apple to finally avoid offering both Thunderbolt and USB ports on almost all of its Macs.

### **A RETINA EXTERNAL DISPLAY FROM APPLE**

Every Mac power user I talk to seems to want a Retina successor to Apple's Thunderbolt Display. So why hasn't it happened? It's probably some combination of connection technologies and available graphics processing power, but in 2016 it should finally be possible. If it uses Thunderbolt 3 and works with a new round of Mac Pros and MacBook Pros, all the better.

### **A MACBOOK UPGRADE**

The new MacBook is a fun, interesting laptop, but 2015's model has the feel of being a bit too far on the cutting edge. Perhaps a new model for 2016 could upgrade its USB-C port to Thunderbolt 3, or at the very least add a second USB-C port? Improving the keyboard wouldn't be a bad move, either.

### **RETINA SPREADING ACROSS THE iMAC LINE**

In 2015, Apple made every 27-inch iMac a 5K iMac. This year, it should do the same for the 21.5-inch 4K model, getting non-Retina out of the iMac range at last. (A more likely scenario is a single, low-cost non-



Retina model remaining in the product line.)

## THE DEATH OF SPINNING HARD DRIVES

Speaking of the 21.5-inch iMac, even the base configuration of the 4K iMac is equipped with a spinning hard drive. This is old, slow technology that doesn't have a place on new Macs sold in 2016. So here's hoping for the abolition of that technology,

with only Fusion Drives (a spinning hard drive augmented by a small amount of speedy flash storage) and pure Flash Storage in the mix.

People make a big deal about Apple being famous for abolishing outmoded technologies and forging ahead—floppy disks, optical drives, maybe even the 3.5mm headphone jack—but it's clung to the classic hard drive too long. Time to turn the page and recall it as a dim memory of 2015 past. ■

You might know **Joshua**.  
He loves video games, and he owns enough to know they're not all meant for kids. That's why he reminds his friends (at least the ones that have kids) that they all have **big black letters on the box** to help parents find the ones that are best for their families.

You can learn about those ratings at **ESRB.org**



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# Cannibalism is good, and other things I learned from *60 Minutes*' Apple report

Charlie Rose talked to Tim Cook on *60 Minutes*, and the interview was enlightening.

BY MICHAEL SIMON

**A**n inside look at Apple's laboratories isn't as rare as it once was. Over the past year, Apple has opened up its doors to *Good Morning America*, Backchannel ([go.macworld.com/backchannel](http://go.macworld.com/backchannel)) and *The New Yorker* in a seeming effort to change its image as an ultra-secretive, inaccessible company ruled by the specter of an iron fist. *60 Minutes'* Charlie Rose was the latest journalist invited into the inner sanctum, and Apple practically rolled out the red carpet for him.

But while Rose didn't uncover any real secrets (at least none that he told us about), his report was fascinating nonetheless. Every peek we've gotten in the media has shed the smallest sliver of light on Apple's private operations, but Rose's report wasn't the usual sanitized glimpse at life within Apple's walled garden. Throughout the tour, he revealed more than just how Tim Cook, Phil Schiller, and Eddy Cue operate between the public unveilings of new products; he showed a remarkably human side of both the company and its CEO, and even uncovered a few surprises along the way. Here are five things I learned:

### **TIM COOK IS COMFORTABLE LIVING IN STEVE JOBS'S SHADOW**

Cook has every right to want to distance himself from his larger-than-life predecessor, but when Steve Jobs's name was uttered—before

Rose took a single step onto Apple's campus, mind you—he was respectful and reverent in a way that suggests he misses him as a friend more than an inventor. Everything Cook does is viewed through the prism of Jobs's genius, and in many ways his legacy has already been written; even if he succeeds, Steve will receive much of the credit, having built Apple from a company on the brink of bankruptcy into one of the largest in the world.

It would be easy for Tim Cook to rattle off his own accomplishments—after all, he was with Steve nearly



**TIM COOK** and Steve Jobs at a 2010 press conference.



every step of the way—and talk about how Apple is different now, with a whole line of products designed after Jobs, but instead he spoke in glowing terms, saying, “I’ve never met anyone on the face of the earth like him before...who had this incredible and uncanny ability to see around the corner. Who had this relentless driving force for perfection.”

He even invoked one of Steve’s famous phrases, “insanely great,” when talking about Apple’s drive for perfection. It didn’t seem like lip service, and while some people want to believe that Apple’s halls are haunted, Cook made it seem like they’re blessed, even protected, by

its late founder.

“I loved Steve. Steve is not my competition,” he said. “He selected me. I want to do every single thing I can do and use every ounce of energy I’ve got to do as well as I can.”

### **APPLE’S ATTENTION TO DETAIL HAS NO LIMITS**

No tour of Apple is complete without a trip to Jony Ive’s laboratories. Rose spent a good deal of time there, looking at Apple Watch sketches, a CNC milling machine that carves out precision prototypes, and some of the hundreds of color shades that weren’t quite right for the bands. It was cool to see the behind-the-scenes process,

but even cooler were the ten iPhone 6 prototypes we were shown. Before the 4.7- and 5.5-inch displays were chosen, Ive and his team went through nearly a dozen handsets in varying sizes and finishes to see which one “felt right...emotionally.”

Ive continued: “We’ve found that different textures considerably impact your perception of the object, of the product, what it’s like to hold, and what it’s like to feel. So the only way that we know how to resolve, and address, and develop all of those issues is to make models, is to make prototypes.” But while it sounds exhausting, there is very little turnover in the most sacred of spaces at 1 Infinite Loop. In 15 years, Rose reported, just two of Ive’s team of 22 designers have left.

When Rose took a trip to the construction site of Apple’s new campus, Cook explained how no detail was overlooked: “This goes down to...it goes to the desk, the chair, the stairwell, the doorknob, the glass—I mean, every single thing.” That includes the hard hats. Not only were they white with gray Apple logos on them, Ive’s was inscribed with his last name, much like the cap of a pro baseball player. And I’d be surprised if it wasn’t custom fitted for the shape and size of his head.

Along the way, Rose was treated to a scale representation of a future

Apple Store. It was beautiful, incredible and crazy all at once; listening to Angela Ahrendts describe how they want to bring the “dynamic, emotive, immersive” to life inside the Apple Store was eye-opening. I always chalked up the Apple Store crowds to people wanting to see their products, but it’s more than that. Everything from the doors to the shelves to the lighting is specifically designed to draw you in and keep you interested.

**IN 15 YEARS, ROSE REPORTED, JUST TWO OF IVE’S TEAM OF 22 DESIGNERS HAVE LEFT.**

## **APPLE ISN’T BACKING DOWN FROM THE U.S. GOVERNMENT**

Fighting Samsung isn’t the only battle Apple is waging in U.S. courts, and Cook wasn’t shy about speaking out on the two major ones: encryption and taxes. And it doesn’t sound like he’s going to stop fighting either.

It was refreshing to hear a CEO answer a couple of hard-hitting questions without eluding them. There are many who disagree with him—including BlackBerry CEO John Chen—but it’s hard not to admire Cook’s matter-of-fact stance. When asked about handing over information in a criminal case, Cook was

resolute in protecting the user: “If the government lays a proper warrant on us today then we will give the specific information that is requested,” Cook said. “In the case of encrypted communication, we don’t have it to give. And so if your iMessages are encrypted, we don’t have access to those.”

There isn’t much of a gray area. Cook outright dismissed the notion of a so-called back door—“The reality is if you put a back door in, that back door’s for everybody, for good guys and bad guys”—and called the idea of privacy versus security “overly simplistic.” “We’re America,” he said. “We should have both.”

When pressed on the issue of taxes—Apple has some \$75 billion stashed overseas, and the U.S. government is fighting to force the company to bring back—Cook was just as blunt. He admitted to taking advantage of a legal loophole to avoid the 40 percent penalty and called out Congress for refusing to update a tax code “that was made for the industrial age, not the digital age.” And he called the case against Apple “total political crap.”

The fight is likely to go on for many years, but if the government thinks Apple is going to bow to public pressure, it has another thing coming. Cook could have easily taken a broad, political route on such a



national stage, but he chose to attack the issue head-on.

**CHINESE CUSTOMERS**  
testing out iPads.

## APPLE HAS ONLY SCRATCHED THE SURFACE IN CHINA

Over the past several quarters Apple has been enjoying tremendous growth in the Middle Kingdom, and with 1.3 billion inhabitants, it doesn’t take an expert to see that it’s a major market for Apple. But Tim Cook thinks it will eventually become Apple’s biggest: “The numbers tell me that. And not just the numbers of people, but the numbers of people moving into the middle class. That, for a consumer company, is the thing that really begins to grow the market in a big way.”

But even more than the growth opportunity, Apple’s manufacturing ties to China are equally important. Cook bumbled through a question about whether cheap labor was the

primary reason for building the vast majority of its products in China, citing workers' skill level as the primary motivator, and he was clearly uncomfortable during that segment of the interview, particularly when asked about the safety and wages of workers.

"We have a responsibility and we do it," Cook said. "We are constantly auditing our supply chain, making sure that safety standards are the highest. We're making sure that working conditions are the highest. All of the things that you would expect us to look for and more, we're doing it."

But as China becomes an increasingly bigger market, these issues will only become more illuminated. It's not a problem unique to Apple, but as the largest manufacturer in the world, it has an obligation to take the lead, which Cook is doing. But Apple still has a long way to go.

## **PRODUCT CANNIBALISM IS GOOD FOR BUSINESS**

But the most interesting comment of the report came from Phil Schiller. Rose asked a very pointed question about the inherent overlap in Apple's various product lines, from iPhones to iPads to Macs. I expected to hear a stock answer about how Apple builds products people need and strives to fill all needs, but instead

Schiller embraced the scary notion of cannibalism.

"It's not a danger, it's almost by design," he said. "You need each of these products to try to fight for their space, their time with you. The iPhone has to become so great that you don't know why you want an iPad. The iPad has to be so great that you don't know why you want a

notebook. The notebook has to be so great, you don't know why you want a desktop. Each one's job is to compete with the other ones."

I've never thought of it that way, but it makes a lot of sense. To make a great product, it obviously has to hold its own against all others in its class, but it also has to embrace its compromises and understand its weaknesses. Apple devices are at once complementary and competitive, and to use one is to want, though not necessarily need, another.

It's a relentless focus and pursuit of what's best for the user. And whether we're talking about China, encryption, or retail stores, Apple isn't about to give up the good fight. ■

**APPLE DEVICES ARE AT ONCE COMPLEMENTARY AND COMPETITIVE, AND TO USE ONE IS TO WANT, THOUGH NOT NECESSARILY NEED, ANOTHER.**



MAC GEMS ARE APPS THAT OFFER  
STANDOUT UTILITY OR UNIQUE  
FEATURES AT A GREAT PRICE.

PHOTOGRAPHY

# POWERPHOTOS 1.1: NOW WITH LIBRARY MERGES, ALBUM COPY, AND SEARCH ACROSS LIBRARIES

BY GLENN FLEISHMAN



**WHILE APPLE'S PHOTOS IS STREAMLINED** and zippy compared to iPhoto, its stripped-down approach can be confusing. PowerPhotos ([fatcatsoftware.com/powerphotos](http://fatcatsoftware.com/powerphotos)) takes some of the shock out of Photos for OS X by helping bridge the gap between old and new. Fat Cat Software's app offers assistance in migrating iPhoto libraries, managing (and merging) multiple Photos libraries, and offers a different way of viewing images and videos. It's more flexible, to be sure.

When launched, PowerPhotos shows—under an Operations listing—Migrate iPhoto Libraries, which can also be selected later

## POWERPHOTOS 1.1

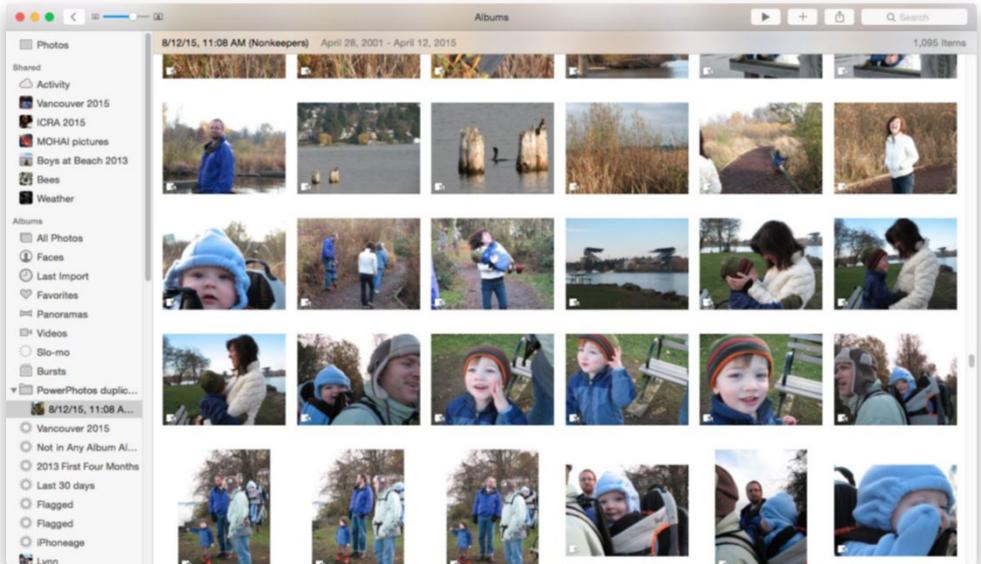


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from the File menu. This lists all iPhoto libraries that it can find via Spotlight; you can add others manually.

The migrate operation lets you manage creating Photos-compatible libraries without babysitting the Photos app, and shows progress and errors. It can also migrate several libraries from the same interface instead of requiring multiple iterations of quitting and launching Photos with the right key held down.

In the 1.1 update, the app added the ability to merge Photos libraries as well as copy images and albums to existing or new Photos libraries. This dramatically expands its utility; its price also was bumped from \$20 to \$30, but it bundles a fully licensed copy of its predecessor, iPhoto Library Manager ([fatcatsoftware.com/iplm](http://fatcatsoftware.com/iplm)), which can merge iPhoto and Aperture libraries before you import them into Photos. (Existing owners of that product can upgrade for \$15.)

#### **POWERPHOTOS' FIND**

Duplicates feature creates an album with all the images marked as duplicates that you accepted.

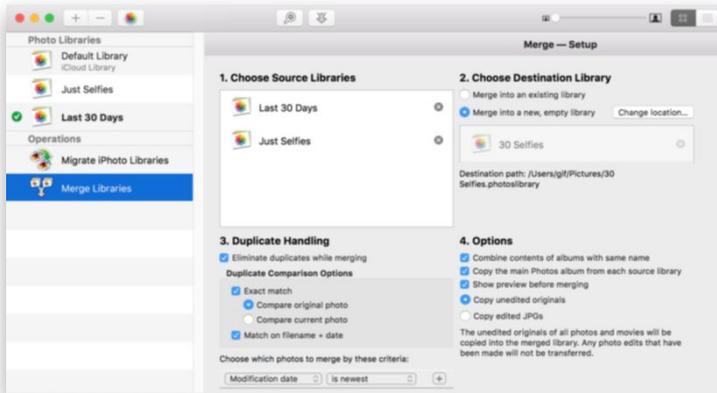
### **MERGING LIBRARIES AND FINDING DUPLICATES**

Once you have Photos libraries migrated from iPhotos or created anew, you can use PowerPhotos' Merge Libraries and Find Duplicate features,

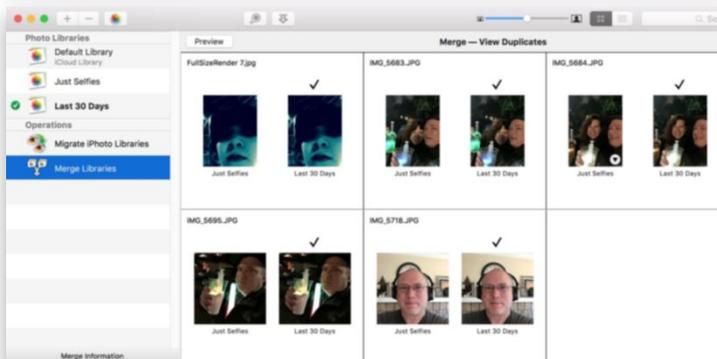
which employ different strategies through a very similar interface. Those waiting to upgrade to Photos until a point at which they could merge or at least rationalize various libraries can now take the plunge.

Select Library → Merge Libraries, and an item appears in the left navigation bar under Operations. Select it and you can then drag libraries in the Photo Libraries list into the Choose Source Libraries area. (At this writing, the text in that area is incorrect.)

In the next step, you choose whether to merge into an existing library or create a new one as the product of the merger. You can then, in step 3, select duplicate handling, which will de-duplicate within a single library (described below) and across multiple merging libraries.



**THE MERGE LIBRARIES** options are elaborate, allowing fine control over the results.



**THE PREVIEW** during Merge Libraries lets you inspect which duplicates were found.

Finally, step 4 offers merger-specific options, which includes a few general items, like merging albums with the same name, and one critical radio-button choice: whether to import originals or edited versions. If you select the former, any edits made in Photos aren't copied, only the original image as imported; select the latter, and originals are copied for unedited images and videos, but for Photos-edited images, only the resulting JPEG stored in Photos is copied over.

You can click Preview to have it run an analysis before completing the operation, and see both the resulting library and any duplicates found.

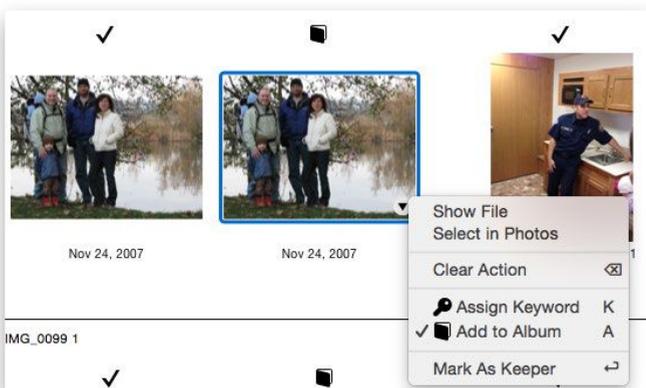
Another version 1.1 feature lets you take selected photos or albums and drag them into another library. This doesn't remove them from the original—that's a separate step you have to take *within* Photos. So if you want to split a library into multiple libraries, you should use Photos to create albums, then use PowerPhotos to duplicate those albums into new or existing libraries, and finally delete them via Photos from the original library.

If you don't have libraries to merge (or split), you can use the Find Duplicates feature to reduce the size of your corpus and remove the detritus of year's past—duplicate imports you may have made accidentally.

I apparently have 43,169 photos in my master Photos library, and I



**WHEN A MERGE IS** complete, PowerPhotos offers a summary of what it did.



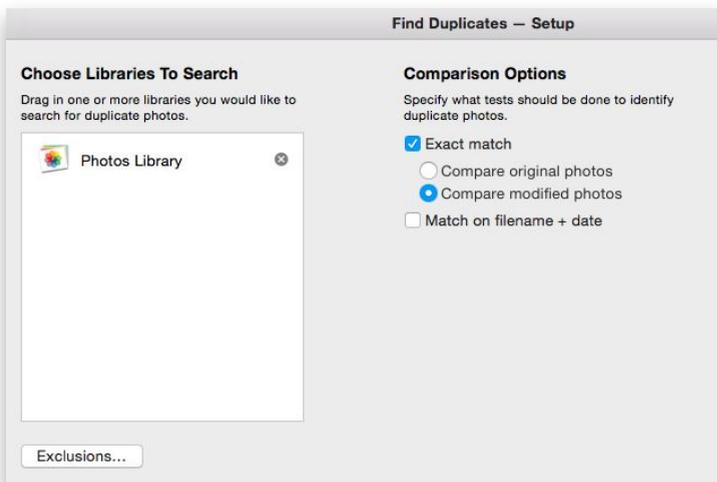
**AN IMAGE DEEMED** to be a duplicate that should be discarded can be swapped to be the one kept, among other operations.

hadn't spotted many duplicates in my perusal. PowerPhotos found over 1000! If you have multiple Photos libraries, you can scan across them, too.

The app gives you several choices for deciding how to let it identify duplicates (whether in Find Duplicates or Merge Libraries), including the option to exclude hidden photos, images marked with "duplicate" in the keyword field, and photos that it's already placed in a special album. Comparisons can be based on the content of an image (Exact Match), which looks for byte-for-byte identical versions of either the original image or any modified version you've stored. Or, you can opt for filename and date, which includes minor variations in filenames commonly used with duplicates. (Merge Libraries uses these criteria, but also adds an option to remove duplicates while merging, and to use additional metadata criteria to sort out which image should be kept in the merge operation.)

Even with my huge library and using exact matches, it only took about 20 minutes on a 2014 Mac mini while I continued to work on tasks in other apps. Once the pass is complete, you can review pairs or multiples of images and make sure your matches are correct. If not, you can switch which image in a set you want to be the "keeper," or discard the match entirely, among other options.

When you're done reviewing and click Apply, instead of deleting the files or moving them to the trash, the images are placed by default into a



**THE FIND DUPLICATES** feature allows exact image matching or matching against a combination of filename and date.



special duplicates album, which you can then review in Photos to dump into the trash.

## LIBRARY MANAGEMENT

While you might use Find Duplicates once or rarely, the ability to easily review and switch among multiple Photos library is a must-have feature for many users, based on the email we've received at *Macworld*. Some iPhoto users set up multiple libraries, one per year, or with other divisions that they want to maintain and have access to. PowerPhotos can't overcome iCloud Photo Library's limit: one Photos library is a master to which iCloud syncs.

With a Photos library selected, PowerPhotos lets you select Moments as items in its navigational column. Albums and Smart Albums are also shown. But where it shines compared to Photos is with its list view and in a middle ground for search between Photos' very basic option and Smart Albums.

Click the list icon at upper right, and PowerPhotos shows a thumbnail that can be sized from tiny to enormous, and then a host of associated data, allowing easier scanning through and sorting. By default, it just shows a few items, like Title and Date. But pop into the View → Show Columns items list, and you can add Description, Place, Faces, Size, and more.

This works well in association with its find feature. Type in a word or more, and PowerPhotos searches across all of an image's file data and

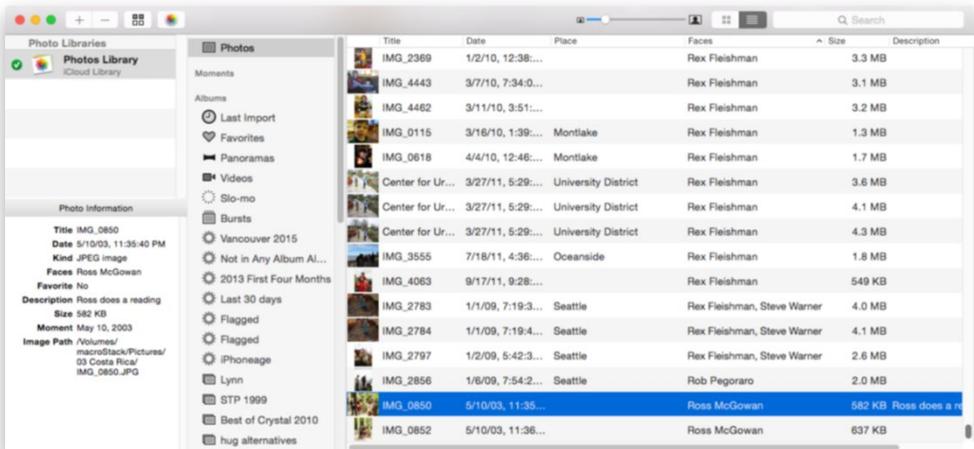
**MIGRATING LIBRARIES** from iPhoto and Aperture to Photos can be managed with more élan within PowerPhotos.

metadata. But then you can opt to broaden to search across all libraries the app is managing, and narrow to match that text only across Title, Filename, Keywords, Faces, Place, Description, and Moment. While you can achieve this with a single library using Smart Albums in Photos, it's not interactive nor can it provide the compact density of a detailed list.

## BOTTOM LINE

PowerPhotos is an extremely useful addition as an enhancement for any Photos user trying to perform tasks that fall outside of Photos restricted purview. With the addition in Photos 1.1 of merging libraries and copying images and albums across libraries, it's become invaluable for longtime iPhoto and Aperture users trying to make sense of moving forward. And its utility features—including identifying duplicates, multi-library and metadata searching, and other bits and pieces—show the ongoing worth of having it in your arsenal. ■

**THE LIST VIEW** in PowerPhotos provides a lot of detail in a compact format for quick scanning.





SOFTWARE

## SPAMSIEVE 2.9: A MUST-HAVE SPAM FILTER FOR YOUR MAC EMAIL CLIENT

BY GLENN FLEISHMAN

**OH, SPAM. THERE IS SO MUCH OF IT.** Some estimates say that 90 percent of email sent around the world is spam. Sometimes it's hard to sort the wheat from the chaff; or the ham from the spam.

It's been a plague since the earliest days of the Internet. Whether it's spam that contains attachments—which, if opened, could hijack your computer (though most often, these attachments carry Windows malware)—or phishing emails that try to trick you into entering your bank or Apple ID credentials on dodgy websites, spam is both an annoyance and a danger.

There are several ways you can block spam. If you use Gmail or iCloud for your email, there are built-in spam filters. In Gmail you can view your spam to check for any legitimate email that has been

### SPAMSIEVE 2.9



PRICE WHEN RATED

\$30

COMPANY

C-Command Software

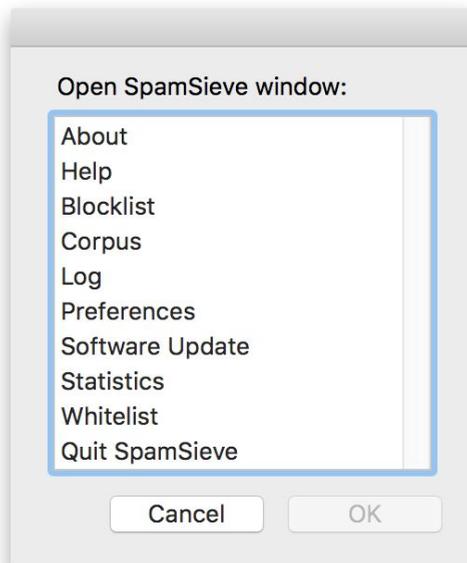
filtered as noxious, but you can't do this with iCloud. Much of the spam that iCloud gets is simply deleted, and you don't even know about it.

If you have your own domain name and host your email, then you can control how a server-side spam filter works. But I find that when the server filters the spam, I forget to check for legitimate emails. I get lots of contacts from readers, and it's annoying to find that many of these emails get tossed in the spam folder. And Apple Mail—the email client I use—isn't great at filtering spam.

Years ago I decided that I prefer using software on my Mac to filter spam. C-Command Software's \$30 SpamSieve ([c-command.com/spamsieve](http://c-command.com/spamsieve)) has been around since 2002 and is hands down the best spam filtering software for the Mac. Unlike the brute-force filters on servers, SpamSieve learns from your email. If you get lots of emails that contain certain words, SpamSieve learns that these are normal, and sends them to your inbox. However, if spam gets through, you just select one or more messages and press a keyboard shortcut to tell SpamSieve that they are spam; the app learns from that too. And it's incredibly accurate. (On the next page are my SpamSieve statistics, since the last time I did a clean install on my Mac, about a year and a half ago.)

SpamSieve has a whitelist of your contacts and people you have sent email to, a blacklist that automatically blocks email from senders you've flagged, and its Bayesian analysis makes it incredibly accurate. I still get some spam in my inbox, but no more than a couple of messages a day.

After you install SpamSieve—which works with Apple Mail,



**THE SPAMSIEVE** window is a low-key dialog that lets you access preferences, a log, statistics, and more.

Outlook, Airmail, Postbox, and many other email clients—you don't ever see the app. In fact, there is no SpamSieve window, only some settings dialogs that you can display in Mail, for example, by choosing Message → SpamSieve → Open Window.

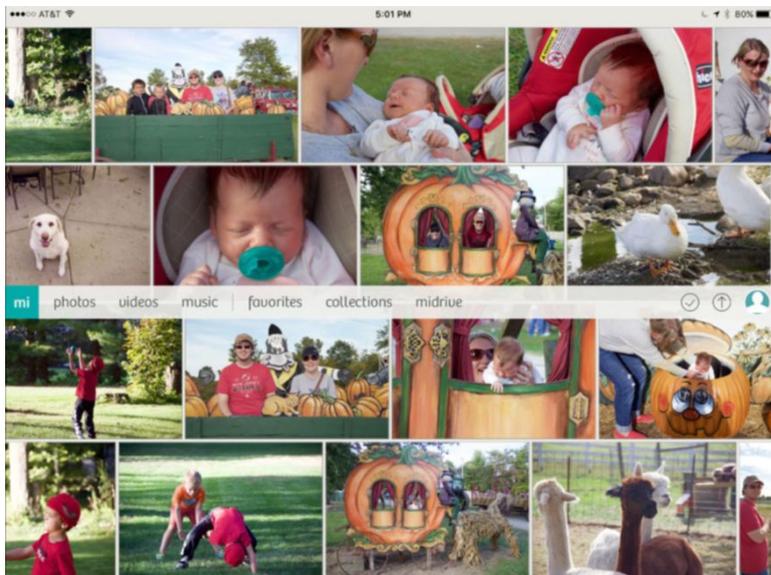
SpamSieve launches in the background when you open your email app, and you can control its main features—telling the app that given messages are spam or good email—from the keyboard, or from a menu. This app works so well that, over time, you almost forget about it. And those two keyboard shortcuts—Train As Good and Train As Spam—become second nature.

There's a lot more: detailed logs, optional coloring to indicate how spammy messages are, custom rules, remote training, and more. And if you keep a Mac with SpamSieve running, you can even keep spam from flooding your iOS device's inbox.

Filtering spam on my Mac makes my life easier, and SpamSieve is so accurate and so easy to use, that it's one of my 10 essential Mac utilities ([go.macworld.com/10macessentials](http://go.macworld.com/10macessentials)). ■



**SPAMSIEVE** has blocked more than 19,000 spam emails, with 99.4 percent accuracy.



CLOUD &amp; SERVICES

## MIMEDIA: NOT QUITE THE PERSONAL CLOUD YOU'VE WANTED, BUT IT'S CLOSE

BY J.R. BOOKWALTER

**SEEMS LIKE NEARLY EVERY MONTH**, a new cloud storage service appears on the scene, arms open in the hopes of cradling your precious memories in its loving bosom for a low monthly fee. Having tried nearly all of them by this point, I can safely say none have yet achieved perfection—although sadly, more than a few have pulled bait-and-switch tactics, wound up being acquired by larger companies, or vanished entirely.

To date, iCloud Photo Library has come closest to my own personal Holy Grail, mainly because everything is conveniently available from all of my devices, and new photos and videos are seamlessly synced in the background whenever I'm connected to Wi-Fi. Best of all, if I later decide to crop an image or apply a filter, those changes

### MIMEDIA



#### PRICE WHEN RATED

Free (10GB); \$85 (500GB) annually; \$100 (1TB) annually

#### COMPANY

MiMedia

are automatically applied everywhere as well.

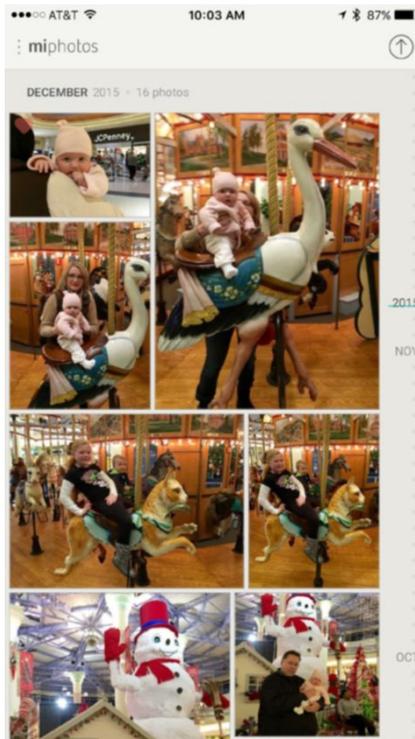
But there are a couple of downsides: Apple is still fairly miserly when it comes to storage, and I still have to manually import photos and videos from my wife's devices, even though she's part of the same iCloud Family Sharing plan. Until Cupertino addresses these shortcomings, the search continues for something better.

## MEDIA CLOUD

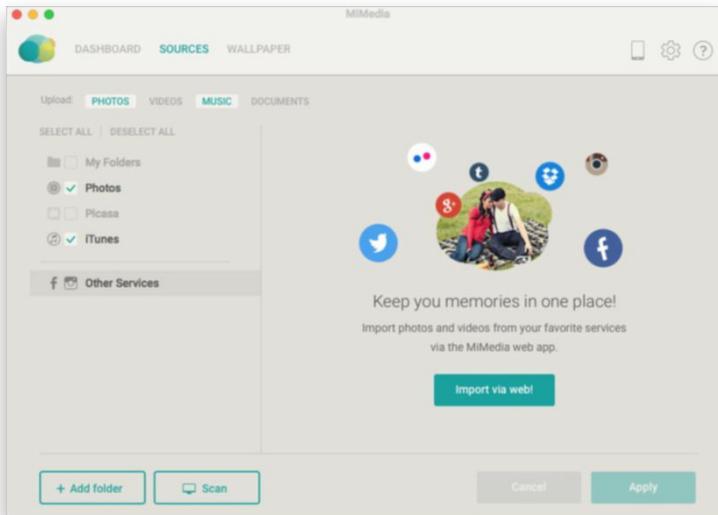
MiMedia ([mimedia.com](http://mimedia.com)) doesn't really address my iCloud pain points, but it does get a few things right. The service provides a web app and Mac or PC software for uploading photos, videos, music, documents, or most any other kind of file up to 2GB in size. The Starter plan is free and includes 10GB of storage—enough to back up your iPhone photos, but nowhere near enough for gigabytes of HD video or the average iTunes library.

For those you'll need to pay \$8 per month (\$85 annually) for the 500GB Basic plan; a 1TB Plus plan is also available for \$10 per month (\$100 annually). Pricewise, that puts MiMedia in the same league as heavyweights like Dropbox and Google Drive, although those services are less media-specific. What sets MiMedia apart is its ability to organize and privately share uploaded content with others.

In addition to importing photos and videos from



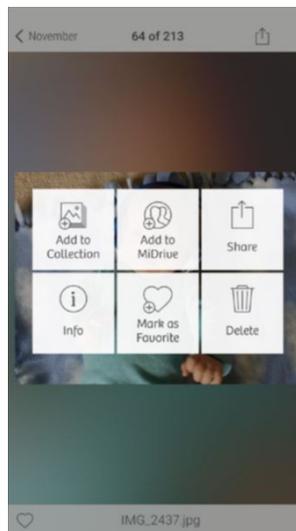
**MIMEDIA FOR IPHONE** offers a visually rich user interface with a variety of ways to view your uploaded photos.



**IN ADDITION TO** uploading media on your desktop, MiMedia can also directly import from social networks and other cloud services.

selected desktop folders, Photos and Picasa libraries, or DRM-free songs from iTunes, MiMedia can also grab content from social networks, Flickr, Tumblr, or Dropbox and make them part of the same library. One thing MiMedia can't do is crop, edit, or apply filters to photos—it's strictly for storing and viewing content at this time.

The OS X uploader is attractive, well-designed, and easy to use, with queue and upload status windows that keep the user informed about what's going on. Unfortunately, it tends to be a resource hog: Despite moderate CPU usage in Activity Monitor, the Mac app caused the fan in my MacBook Pro to go full tilt while in use, even when the software was sitting idle.



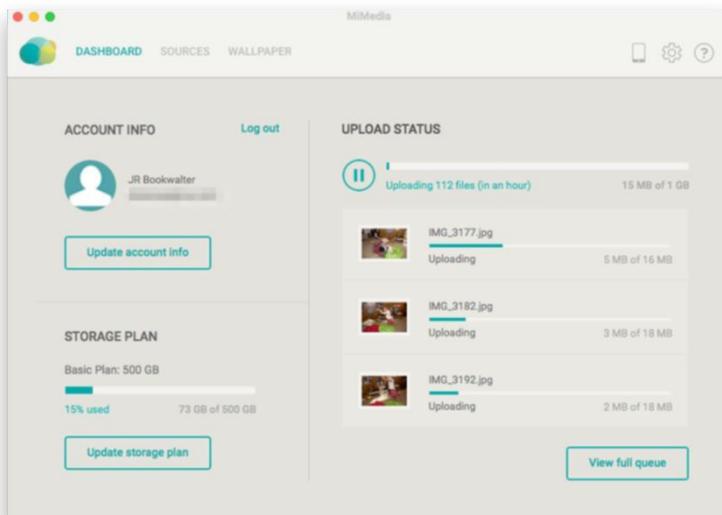
**ON THE MAC,** the MiMedia uploader software keeps tabs on what's being sent to the cloud and how much storage remains.

## APPS FOR THAT

In addition to desktop and web apps, MiMedia provides universal iOS and Android apps with the same design aesthetic: a sidebar on the iPhone filters by specific media types (photos, videos, or music); a consolidated bar of options across the app's home screen on the iPad shows that MiMedia takes advantage of the extra pixels. Although MiMedia mobile can back up photos and/or videos directly from a device's Camera Roll, music files can only be uploaded from the desktop, and documents aren't currently viewable at all from the mobile apps.

Photos and videos can be marked as Favorites or organized into Collections (i.e., albums) just by flicking a thumbnail toward the desired option. There's also MiDrive, a private social network where invited members can share content and text-chat with each other. Paid subscriber media shared with Starter users doesn't count against free storage, so it's a great way for families to share without multiple paid accounts.

After spending a weekend uploading Photos and iTunes libraries on the desktop, I toggled on automatic uploads from my iPhone 6s Plus to see how the service handled potential duplicates. MiMedia is unique in that users can choose to upload only from specific albums—a



**SHARING CONTENT FROM** MiMedia is just a gesture away, which can also be used to add media to a collection or MiDrive, a built-in private social network for family and friends.

convenient option other services would be wise to adopt.

Unfortunately, MiMedia forces iCloud Photo Library images to first download as generically-named FullRenderImage.jpg files prior to uploading, resulting in duplicates of the same photos in the cloud. The only workaround was to turn off automatic uploads on my devices and use the desktop uploader instead.

### **BOTTOM LINE**

I really like where MiMedia is headed, and how content is organized and shared. The software lacks the ability to edit photos and the current pricing isn't particularly competitive, but MiMedia is otherwise worth a look for those seeking a user-friendly, media-centric cloud. ■



BUSINESS SOFTWARE

## DAYLITE 6: EXCELLENT FOR CREATING, MANAGING, AND KEEPING BUSINESS OPPORTUNITIES

BY JEFFERY BATTERSBY

**DAYLITE, MARKETCIRCLE'S CONTACT**, schedule, project, and sales management program, is designed to help you stay on top of everything your business is doing. It's purpose is to keep you focused on two objectives: Tracking new business opportunities and following through on what you promise to current and potential customers.

Daylite can be used by organizations with users who need access to company data on all their devices no matter where they are. When I last reviewed the app, Marketcircle offered a self-hosted option: you set up your own server in your office and managed it like any other server, or it recommended you use Macminicolo's colocation services ([macminicolo.net](http://macminicolo.net)), which is kind of like self-hosting with a better backbone—Macminicolo offers stellar, Mac-based colocation

### DAYLIGHT 6



#### PRICE WHEN RATED

\$300 per user; hosted services starting at \$29 per user per month

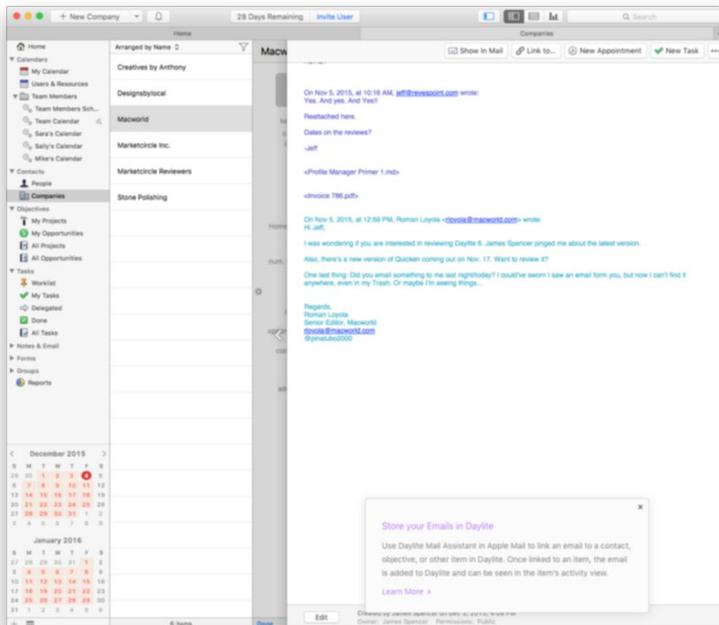
#### COMPANY

Marketcircle

services. Marketcircle still offers these two options for \$300 per user, but now also offers a cloud-based hosted service option starting at \$29 per user per month.

For the purposes of this review I used Marketcircle's cloud-based service with initial data that was created by Marketcircle. I found it to be fast and quick to sync across all my devices (as long as I had access to the Internet)—overall, it worked quite well.

I have to laugh a little here, as one of the things I complained about in my last review remains an issue in the current version of Daylite. In short, all the video tutorials on Marketcircle's website are about Daylite 5. Fortunately there's not a huge UI difference between versions 5 and 6, but they are different enough that new Daylite users might find themselves looking for things that don't exist in the same exact locations as they are in the videos. I recommend clicking the Help menu and downloading the User Guide, which is up to date. (Although, the document's footers all reference Daylite 5!) This documentation issue is also miti-



DAYLITE 6



gated somewhat by Daylite's new First Run Tips feature, which displays context-specific information related to Daylite's features.

## **EVERYTHING IN ONE PLACE**

The main idea behind Daylite is to centralize every aspect of your business in a single location and allow everyone involved in a project to update information. Daylite's sidebar provides one-click access to the app's Calendar, Contact, Objectives, Tasks, Notes & Email, Forms, and Groups. Because this is a tool designed for group work, most of the items in the sidebar allow you to quickly filter the information you see either by using the search tool or by selecting a specific item.

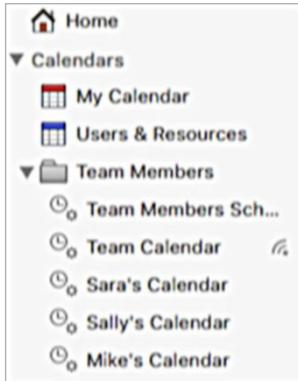
For example, if you look at Daylite's calendar you'll see your personal calendar, a calendar for all users and resources, and individual calendars for each of your team members. This allows you to very quickly see what's going on in your organization and make day-to-day assessments of what's on tap.

Since this is a collaboration tool, it's important to have a way to manage what users can see and who has access to what information. Daylite offers (within the app's preferences) tools for managing access to any Daylite object. Using the permissions tool you can create permissions presets that provide a defined set of permissions for specific users and groups and then apply those permissions to the objects you want. My only complaint about the permissions tool is that it requires that you restart Daylite for every new permissions change you make.

## MAIL MANAGEMENT

One of my favorite Daylite features is the app's Mail Assistant. When you install Daylite a Mail app extension gets installed that links Apple's Mail app to Daylite. Once installed a new sidebar appears in the Mail app allowing you to quickly link any email message to an existing Daylite contact, objective, task, and apply viewing permissions. When you do this the email message you've linked appears within Daylite.

Linked email messages become part of your Daylite database, where you can make changes to a document, update permissions, and link them to other objects. This makes no changes to the original email message.



## IMPORT(ANT) FIX NOT IN

I said earlier that there was one thing that wasn't fixed since my previous review. I confess now that I was only half accurate. *Both* of the things I complained about in my last review still haven't been fixed in Daylite 6, the second item being the introduction and duplication of contacts when importing Calendar app data.

In short, if you import calendar data and you have calendar items with contact information embedded in them, you will end up with a Daylite contact record for every one of those events. The upside is that it's unlikely you'll import calendar data more than once. But seriously, folks, you've had some time to work this out. Hopefully it will be resolved by the time Daylite 7 is released. Or sooner! (Ideally.)

## BOTTOM LINE

Unfixed issues aside, Daylite 6 remains an excellent tool for creating, managing, and tracking business and business opportunities. Its Mail Assistant streamlines linking correspondence to Daylite clients and projects, and Marketcircle's cloud-based hosted service offers "always-on" access to servers that you don't have to manage. If you need centralized client management, you'll be hard put to find a better tool than Daylite. ■

# Hot Stuff

What We're Raving About This Month

## LEEF iACCESS

Leef's \$50 iAccess ([leefco.com](http://leefco.com)) is an expandable storage device for the iPhone, iPad, or iPod touch, and it's a nifty one at that. This tiny dongle plugs in to your device's Lightning port, and at the base of the white, plastic unit is a slot for a microSD card up to 128GB. Weighing only six grams, iAccess is angled in the shape of a hook, which gives the reader a low profile by extending only 16.6mm from the device. The remaining 40.5mm wraps out of sight around back, leaving a 5mm gap from the device—enough clearance for the bulkiest of cases. It's a pretty ingenious design that solves a big problem with earlier card readers that stuck out like a sore thumb.

—J.R. BOOKWALTER



# Hot Stuff

## GUITAR HERO LIVE FOR IOS AND APPLE TV

Guitar Hero Live ([guitarhero.com](http://guitarhero.com)) reboots Activision's classic franchise after a five-year hiatus with a new guitar, fresh aesthetic, and different ways to play. It works across consoles and the iPhone and iPad, as well, thanks to a mobile version—available for \$100 with the guitar—that lets you use the same full-sized controller while the game runs on your iOS device. You can also fling it over to your TV using AirPlay on an Apple TV, or a Lightning Digital AV Adapter—and it's now natively available for the new Apple TV too. Also, there's a happy surprise with this new rendition: You can still play without the guitar on iOS in a tap-centric mode, making this a Guitar Hero that's ideal for home or on the go. —ANDREW HAYWARD





## **GRIFFIN TECHNOLOGY'S BREAKSAFE MAGNETIC USB-C POWER CABLE**

Apple touts its 12-inch MacBook as “the future of the notebook.” Curiously, it has a very retro power adapter that lacks a breakaway MagSafe power connector, like the one found in the MacBook Air or MacBook Pro. So if you’re sitting in a coffee shop with the MacBook plugged in to a power outlet and someone trips over the power cable, there’s a very good chance your MacBook will go flying off your table. Fortunately, Griffin Technology just released a product to make sure that never happens. The \$40 BreakSafe Magnetic USB-C Power Cable ([griffin-technology.com](http://griffin-technology.com)) is a six-foot power cable that has a two-piece connector that plugs into the MacBook. The two pieces are connected magnetically, and if you yank on the cable, the connector breaks apart. No more flying MacBook. **-ROMAN**

**LOYOLA**



## Tested: Apple's Magnetic Charging Dock, and 4 other Nightstand-mode-ready Apple Watch stands

These stands turn your Watch into the perfect bedside companion.

BY SARAH JACOBSSON PUREWAL

**W**hen Apple introduced Nightstand mode in watchOS2, most of the stands in our recent round-up became obsolete—well, obsolete for those of you who want to take advantage of this new convenient charging mode. Nightstand mode only activates when the Apple Watch is oriented horizontally (though it doesn't have to be sitting at 90 degrees—45 will work just fine), and many stands on the market only let you orient your Watch vertically.

**AND THEN, A COUPLE** of months after watchOS2 and Nightstand mode debuted, Apple also dropped its very own Nightstand-mode-ready \$79 charging dock. But because Apple shouldn't be your only choice for

Apple Watch accessories, we tried out the Apple Watch Magnetic Charging Dock and four other Nightstand-mode-ready Apple Watch stands to see what your best bedside option is.

**APPLE'S APPLE WATCH** Magnetic Charging Dock.



## APPLE'S APPLE WATCH MAGNETIC CHARGING DOCK

We'll start with Apple. The \$79 Apple Watch Magnetic Charging Dock ([go.macworld.com/awmagdock](http://go.macworld.com/awmagdock)) is the only official charging dock on the market. This dock is hardly a dock at all—it has a coaster-like design, which is very similar to the Blue-Lounge Kosta ([go.macworld.com/kosta](http://go.macworld.com/kosta)), and a built-in charging puck that can lie flat or pop up to support Nightstand mode. It comes in just one color: White, with a dove gray base and silver hardware.

The Magnetic Charging Dock isn't much to look at—and I don't mean that in a "wow, it's so minimalist" kind of way. It's a flat, white disc that measures just over four inches in diameter. It's slightly raised in the center, where the charging puck lives

inside a polished silver metal frame, and tapers off toward the edges. The top of the dock is covered in soft white rubbery material, while the underside sports dove gray suede. The dock is relatively heavy, so it won't move or fall off your bedside table when you snatch your Watch off the puck in the morning.

The puck in the center of the Magnetic Charging Dock is plastic, but its sides and back are encased in metal. The puck is on a sturdy hinge, and pops up to work with Nightstand mode on the Watch. When you use this dock in Nightstand mode, your Watch and its band sit securely on the soft white rubbery material of the dock. But when you use this dock in non-Nightstand mode, the buckle of your Watch's band (and possibly more, depending on the length) falls off the coaster.



The Magnetic Charging Dock is simple and well-made, but it's just not very attractive. There's a lip of material around the edge of the dock where the upper white material and the lower gray material meet, which makes the dock look unfinished. Design-wise, the dock looks so much like a coaster that I accidentally put my drink down on it a few times. And while the upper material feels soft and luxurious, it's also white and, I imagine, difficult to clean.

My favorite thing about this dock is that it comes with an extra-long Lightning cable that plugs into the back. This cuts down on the amount of cords you need to organize and travel with, because the Lightning cable can also charge your iPhone when it's not charging your Watch. A two-meter Lightning cable costs \$29 on Apple's website, so that makes the dock a little more affordable. But you're still paying \$50 for a dock that's as aesthetically impressive as the \$15 BlueLounge Kosta (which comes in three easier-to-keep-clean colors).

## NATIVE UNION DOCK FOR APPLE WATCH

If you're looking for minimalism worthy of an Apple product, the \$60 Native Union Dock for Apple Watch ([nativeunion.com/dock-for-apple-watch](http://nativeunion.com/dock-for-apple-watch)) is beautiful and versatile. This dock sports a simple pedestal-like



design and lets you display your Watch in both the traditional display mode and Nightstand mode. The \$60 dock comes in one color—slate gray with a silver aluminum cylinder—but Native Union also sells a \$120 luxury version, which features a solid marble base in black (with a silver aluminum cylinder) and white (with a gold aluminum cylinder).

This dock comes in two parts: A square, weighted base covered in soft gray silicone, and a spinning silver aluminum cylinder, which houses the charging puck and cord. Native Union's logo is neatly

**NATIVE UNION DOCK** for Apple Watch

engraved on the back of the gray silicone base. The two pieces are held together with strong magnets, but the cylinder is on a rotor, which allows it to rotate 360 degrees.

The cylinder has a circular cutout for the charging puck, as well as a clever hidden cord management system inside it. To place your puck in the dock, you'll need to separate the cylinder from its base and put your puck in the circular cutout. The cutout isn't deep enough to conceal the puck's edges, so you'll see quite a bit of your charging puck sticking out—it's not incredibly ugly, but it does take away from the dock's sleek minimalism. The cord from your puck travels down, into the cylinder, where you can wrap it around the base of the cylinder a

couple of times. It then snakes out the back, opposite the charging puck.

Once the puck and cable are in place, you can put the cylinder back in the base. The cord awkwardly sticks out of the cylinder—in order for it to continue to rotate 360 degrees, the cord can't be hidden through the base of the dock.

The Native Union Dock is very attractive, but it does have its downsides. Once you place the charging puck and cable in the dock, it loses some of its sexiness. Also, the silicone on the base is a dust magnet. But this is still an excellent Nightstand-ready Watch dock—it's prettier (and cheaper) than Apple's version, it supports both Nightstand and regular modes, and it's very versatile.

**PAD & QUILL** **NIGHTSTAND** for Apple Watch



## PAD & QUILL TIMBER NIGHTSTAND FOR APPLE WATCH

Pad & Quill's \$90 Timber Nightstand ([go.macworld.com/thetimber](http://go.macworld.com/thetimber)) functions as both a dock and a display tray for your bedside table. This hardwood stand has a relatively large footprint (the base measures 4.75 inches long by 6.5 inches wide), because it includes a grooved tray for storing extra Apple Watch bands. The handmade Timber Nightstand comes in three finishes: American Cherry, Exotic Sapele, and Premium American Walnut, which costs an additional \$30.

The Timber Nightstand can only display your Watch in Nightstand mode. At the front of the stand, there's a small, square piece of wood where your Watch will sit. This piece of wood has a circular cutout for the charging puck, as well as a hole large enough for a pen to fit through (to make removing the charging puck easier). To put the puck into the Timber, you thread the puck's cable through a USB-plug-sized square hole at the bottom of the cutout. The cable runs through a groove underneath the stand and out the back.

Once it's positioned inside the Timber, the puck does not lie completely flush with the wood. This didn't bother me too much, however, because

the edges of the puck only overlap by a millimeter at most. Your Watch rests on a small strip of leather branded with Pad & Quill's logo, and the band circles behind the charging puck.

Behind the Watch, there's a groove that's perfectly sized to fit an extra band. The groove does not have a lip on either side, so it's not ideal for jewelry or change—for a true “catchall”

style Watch stand, you can pick up Pad & Quill's \$100 Timber Catchall. The Timber Nightstand looks great with an additional band displayed, but if you have more than one extra band it will start to look messy.

The Timber Nightstand is an attractive wooden stand, but its design won't appeal to everyone. To me, it's reminiscent of wooden catchall dishes my father used to have by his bed—it looks a little too masculine and old-fashioned for my taste. But it's a sturdy stand—it has five small rubber feet on the bottom for extra grippiness—and it does make a lovely display tray for your bands.

TO ME, IT'S  
REMINISCENT OF  
WOODEN CATCHALL  
DISHES MY FATHER  
USED TO HAVE BY  
HIS BED—IT LOOKS  
A LITTLE TOO  
MASCULINE AND  
OLD-FASHIONED  
FOR MY TASTE.

**SCHUTTENWORKS RIPPLE FOR APPLE WATCH**

SchuttenWorks' \$54 Ripple for Apple Watch ([go.macworld.com/theripple](http://go.macworld.com/theripple)) is a very simple Nightstand-only Apple Watch dock with a unique magnetic closure that cleverly hides the Watch's charging cable. The wooden Ripple comes in multiple finishes, including bamboo, walnut, and mahogany, and fits both the plastic and the metal charging pucks.

At first glance, the Ripple looks like a single, solid piece of carved wood. The front has a precision-cut hole that fits the charging puck (when you order your Ripple you can specify if you'd like it cut for the plastic or the metal charging puck), and a small rounded ledge where your Watch's face rests. The back of the Ripple has a gently-sloping ledge for your closed

strap, as well as a small hole for the charging cable to exit. SchuttenWorks' logo is engraved on the right side of the dock.

But while the Ripple looks like a single, solid piece of carved wood, it's not. It actually comes apart—right down the middle, though the pieces fit together so perfectly that you can barely see the seam. Inside the Ripple, there are magnets, dowels (for fitting the pieces perfectly back together), and a groove that hides the charging cable. To install the charging puck, simply separate the two pieces and place the puck and cable in one side, and then snap the two pieces back together. SchuttenWorks isn't lying when it says the cutout for the charging puck is precision-cut—the puck fits perfectly into the hole and lies completely

**SCHUTTENWORKS**  
**RIPPLE** for Apple  
 Watch





flush with the wood around it.

The Ripple isn't very heavy—so to keep it from sliding around on your bedside table (or falling off), SchuttenWorks has attached two strips of advanced micro suction tape to its underside. This tape isn't particularly sticky when you touch it, but it creates friction between the stand and any surface, so the stand won't slide or fall off, and you can reposition the stand without worrying about residue. Micro suction tape will not work on a vertical surface. The inside of the charging puck cutout also has micro suction tape to keep everything perfectly in place.

The Ripple is simple and very, very well-made. Like the Timber Nightstand, its wooden design might not appeal to everyone, but it's beautifully crafted. The Ripple is also the smallest stand in our roundup, with a

footprint of just 1.5 inches wide and 3 inches long.

### **TWELVE SOUTH FORTÉ FOR APPLE WATCH**

The \$60 Twelve South Forté ([go.macworld.com/forte](http://go.macworld.com/forte)) is a gorgeous metal and leather Apple Watch stand that supports both Nightstand mode and the traditional Apple Watch display mode. The Forté features a black leather base, shiny chrome accents, and a design that cleverly hides the charging cable. Unlike the other stands in our roundup, the Forté holds your Watch at a 45-degree angle, even in Nightstand mode—so this could be a good solution for people with tall mattresses and low tables. The Forté comes in just one color combo, black and silver.

The Forté has a large, flat base

**TWELVE SOUTH FORTÉ**  
for Apple Watch

that measures approximately 3.25 inches wide by 3.75 inches long. The base has chrome edges and is covered in soft black leather. The base is weighted—this stand won't move too much, despite the fact that its bottom sports black foam instead of a grippier substance. At the back of the base, a single silver tube extends, curving once, and culminating in a circular charging puck holder. The charging puck holder is lined in black rubber and has a removable silver frame that hides the sharp edges and makes the stand look more polished. This frame is made of plastic, though it's painted in chrome.

To put the charging puck in the Forté, all you have to do is remove the silver frame and place the puck into the holder. The cord snakes down the silver tube, tucking inside it until it reaches the bottom, where it simply exits the back of the stand. It's one of

the easiest charging puck installations of any stand I've used, and it still looks excellent. Place the frame over the puck once you have the cord in place, and you're ready to go.

Your Watch can sit on the stand in regular display mode—in which case the band will be able to hang through the curve in the silver tube—or in Nightstand mode. Because my bedside table is at the same height as my mattress, I found this stand to be a bit difficult to use in Nightstand mode—the arm is tall (approximately 3.35 inches tall), and so it was a little difficult to see the Watch at a 45-degree angle.

The Forté may not be as minimalist or rustic as some of the other stands in our roundup, but it has a very polished, luxurious look to it. The chrome and sumptuous leather look particularly appropriate with the higher-end Apple Watches. ■

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V I D E O G A M E V O T E R S . O R G



# Alternatives to Apple's Podcasts iOS app

Here are a few iOS apps that let you listen to podcasts and manage them much more efficiently than Apple's solution.

BY KIRK McELHEARN



If you're a podcast fan, you have many ways to listen to your favorite shows. You can download them to iTunes and listen to them on your Mac. You can sync them from iTunes to your iOS device, and listen to them with Apple's Podcasts app. You can subscribe to them on the Podcasts app, and download them only to your iOS device. Or you can use one of a number of third-party apps on iOS.

---

Apple's Podcasts app can be complicated and confusing. Designed to sync with iTunes, the app has a befuddling approach to organizing podcasts, with organization by podcast, playlist, and "station." Syncing is often unreliable, so if you do manage your podcasts in iTunes, and want to listen on your iOS device, you're likely to have differences between the two.

Unless you listen to podcasts often on your Mac, it's probably best to not even use iTunes for this type of media. I've given up on iTunes for podcasts, and listen to them on my iPhone. I sometimes stream them to my Apple TV in the living room, or to an AirPlay speaker. Or I use Rogue Amoeba's Airfoil Speakers ([go.macworld.com/airfoil](http://go.macworld.com/airfoil)) to turn my Mac into an AirPlay receiver and listen to them there.

Here are a few iOS apps that let you listen to podcasts and manage them much more efficiently than Apple's solution.

## THE LATE INSTACAST

Let me start by briefly lamenting the demise of Instacast, which was retired in June. It offered both an OS X and iOS app, which, like iTunes, synced your podcasts and settings, allowing you to easily switch from one device to another. Instacast will be missed, especially by those who want to save episodes of their favorite podcasts.

This is actually the one weakness of managing podcasts on an iOS device. While apps can save episodes, you won't have them on your Mac to archive them. If this is the case, I'd recommend you download those podcasts to iTunes, so you can keep them in your library.

## OVERCAST

The free (with optional patronage) Overcast ([overcast.fm](http://overcast.fm)) lets you download or stream episodes. You set up playlists and choose how many episodes to keep and download. Overcast makes it easy to manage



**OVERCAST'S** Smart Speed shortens podcasts but doesn't make them sound like Alvin and the Chipmunks

podcasts and episodes. You can search Overcast's directory, and if you don't find the podcast you want, you can also manually add a URL.

There is no desktop equivalent for Overcast, but the app does offer a web-based interface at [overcast.fm](http://overcast.fm). While you can't download podcasts to your Mac, you can stream from this website. All your subscriptions and episodes sync, so it's easy to use this player on the desktop, or on



**CASTRO'S** interface makes it hard to read podcast descriptions, especially in bright light.

another iOS device.

Overcast's killer feature, for me, is its Smart Speed feature, "which dynamically shortens silences in talk shows," as well as speeding up the speakers. Since this is a dynamic setting, it's not absolute, but I listen to most of my podcasts at about 1.4x to 1.5x. You can adjust this setting on the fly, or for each podcast, so you can turn it off for music podcasts, and turn it on for talk.

Overcast also offers an Apple Watch app, if you use that wrist computer.

## CASTRO

Like Overcast, Castro ([go.macworld.com/castro](http://go.macworld.com/castro)) has recently gone free with patronage. It's an attractive app, for the most part, but its usability is marred by some tiny fonts in episode descriptions, and by blurry, colored backgrounds with translucency when viewing a podcast.

The app has a number of settings that let you choose how to refresh or download episodes, alter the playback speed (which can be set per podcast), how much storage to use and more. However, it takes a while to get used to the essentially gesture-based interface of the app but it's fast and responsive, and once you get the hang of it, it's quite intuitive. Be prepared to spend some time fiddling with it before you get your settings right.

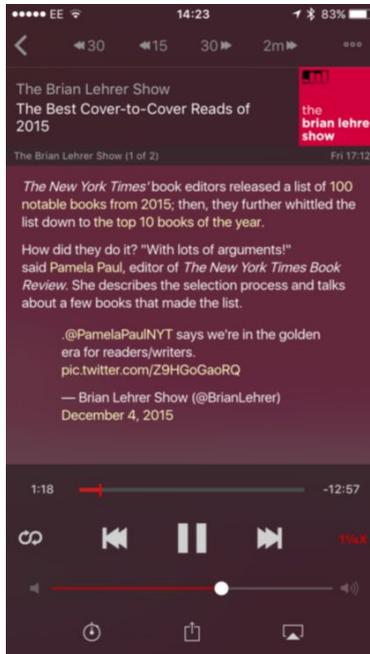
## DOWNCAST

The \$3 Downcast ([go.macworld.com/downcast](http://go.macworld.com/downcast)) should come with a magnifying glass. It's full of finicky features and settings, but it's very hard to read episode descriptions, especially on the go. Its play screen contains a surfeit of controllers, making it look a bit like a control panel for a nuclear power plant. You can tweak a number of settings,

adjusting how episodes are refreshed, downloaded, and stored, set a sleep timer, change playback speed (up to a ludicrous 3x), and much more.

Downcast lets you sync your settings and subscriptions via iCloud, so if you listen on more than one iOS device, you'll find this useful. However, it's utilitarian at best, and, while it lets you download and stream podcasts, it doesn't make the process enjoyable. Downcast does have an OS X app and can sync with the iOS app ([go.macworld.com/downcastosx](http://go.macworld.com/downcastosx)).

**DOWNCAST** has lots of controls.

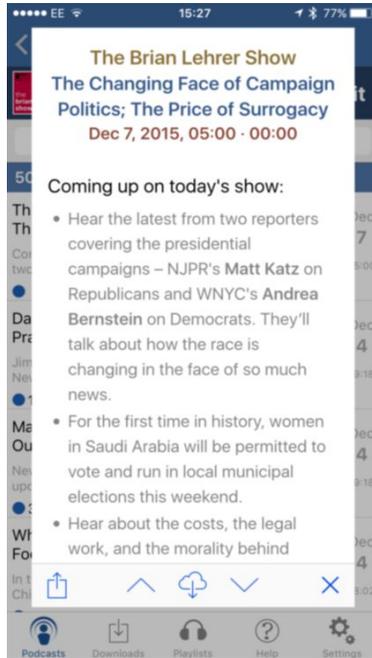


**iCATCHER!**

The \$3 iCatcher ([go.macworld.com/icatcher](http://go.macworld.com/icatcher)) combines a lot of the features in Downcast with a more polished interface. It's got dozens of settings, but it's a lot easier to navigate. Tabs on the bottom of the window take you to podcasts, downloads, playlists, help, and settings. When you tap and hold an episode, a pop-up displays (not exactly 3D Touch; there's no haptic feedback) showing a description of the episode.

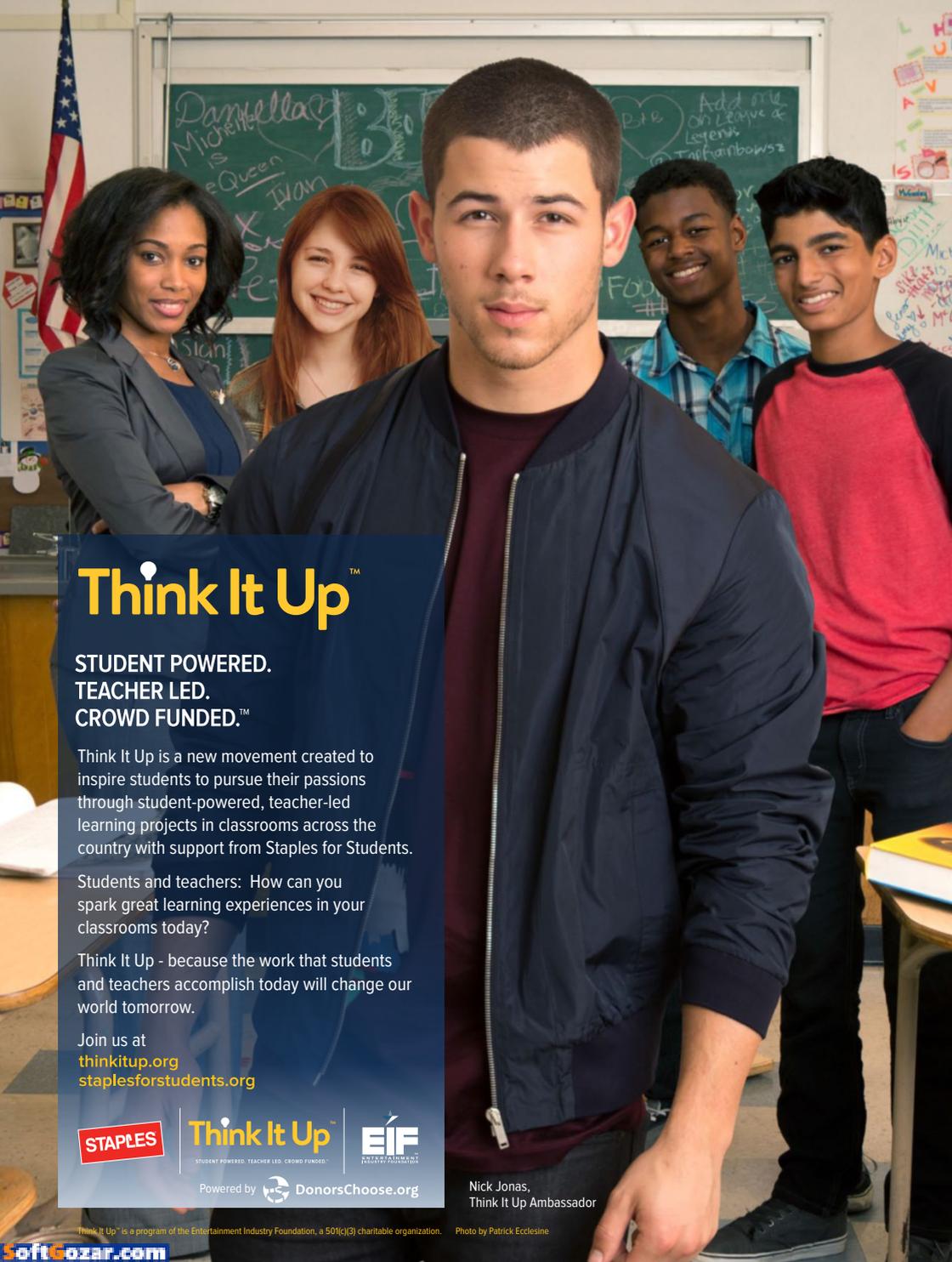
This app also syncs your settings via iCloud, so you can use it on multiple devices. It offers an Apple Watch app, supports split screen on recent iPads, and much more. While it's a bit finicky, it's well designed.

There are lots of options for listening to podcasts on iOS devices. Whether you choose the default Podcasts app or others, there are plenty of apps you can try out. Only Overcast offers an option to listen to



**READ SHOW NOTES** easily in these pop-ups.

podcasts on the desktop, via its website—that and its Smart Speed feature make it my choice. ■



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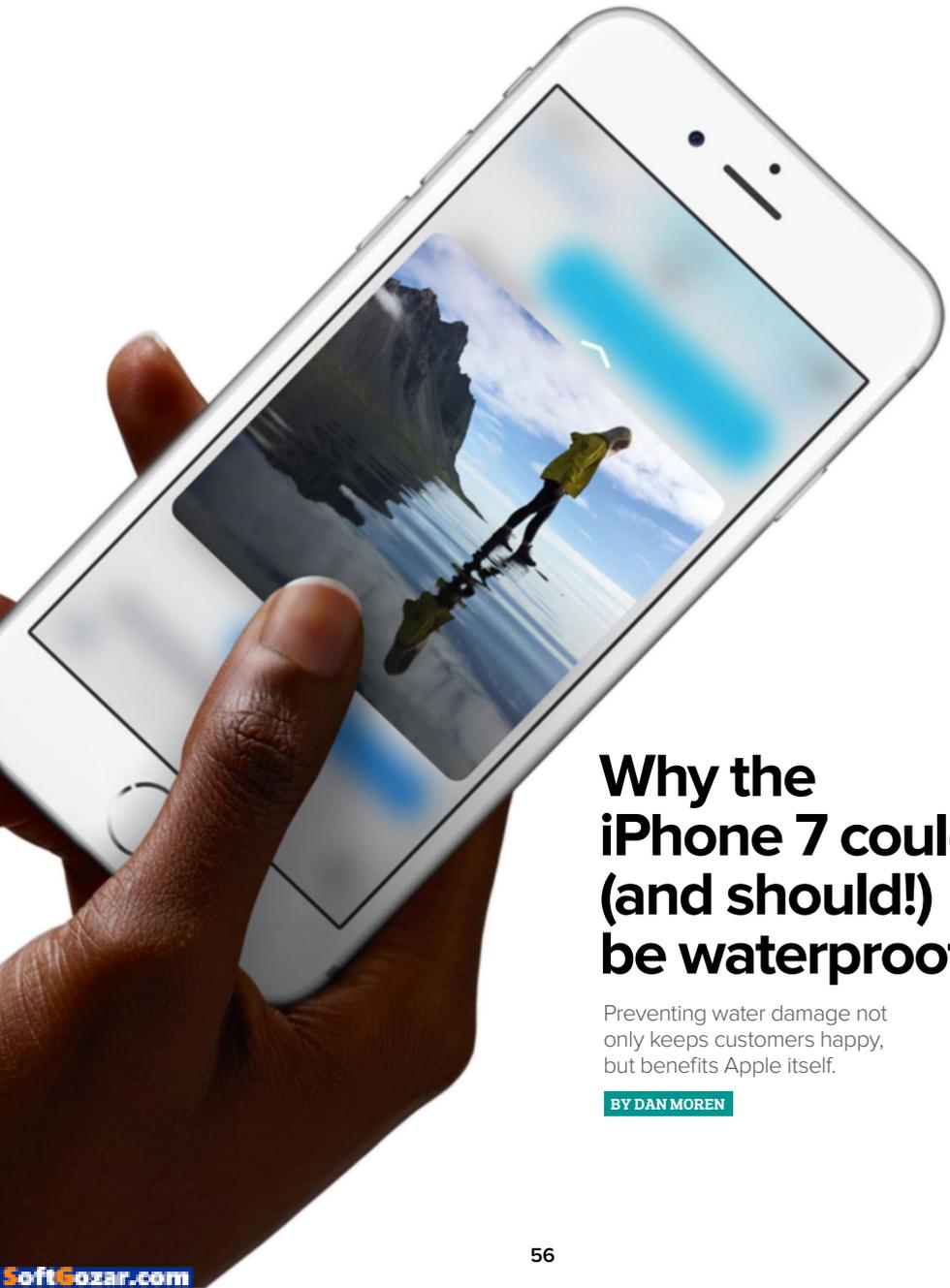


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Nick Jonas,  
Think It Up Ambassador



## Why the iPhone 7 could (and should!) be waterproof

Preventing water damage not only keeps customers happy, but benefits Apple itself.

BY DAN MOREN

**B**y this point, we know the pattern pretty well. Every year there's a new iPhone, with a faster processor, better camera, and a few other new tricks up its sleeve. Every other year there's a new form factor, with a (usually) lighter and thinner case, and some more significant changes.

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Next year, if the pattern holds true, we'll see an iPhone 7, again with that faster processor and better camera. But a new number generally signals a new flagship feature: the iPhone 4 had the Retina display; the iPhone 5 had a bigger display, LTE, and a Lightning port; the iPhone 6 had an even larger display and Apple Pay.

So what's the big selling point for the iPhone 7 going to be?

Here's one possibility: waterproofing.

### **WATERPROOF IN THE PUDDING**

Waterproofing electronic devices is hardly impossible. Aftermarket

**SONY ACTUALLY HAD** to tell people not to use its Xperia Z3 underwater. Wonder where folks would have gotten that idea?





waterproof cases exist for cameras and phones, though they're bulky and cumbersome—they're fine if you want to go diving and take some pictures, but not so great to leave on all the time.

Several vendors, including Samsung, have developed waterproof phones ([go.macworld.com/bestwaterproofphones](http://go.macworld.com/bestwaterproofphones)), which range from water-repellent coatings to fully submersible devices that can withstand a certain amount of time underwater. (Challenges still remain, such as using the touchscreen while submersed.)

Apple too has—ahem—dipped its toe into waterproofing. The Apple Watch is water-resistant and has an “ingress protection” rating of IPX7 ([go.macworld.com/ingressprotection](http://go.macworld.com/ingressprotection)), which means it can be

immersed in up to 1 meter of water for 30 minutes. Tim Cook has said that he showers with his watch on, and Developer Craig Hockenberry did a pretty thorough analysis ([go.macworld.com/awwaterworkouts](http://go.macworld.com/awwaterworkouts)) of the Apple Watch's water resistance and found that it lives up to its claims.

But that makes sense for a device that you're going to wear on your person at all times. It's a little less critical in the iPhone—but that doesn't mean it wouldn't be useful.

## LIQUID DAMAGES

Water and electric devices generally don't mix, as we know. And now that we're all carrying our smartphones everywhere, the chances of dropping one in a puddle, a pool, or even the toilet have increased drastically. Odds are it'll happen to all of us at

**RAISE YOUR HAND IF** you've heard that “plunk” sound and felt your heart just drop.

some point or another.

And water damage is a pain, because it's not covered by Apple's warranty. That's great for Apple if you wind up buying a new phone, but not so great if you get annoyed and decide to go in a different direction—buying a cheaper Android phone until you can afford a new iPhone, for example.

It's also not great for Apple because when you break your phone, through whatever means, and get a new one, Apple can take apart the old phone and either refurbish it, or use parts for repairs. While it's possible that Apple can reuse at least parts of some water damaged phones, there are probably also a lot of parts that aren't worth salvaging, depending on the level of damage.

## THE SURPRISINGLY WATERPROOF iPhone 6S

As it turns out, Apple's already made strides in protecting the iPhone from water damage. Anecdotal reports have suggested that accidentally dropping the iPhone 6s in liquid didn't result in the expected damage, so iFixit dug deeper and concluded that Apple has already taken steps to improve the iPhone's water resistance.

For one thing, a new gasket runs around the inside of the case to help keep water out. Moreover, all of the connectors on the logic board are

sealed with silicone, to prevent them from shorting out. Apple even filed a patent on that technique early last year.

There are a few places where further work is needed: the power and volume buttons, for example, and the speakers and headphone jack. But surprise!

Apple's filed a patent on waterproof buttons and, more recently, on waterproof ports.

This also might be why Apple has considered the radical decision of dropping the headphone jack ([go.macworld.com/hponejackrumor](http://go.macworld.com/hponejackrumor)) from the next iPhone. After all, one less port means one less thing Apple has to worry about waterproofing. (I'm not convinced that's worth the trade-offs, but it certainly might go into the calculus.)

The touchscreen remains the single biggest problem for having a phone that actually *works* with water, and it might not be one that Apple solves right away. But people will probably be mostly satisfied if their iPhones are protected against those accidental pool drops.

THE TOUCHSCREEN REMAINS THE SINGLE BIGGEST PROBLEM FOR HAVING A PHONE THAT ACTUALLY WORKS WITH WATER, AND IT MIGHT NOT BE ONE THAT APPLE SOLVES RIGHT AWAY.

## WATER, WATER EVERYWHERE

As water-resistant as the iPhone 6s might be, Apple doesn't mention it anywhere. For good reason too: There's no need to encourage people to test out the water-resistance of their phones, nor to incur any false advertising claims when water damage actually does occur. Better to underpromise and overdeliver.

But given all the time and energy that Apple's invested into water-

proofing the iPhone, it seems clear that it has aspirations in that direction. So don't be surprised when next year's iPhone ad features droplets of water running over the surface of the phone, or the keynote highlights an Apple executive's snorkeling trip to Hawaii, complete with underwater photos.

Me, I'm holding out for Phil Schiller in a dunk tank. A man can dream, right? ■



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# Reviews

THE LATEST iOS PRODUCTS  
REVIEWED & RATED

iPHONE/iPAD

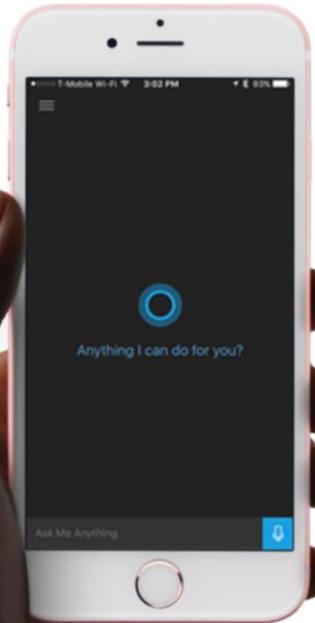
## CORTANA FOR iPhone: SIRI HAS LITTLE TO FEAR FROM MICROSOFT'S VIRTUAL ASSISTANT

BY J.R. BOOKWALTER

**VIRTUAL PERSONAL ASSISTANTS** are ubiquitous across all three major smartphone platforms: iOS has Siri, Android has Google Now, and Windows Phone has Cortana. But while there's some overlap, only Apple has all three now that the good folks in Redmond have ported their Windows-only service to both iPhone and Android.

While there are subtle differences, all of them essentially do the same thing: Make it easier to get information and find stuff with your voice. A hybrid of Siri and Google Now's card-based concept, Cortana 1.3 ([go.macworld.com/cortana13](http://go.macworld.com/cortana13)) interesting tricks up her sleeve, but is there any compelling reason to choose this app over what's already baked into iOS?

I spent a week with Microsoft's newest iPhone app in an effort to definitively answer this question, and the answer appears to be no, at least for now—Cortana is simply too limited in its current incarnation, although PC users will benefit since the service is also on Windows 10.



## HEY, CORTANA

The youngest of the three intelligent personal assistants, Cortana is derived from a popular character of the same name in Microsoft's Halo video game franchise. Although its roots as an internal project for the company's Speech division date back to 2009, Cortana's first appearance came at the annual Build developer conference in mid-2014, and wasn't available to the public until 2015.

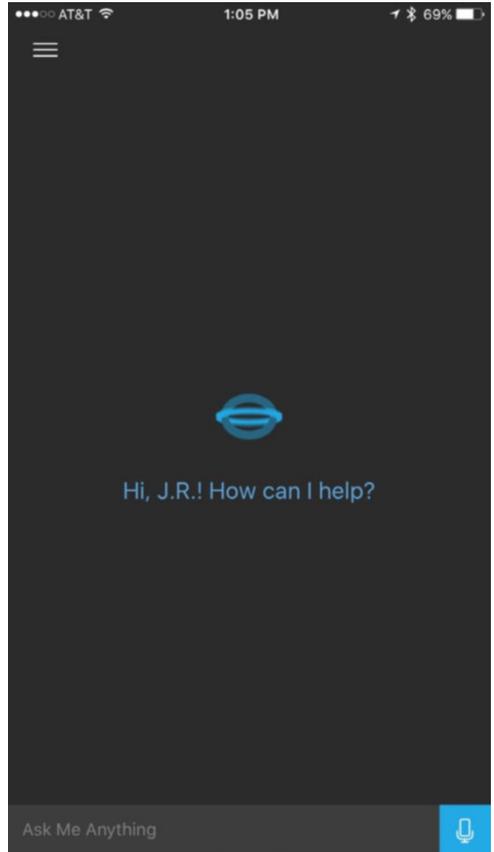
Before I launch into a breakdown of what Cortana does, it's important to note what it can't do: Namely, perform the same kind of device-wide magic Siri can with a press of the home button. That's because Cortana is just another app, and can only access what Apple's APIs allow—mostly push notifications for reminders right now.

Since this is a shortcoming Microsoft is unlikely to circumvent any time soon, the next best way to initiate Cortana would be from a Notification Center widget—but sadly, there's none to be found here. Cortana can't even be summoned from other Microsoft apps like Outlook, and travel directions open in a mobilized web version of Bing, rather than the native app. (Yuck.)

On Windows, users can summon Cortana by saying "Hey Cortana," but—you guessed it—the iPhone version can't perform this hands-free trick. (It's available for Android users outside the United States, but only from the home screen or when Cortana is open.) Last but not least, Cortana can't be used to open other apps or fiddle with iOS system settings like it can on Windows.

## MAKE NOTE OF THIS

These limitations aside, Cortana does offer one unique feature: Notebook, a cloud-based hub where personal information is stored and referenced. Notebook features 15 different categories, ranging from



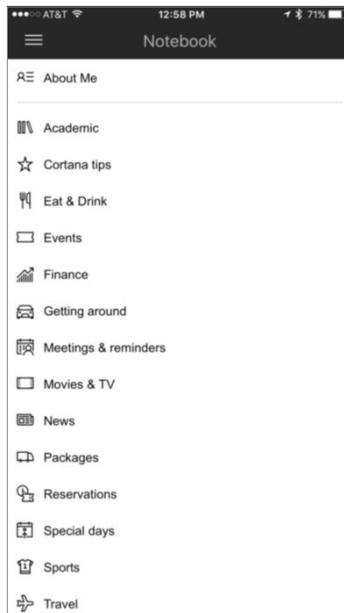
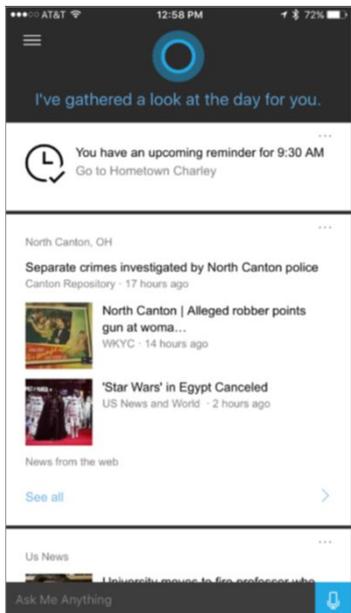
**CORTANA ENCOURAGES** you to "ask me anything"—but only when the app is open.

Finance to Movies & TV to Travel. This is also where users toggle off notifications from topics they have no interest in (in my case, Sports).

A few categories require a bit of customization for best results, although Cortana doesn't do a particularly good job of letting users know this. The Eat & Drink category, for example, includes a variety of personal preferences such as Ambience, Cuisine, and Distance to help cater search results to your particular taste.

Cortana can also track packages en route to your home or office, although these numbers must be entered into Notebook manually, kind of defeating the purpose of a personal assistant. My first attempt failed with a "not a valid tracking ID" error, despite copying and pasting a tracking number straight from the FedEx website.

Finally, there's About Me, where you can view favorite places Cortana has remembered, or change how she refers to you (a clever nickname like J.R., perhaps). There are additional options for managing your profile under Settings, but this simply opens a web link to Bing, the Microsoft search service at the heart of Cortana.



**MORE OFTEN THAN** not, Cortana silently responds with cards pulled from Bing search results (left), rather than the witty repartee of Siri.

**BE SURE TO VISIT** each of Cortana's Notebook categories (right), because many of them have settings to help customize the experience.

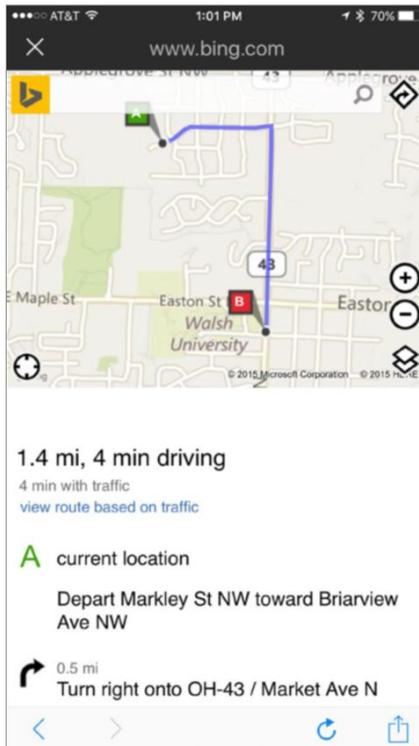
## CORTANA VS. SIRI

When launched, Cortana pulls up cards for the weather at your current location, as well as quick previews of relevant local and national news. Tapping an item opens the complete article using the in-app browser; from there, you can also send directly to Safari. You'll want to get used to looking at these cards, because a lot of the time, Cortana is little more than a silent shortcut for web searches.

One big advantage over Siri is that you can type questions as well as speak them, using the Ask Me Anything field at the bottom of the screen.

(If you've ever felt silly speaking to your iPhone, this one's for you.) Tapping the blue microphone icon at right initiates Siri-style voice queries instead. In my tests, Cortana was fast and exceptionally accurate at voice recognition, but limited to a single female voice in English or Chinese; she also isn't nearly as sassy or fun to use as Siri, who currently speaks nearly 30 different languages.

To put Cortana to the test, I fed both assistants identical questions and compared responses. Questions like "How old are you?" produced similarly cheeky answers: "I've been around longer than 'crowdsourcing' has been in the dictionary" (Cortana) and "I am not allowed to answer that question" (Siri). But a lurid "talk dirty to me" request returned a blunt "No thanks" from Cortana, while Siri maintained her sense of humor with



**ASK CORTANA FOR** directions to the nearest McDonald's, and she'll throw back this mobile web version of Bing. Ugh.

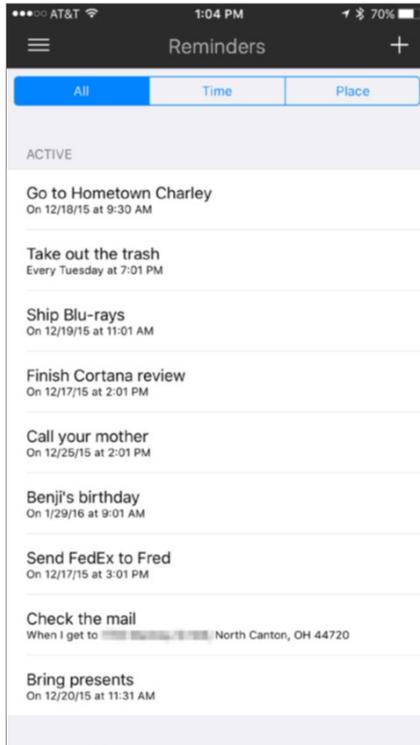
“The carpet needs vacuuming.”

Both assistants are equipped to schedule reminders; Cortana’s are located in the sidebar, completely isolated from iOS Reminders, but synced to Cortana for Windows or Android. I understand why Microsoft made this decision, but it further impedes the utility of having Cortana on the iPhone to begin with.

**BOTTOM LINE**

If you own a Mac and rely on Siri to be your personal assistant on the iPhone and/or iPad, Cortana currently offers little incentive to switch. Most of the time she remains strangely silent, and lacks some of the personality we’ve come to expect from virtual assistants.

For those who call Windows 10 home but prefer an iPhone to a Windows Phone, the situation is a little different: Cortana provides a way to tap into your Notebook while away from the desktop, even if the experience is a limited one for now. ■



**CORTANA HAS ITS OWN** built-in Reminders that sync with Windows and Android, but not with iCloud (or anything else, for that matter).

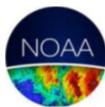
# What's new at the App Store



## BOOMERANG

Boomerang ([go.macworld.com/boomerangapp](http://go.macworld.com/boomerangapp)) is the latest offering from the folks at Instagram—it lets you take a few seconds of video that you can then loop back-and-forth, turning a simple action into a cha-cha dance. The resulting creations can, of course, be shared on Facebook or Instagram.

## NOAA Hi-Def Radar Pro



NOAA Hi-Def Radar Pro ([go.macworld.com/hidefradarpro](http://go.macworld.com/hidefradarpro)) shows “real-time hi-def animated weather radar images in vivid color” letting you easily track storms and hurricanes while they’re developing. It even shows you lightning strikes as they’re recorded, and offers the hourly forecast for the next 24 hours. Most new weather apps try to pare down the information to the essentials; this goes the other direction—it’s for real weather nerds.

## Microsoft Selfie



Microsoft Selfie ([go.macworld.com/msselfie](http://go.macworld.com/msselfie)) doesn’t just let you take selfies—it helps you look good in them. “The app takes age, gender, skin tone, lighting, and many other variables into account, applies different models automatically and finishes enhancement with just a single click. Users can transform average photos into more presentable portraits in seconds.”

## Badland2



The first Badland game was Apple’s Game of the Year back in 2013, and deservedly so: It was challenging and hauntingly beautiful, with an intricate sense of physics that made gameplay pure fun. Now the \$4 sequel, Badland 2 ([go.macworld.com/badland2](http://go.macworld.com/badland2)), is here, with more of the same, and expands the universe with online events designed to turn solo gameplay into a community event.

## Practice+



Practice+ ([go.macworld.com/practiceplus](http://go.macworld.com/practiceplus)) is a “complete practice and performance toolkit” for musicians, working as a tuner, metronome, recorder, and more. The latest update includes Dropbox integration, 3D Touch capabilities, and a number of bug fixes.

# Rubber duckie from the future

This month's roundup features Edwin the Duck, a Bluetooth-enabled rubber duck that can interact with apps on your iOS device. Plus wireless earbuds, a smart outlet and a pico projector.

BY JOEL MATHIS



## EDWIN THE DUCK

Ever thought the world would need an app-controlled rubber duckie? Well, we've got one. Edwin the Duck ([edwintheduck.com](http://edwintheduck.com)) is a \$100 device—a bit pricier than your usual bathtime toy—that's tricked out with Bluetooth technology. That way, your child can experience stories, play games, and sing songs with the duck thanks to the Edwin the Duck app.

## BEDDI

Beddi ([wittidesign.com](http://wittidesign.com)) is a docking station and Bluetooth speaker with an array of features that show your iPhone off in its best light. It has multiple USB charging ports, a wake-up light, one-touch Uber calling, a white-noise generator, a built-in FM radio and more. Beddi has already made its crowdsourced funding goal, so look for this to be on the market soon.



## ALPHA AUDIOTRONICS

The \$279 Skybuds ([skybuds.com](http://skybuds.com)) is a two part device: One part is the wireless earbuds for music and calls. The other part is a case for your iPhone that can store and charge the earbuds. And if you're worried about losing your tiny, but expensive, earphones, never worry: The Skybuds app can help you track them to the location you left them.



## ACTIVEON

The \$120 CX ([activeon.com](http://activeon.com)) is sort of a poor man's GoPro camera—it features a super-wide view, full HD 1080-pixel video shot at 30 frames per second, and is easily mounted to capture the action in your life.

# Rubber duckie from the future

## NYRIUS

The \$40 Smart Outlet ([nyrius.com](http://nyrius.com)) is a Bluetooth device—just plug your favorite appliance into the Smart Outlet (which, in turn, should be plugged into a regular old dumb outlet) and, voila, you have remote control of that appliance using your iPhone or iPad.



## SONY

The \$350 Sony HD Pico Mobile Projector ([sony.com](http://sony.com)) connects to your mobile devices, and projects a 1920-by-720 HD picture. It also features a built-in 3400mAh battery, which can be used as a backup battery for your iPhone or iPad.

I was one of the **1** in **5**  
Children in America who  
**STRUGGLE WITH HUNGER**  
join me and help put an  
End to childhood hunger.

*Viola Davis*



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The Safeway Foundation and the Entertainment Industry Foundation are 501(c)(3) tax-exempt organizations. Photo by: Nigel Parry



# HOW THE iPad PRO STACKS UP AS A PHOTOGRAPHER'S TOOL

The iPad Pro pushes the boundaries of tablets in interesting ways as a general-purpose laptop replacement, but how does it change the photography game? **By Jeff Carlson**

Photographers have been drawn to the iPad since the first model, hoping it can provide a mobile workflow when they're away from their computers. The iPad Pro ([go.macworld.com/ipadprorev](https://go.macworld.com/ipadprorev)) pushes the boundaries of tablets in interesting ways as a general-purpose laptop replacement, but how does it change the photography game?

Editing photos, especially with the addition of Apple Pencil ([go.macworld.com/applepencilrev](https://go.macworld.com/applepencilrev)) support in some apps, is a definite improvement, though limitations in iOS keep the iPad Pro from achieving its full potential as a photographer's mobile companion.





## Photo editing

It's impossible to ignore the beckoning light of that brilliant 12.9-inch Retina screen, and the promise of nearly desktop-class processing power. Plenty of apps let you edit photos, such as standouts like Google's Snapseed ([macworld.com/snapseed](http://macworld.com/snapseed)), Adobe's Lightroom mobile ([lightroom.adobe.com](http://lightroom.adobe.com)), VSCO ([vSCO.com](http://vSCO.com)), and of course Apple's own Photos app.

Support for the Apple Pencil, though, adds another level of editing.

Adobe's Photoshop Fix ([go.macworld.com/photoshopfix](http://go.macworld.com/photoshopfix)) senses pressure and angle using the Pencil for precise adjustments. For example, when you need to lighten just one area of a person's face, or discreetly erase some age wrinkles, you don't need to wait until you're back on your Mac. (Pixelmator ([pixelmator.com/ios](http://pixelmator.com/ios)) also supports the Pencil, though in my tests that applied more to drawing than retouching.)

The ability to multitask in apps that support it can also be helpful.

**REMOVING A BYSTANDER** from a photo in Lightroom mobile (left) using Adobe Fix (right) in Split View.

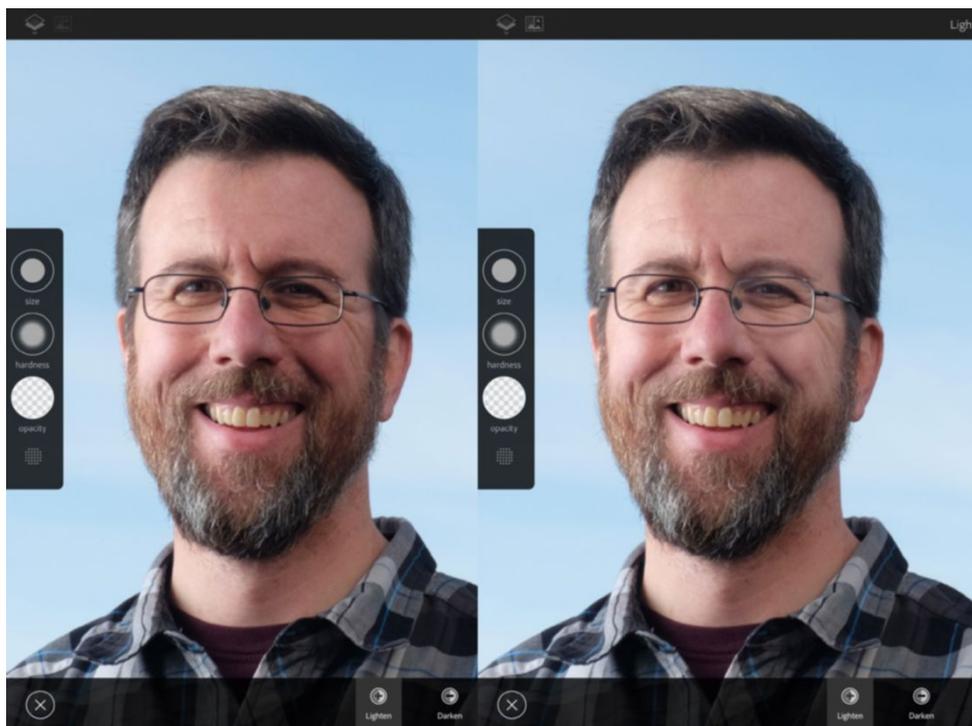
Lightroom mobile and Adobe Fix can run side-by-side, and they can both access the same libraries via Creative Cloud Sync, enabling you to send an image from Lightroom mobile to Fix to perform some spot healing, a feature missing in Lightroom mobile.

## It's still a RAW deal

One shortcoming for photographers is unchanged: there's still no system-level support for RAW formatted

images. (If your camera doesn't shoot in RAW mode, or you shoot only in JPEG formats, this point won't hold you back.) The RAW files transfer to the iPad, but any edits you make are applied to the thumbnail preview the camera creates to display on its LCD. So, when you edit on the iPad, you're not taking full advantage of the editing possibilities RAW formats offer. (If you do plan to edit, I recommend shooting in RAW+JPEG mode to work with a higher-

**BEFORE AND AFTER**  
using the Apple Pencil to lighten the right side of the face.





resolution original.)

The closest to a seamless experience is shooting raw and using iCloud Photo Library. You don't edit the raw image itself on the iPad, but changes you make are applied to a JPEG version the Photos app creates and saves with the original. That edited version shows up as the image on your Mac and other devices—it's not a separate copy, which is created when you edit in other apps. However, that JPEG becomes the edited version; if you were to continue editing it in Photos on the Mac, for example, you'd be working with the JPEG version, not the RAW version.

Another thing to keep in mind, although it's not a surprise, is that the

iPad Pro doesn't offer color management or alternative color spaces—you get sRGB and that's it. (This has been the case with all iPads.)

## Organizing

I'd hoped that the iPad would be a great field photo-triage tool: import photos directly, sort and rate the images, and assign keywords—basically, handle a lot of the less-exciting tasks of managing one's photo library during the downtimes before you get back to a home or office Mac.

But for a variety of reasons, the iPad isn't part of most workflows at that stage. A poll I ran on my iPad for Photographers site ([go.macworld](http://go.macworld)).

[com/ipad4photog2015survey](http://com/ipad4photog2015survey))

revealed that people aren't bothering to assign keywords or ratings to images on the iPad; the prominent apps that enabled this, Photosmith and PhotosInfoPro, are no longer being updated. When you import images, they're saved in the Photos app, where you can only mark shots as favorites and move them into albums.

If you primarily use Lightroom on the desktop as your editor of choice, it's more common to flip the model around: Import photos into Lightroom CC on the Mac, sync them using Creative Cloud, and then work on rating and editing the images using the Lightroom mobile app on the iPad at your leisure. The edits apply non-destructively, and Lightroom bypasses the RAW issue by converting RAW images to Adobe's DNG (Digital Negative) format during sync.

The bright spot here is Apple's new Lightning-to-SD Card adapter, which supports USB 3 speeds when transferring images from a memory card to the iPad. In the past, I must admit, I'd almost given up on importing via the Lightning port, because even loading thumbnails before importing is agonizingly slow. Now, it's much faster: in one test I performed, bringing in just 40 RAW+JPEG photos totaling 1.5GB

took 30 seconds with the new adapter, compared to 2:20 using the old adapter. (The USB 3 speeds apply only to the iPad Pro; the adapter achieves USB 2 speeds on other recent iPad and iPhone models.)

## A developing story

As with many things about the iPad Pro, the superior hardware is waiting for the software to catch up. Gradually, third-party developers are adding Pencil support for image retouching, which is a welcome jump forward. And all image editors benefit from the speed gains enabled by the iPad Pro's faster processors. But the lack of RAW support in iOS

hinders pro and enthusiast photographers from developing workflows that avoid duplicating work or depending on a Mac to get started.

Granted, iOS has always been designed for the broadest possible audience, and even in a device labeled "Pro" that same foundation applies. Now that the iPad Pro is released, I'm holding out hope that Apple will take action to help it fulfill its potential. ■

AS WITH MANY THINGS ABOUT THE IPAD PRO, THE SUPERIOR HARDWARE IS WAITING FOR THE SOFTWARE TO CATCH UP.

FEATURE



# PERFECT PARTY GAMES

FOR YOUR iPhone, iPad, & Apple TV

ILLUSTRATION BY MICHAEL BYERS



## VIDEO

To view this video,  
go to go.  
[macworld.com/  
partyappsvid](http://macworld.com/partyappsvid)

**W**hen you throw a party, you want it to be fun and stimulating for everyone who attends, but sometimes, despite our best efforts, a party might need help getting started. So if your tunes, tapas, and talk aren't getting the job done, perhaps your iPhone and Apple TV can help. We're not talking about recipes or music—if your shindig is eliciting more yawns than yucks, perhaps all that's needed to lighten the mood is a good game. Here are a few of our favorites.



## HEADS UP

\$1 | iOS | [GO.MACWORLD.COM/HEADSUP](http://GO.MACWORLD.COM/HEADSUP)

The Ellen DeGeneres–created guessing game might have seemed like a flash in the pan when it took the App Store by storm last year, but Heads Up is still the best party game around. The concept is simple: Try to guess words and phrases based on clues from your friends—while holding your iPhone up to your forehead. A variety of categories (even a new Star Wars pack) will keep everyone engaged, and the fast-paced, captivating gameplay will get even the most antisocial guest involved. Fun, irreverent, and just the right amount of wacky, it's sure to turn any party into a memorable one.

# SKETCH PARTY TV

\$6 | iOS/APPLE TV | [SKETCHPARTY.TV](http://SKETCHPARTY.TV)

If you like Pictionary but hate cleaning up all those scraps of paper, Sketch Party TV is the game for you. It's everything you remember about the classic drawing game updated for the post-pad revolution. As you draw on your iPhone or iPad, your artwork is beamed to your Apple TV for all to see, as your team shouts out guesses for the clue you're trying to illustrate. But be warned: with custom word lists, a full-color palette and support for up to 16 players, your guests might never want to leave.





# PHRASE PARTY

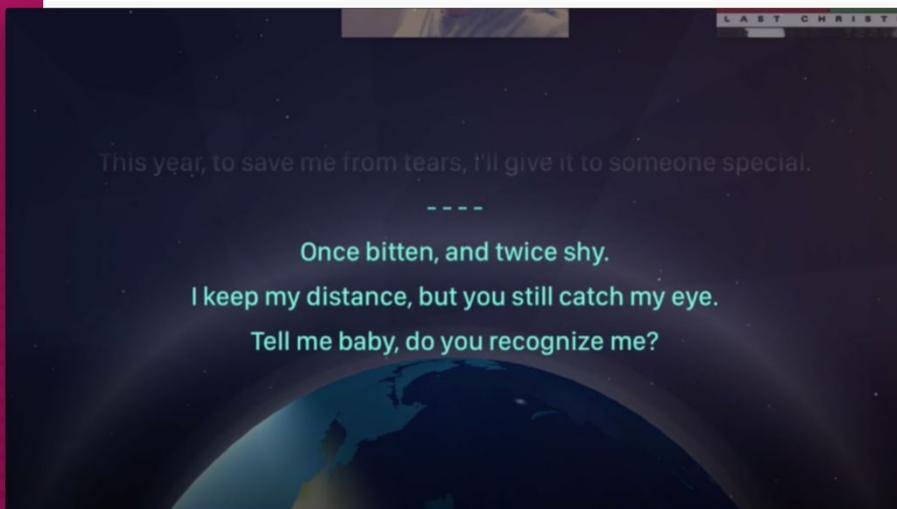
\$2 | iOS/APPLE TV | [GO.MACWORLD.COM/PHRASEPARTY2](http://GO.MACWORLD.COM/PHRASEPARTY2)

Musical chairs and hot potato might not be the first games you think to play with a bunch of grown-ups, but Phrase Party combines them into a surprisingly smart and amusing game of luck and skill. It has a similar concept to Catch Phrase (in that you're trying to get your teammates to guess the words that are on your phone), but it ups the ante by passing around an iPhone with each correct answer. When the buzzer sounds, the person holding it loses. With a trio of play modes and a variety of categories it's sure to keep you coming back for more.

# SING! KARAOKE

FREE | IOS/APPLE TV | [GO.MACWORLD.COM/SING!KARAOKE](http://GO.MACWORLD.COM/SING!KARAOKE)

Nothing quite brings a party together like a bunch of your friends singing top 40 radio hits off-key and out of sync. And the kind folks at Smule will make sure they butcher your favorite songs all night long. From “Let It Go” to “Thinking Out Loud,” Sing! Karaoke’s bountiful library will satisfy all musical tastes and will have your guests cheering, laughing, and, of course, singing your praises. And Smule’s series of vocal filters will make sure even the worst singers at your party still sound pretty good.

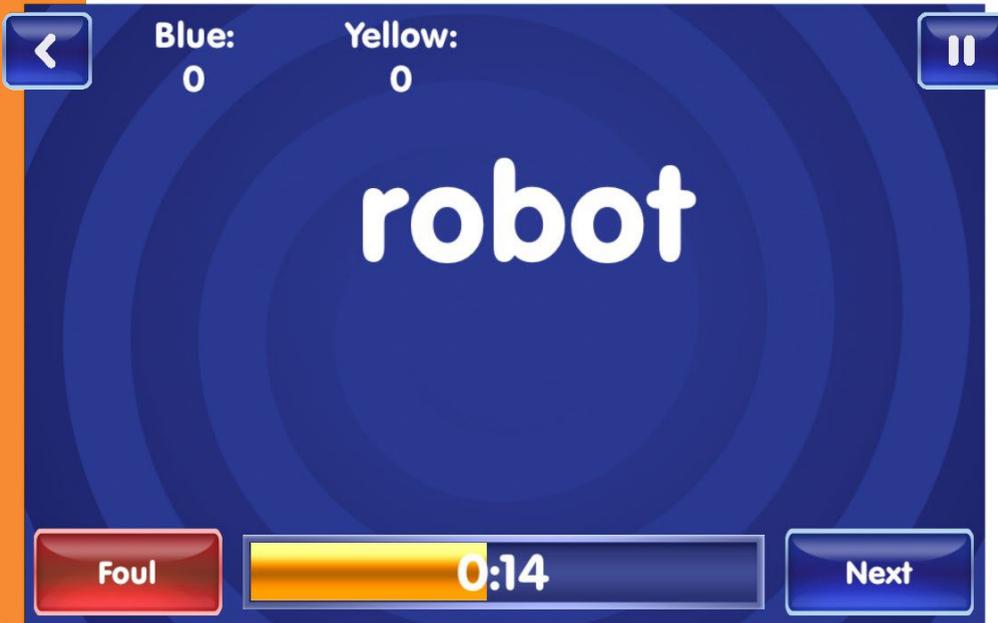


# JUST DANCE NOW

FREE | iOS/APPLE TV | [JUSTDANCENOW.COM](http://JUSTDANCENOW.COM)

You don't need to own a Wii to get into the groove. Just Dance Now on your iPhone and Apple TV uses the same technology to get everyone on their feet and moving. A massive catalogue of hits, club-thumpers and rump-shakers (mostly available through in-app purchases) will get your party started quickly, and even guests who have Android phones can join in the fun by using the Siri remote to track their movements. So turn down your Sonos and turn up your TV while you and your guests literally dance the night away.

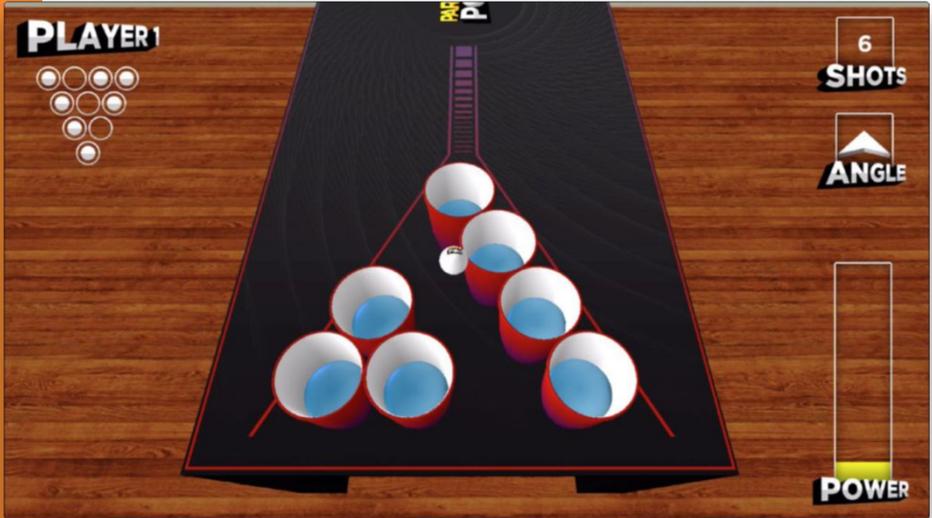




# REVERSE CHARADES

FREE | IOS | [REVERSECHARADES.COM](https://reversecharades.com)

There's a reason Charades is one of the most popular party games of all time: It's fun, it's easy, and it can provide hours of entertainment. Reverse charades takes that concept and flips it on its head. Instead of acting out a word for your team to guess, your team does the acting, reeling off as many clues as you can decipher before the timer ends. The result is a game that's more challenging and even more raucous than the original without losing a bit of its charm.



# PARTY PONG

FREE | APPLE TV

You probably aren't planning to put a Beirut table in the center of your classy holiday party, but if you truly want to bring your party to the next level, there's really no better way than bouncing plastic balls into red cups. Thankfully, Party Pong has you covered. It's just like the way you remember it from college—a long table, one ping-pong ball and 10 red cups—but when someone misses you won't get a spill on your freshly cleaned rug. And since it uses digital refreshments and not alcoholic ones, even the kids can get in on the fun.

# WHAT IF...?

FREE | iOS | [GO.MACWORLD.COM/WHATIF](http://GO.MACWORLD.COM/WHATIF)

Sometimes the best party games are casual ice-breakers, so if you're looking for something a little less formal, What If...? will be sure to liven up your party without forcing anyone out of their comfort zone.

Whether you're hosting four people or 40, the app's catalog of quixotic queries is a perfect way to warm up and please the crowd. Questions like "What if there was peace on earth but the Internet disappeared?" won't just thaw the ice between unfamiliar guests—they might even reveal sides of your friends' personality that you never knew existed.





## These 4 Chrome extensions make Gmail better right now

These add-ons will track your messages, schedule your meetings, and more.

BY MICHAEL ANSALDO

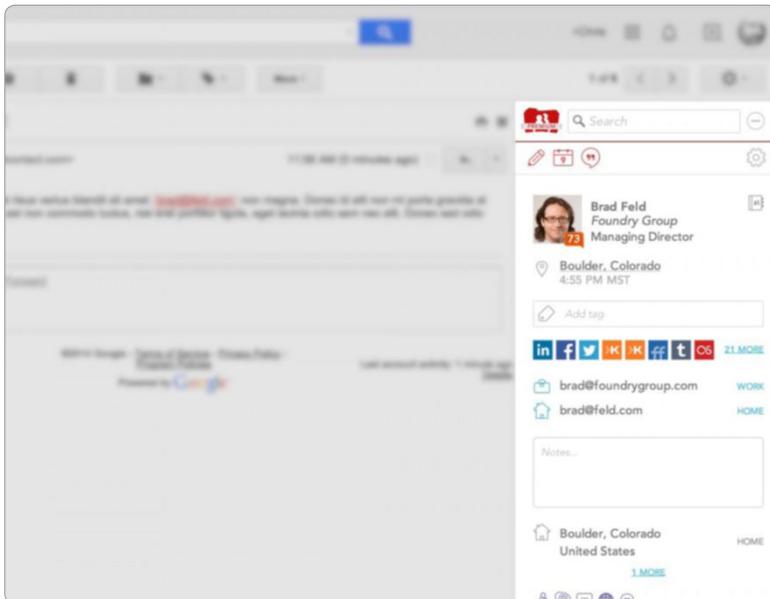
**G**mail raised the bar for what we expect in an email service. But if you're only using its native features, you're getting just a taste of its power. There are a wealth of Chrome extensions that expand Gmail's capabilities and help you streamline your workflow. Here are four you should install today.

## FULL CONTACT

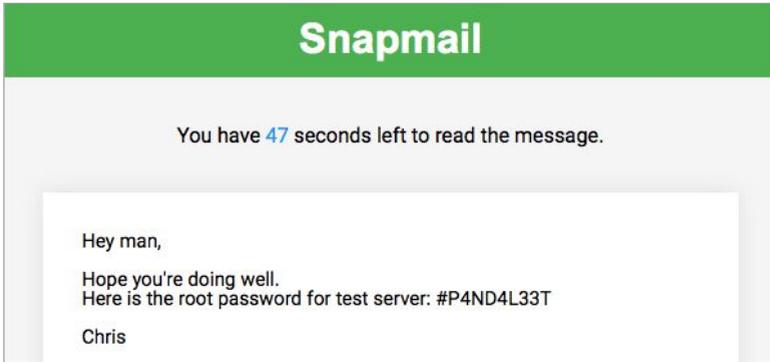
Most of us have a similar reaction when we receive an email from a new professional contact. We immediately try to learn more about them by searching their profiles on LinkedIn, Facebook, Twitter, and other social networks.

Full Contact ([fullcontact.com](http://fullcontact.com))

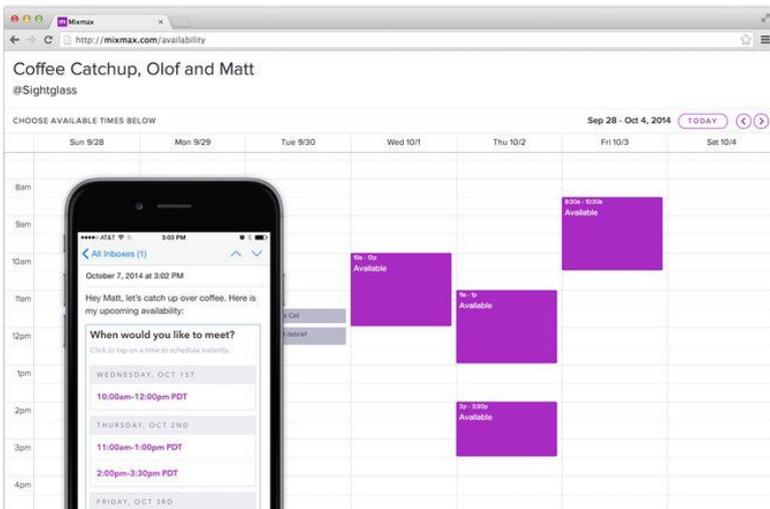
eliminates that legwork by providing the job titles, company details, and social accounts for each email sender. Without leaving your inbox, you can scroll through their Facebook posts, tweets, and other social updates. Add your own notes, then sync all the contact's info to your address book so you'll always have it at hand.



**FULL CONTACT SHOWS** you email senders' social profiles and other details.



**SNAPMAIL ENCRYPTS** and destroys sensitive email messages.



**MIXMAX ADDS** several functions to Gmail, including “instant” meeting scheduling.

## SNAPMAIL

We don't recommend emailing passwords and similarly sensitive material. But if you absolutely must, this *Mission Impossible*–style extension ([snapmail.co](http://snapmail.co)) will ensure your message is seen by authorized eyes only.

It adds a Snapmail button next to the Send button in your message. Pressing it encrypts the message and creates a URL for the message, which is sent to the recipient. Once the recipient follows the link, a countdown timer informs them that the message will self-destruct in 60 seconds.

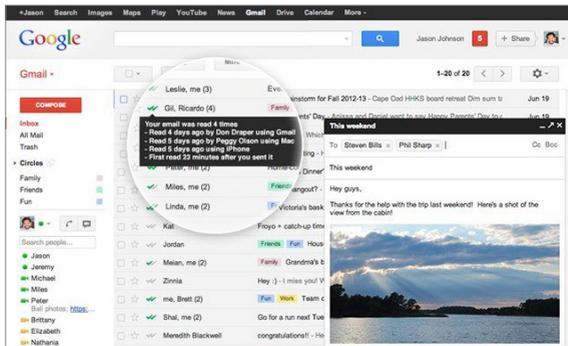
## MIXMAX

MixMax ([mixmax.com](http://mixmax.com)) delivers on its promise to “make email awesome.” The extension adds a host of must-have functions to Gmail, including email tracking, one-click business email templates, and “send later” scheduling.

Its Instant Scheduling is particularly useful for setting up one-on-one meetings. MixMax does all the heavy lifting so you and the other party don't have to email back and forth to find a time that works for you both. You select available times from your Google Calendar, and MixMax adds them to your email. Your recipient selects whichever one works for them, and MixMax puts it on your calendar and sends each of you a confirmation message. It's like having your own personal assistant.

## MAILTRACK

MailTrack ([mailtrack.io/en](http://mailtrack.io/en)) removes the mystery around unanswered emails. This extension is a simple



email tracker that uses checkmarks to keep you apprised of your message's status. It adds one checkmark next to the message when it's sent and adds a second once the message has been read. Best of all, it can tell you exactly which recipients have read a message sent to multiple parties.

MailTrack's basic functions are free for an unlimited number of emails. For \$3.50 a month you can add options including real-time desktop notifications and daily tracking-activity reports. ■

## THE MAILTRACK

extension lets you know when recipients have read your email, even one sent to a group of people.



# A primer in Profile Manager: The Server app

Built into OS X Server, Profile Manager is used to manage the devices in your business or organization.

BY JEFFERY BATTERSBY

Last month, we completed the process of installing El Capitan and the Server app on an external hard drive. Now we'll look at the Server app's features, and we'll also get started with Server's remote management features.

## APPLE'S SERVER (YUP! IT'S REALLY AN APP)

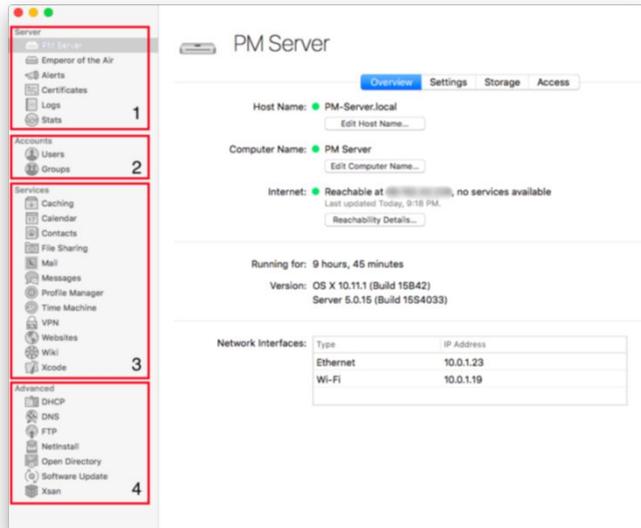
If you're used to working with typical server software, you're also used to the notion of a server operating system, such as Microsoft's Windows Server 2012. Apple's Server app is a horse of a different color, which is to say, it's an app running on Apple's El Capitan operating system. Install and set up the app, and you have all the features of a server operating system. Drag the app to the Trash and the app will detect that it's no longer in the Applications folder and will turn off all the services.

Re-install and open the Server app, and you will once again have a functioning server. It's so simple that, if you're used to other server environments, it can initially be a little confusing.

### INSIDE THE SERVER APP

If you haven't done so already, open the Server app and let's take a look around. One of the first things you'll see is that the app's sidebar is organized into four sections:

**1. Server:** Used to view and change information about your server, manage Apple AirPort base stations for use with your server, view



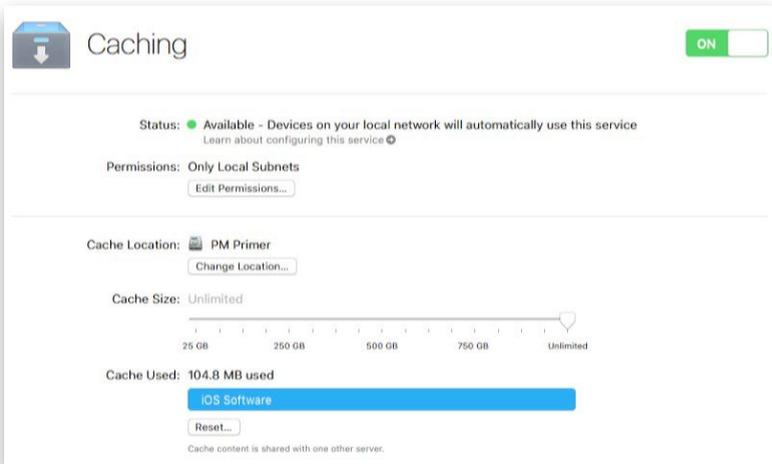
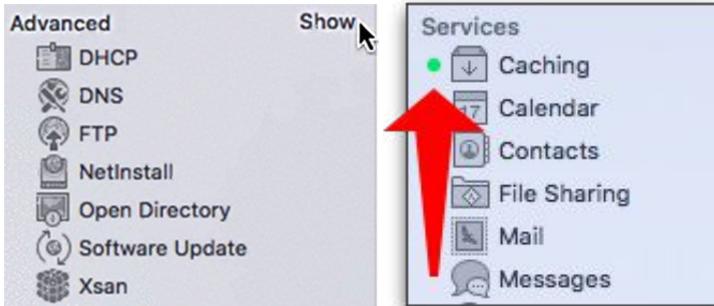
and take action on Server alerts, view Server logs, and graphical statistics for services you have running.

**2. Accounts:** Used to create and manage user accounts and groups.

**3. Services:** For managing the most commonly used services.

**4. Advanced:** For managing less frequently used services.

If you don't see any information displayed underneath any of these sections, move your mouse on top of a section title and you should see the



word Show. Click your mouse button while you see Show and the services under that section should appear.

Services are active when you can see a little green dot next to the service name.

At this point in time, you shouldn't see any services active. If any services are active you can turn them off, unless, of course, you're working

in an active server environment.

You turn services on and off by selecting one in the sidebar of the Server app and flipping the Services switch to the On or Off position. If you want to take a quick look at turning on a service that you should be running, have a look at "Save your bandwidth by using a caching server ([go.macworld.com/cachingserver](http://go.macworld.com/cachingserver))."

## SERVER INFORMATION

Select your server under the Server section in the sidebar of the Server app. When it's selected you should see four tabs across the top of the Server app window.

**1. Overview:** Displays information about your server, including your server's host name, external IP address, current version of the OS and Server app running on your server, and available network interfaces.

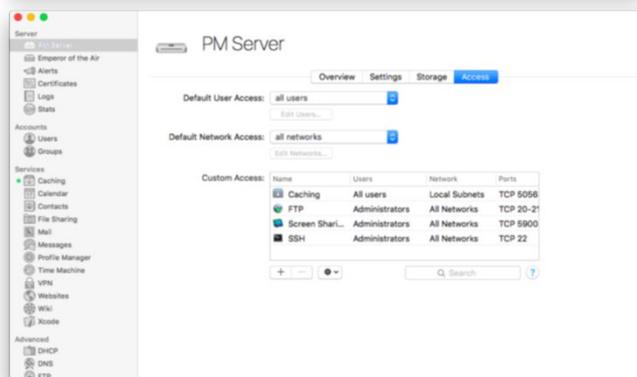
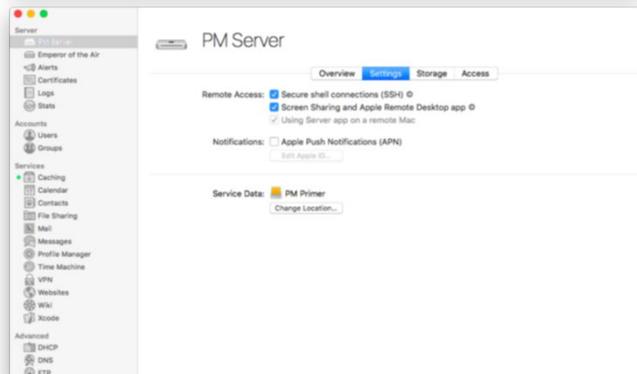
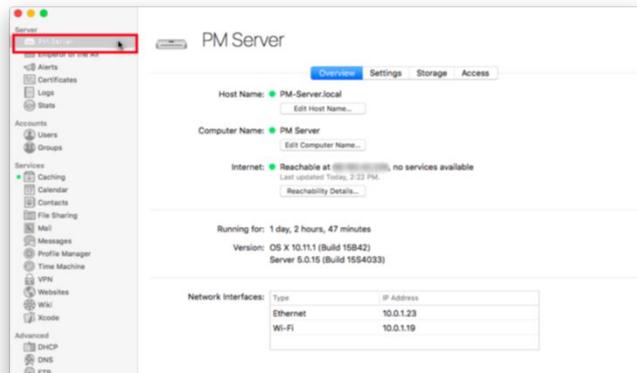
**2. Settings:** Lets you manage your server's remote access options and Apple's Push Notification Services, and change your service data location.

**3. Storage:** Allows you to view every disk attached to your server and for managing access to the files and folders located on those disks.

**4. Access:** Lets you define which users will have access to the services you're hosting on your server.

## TURN ON REMOTE ACCESS

At the moment, you're probably managing your server using a mouse and keyboard connected to the computer that Server is running on. While that's practical when you're only working with one server, the reality is that you want to be able to manage servers when you're not sitting directly in front of them, either while they're in a server room somewhere or while you're at a remote location and your server is at

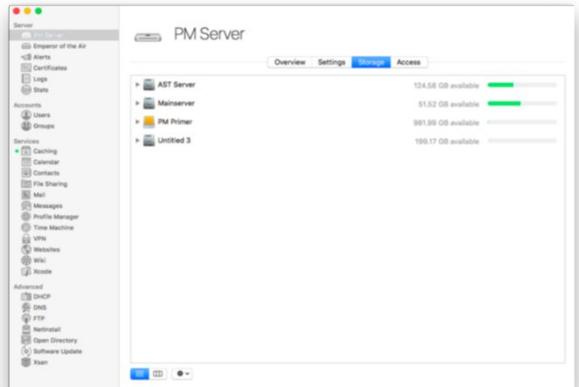


the office. Apple's Server app allows you to do this, but not without first enabling Remote Access services.

To do this:

1. Click the Settings tab.
2. Locate the Remote access section and put checks in the boxes next to the following: Screen Sharing And Apple Remote Desktop App and Using Server App On A Remote Mac.

We'll show you how to connect to your server remotely in the following article, "A Primer in Profile Manager: Manage Your Server Remotely." ■





# A primer in Profile Manager: Manage your server remotely

How to use remote management with OS X El Capitan Server.

BY JEFFERY BATTERSBY

In the previous article of this primer series, we enabled your server for remote access. Enabling your server's remote management features allows you to remotely control your server's screen, and use the Server app to remotely manage services on your server.

Now it's time to check and see if remote management works. To perform this part of the setup you're going to need another Mac with the Server app installed.

Before we begin, double-check to make sure that both Screen Sharing And Apple Remote Desktop App and Using Server App On A Remote Mac are checked under the Settings tab in the server app.

1. Click your server's name in the sidebar of the Server app.
2. Click the Settings tab.
3. Verify that both the screen sharing and remote access options are selected.

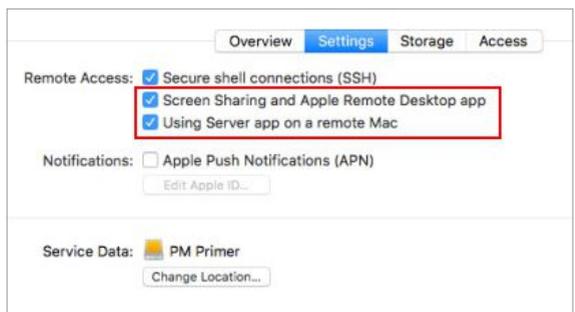
## SCREEN SHARING

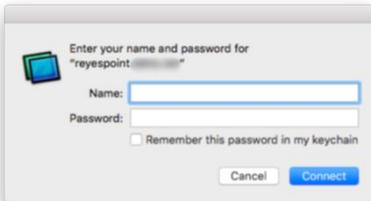
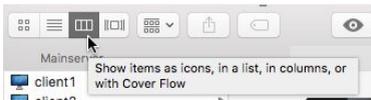
The first service we'll verify is screen sharing, to make sure we can connect remotely to our server and control its screen. In order to perform this task, you'll need to have another Mac you can use that is on the same network as your server.

1. Open a Finder window and locate and click your server in the sidebar. If you can't locate your server in the sidebar, open the

Finder's Go Menu, click the Network menu item and locate your server in the list of servers that appears.

2. With your server selected, click the Share Screen button. (Note: Depending on the Finder view you've chosen, it's possible you won't see the Share Screen button. If you don't, click the Finder's Show Items In





Columns button.)

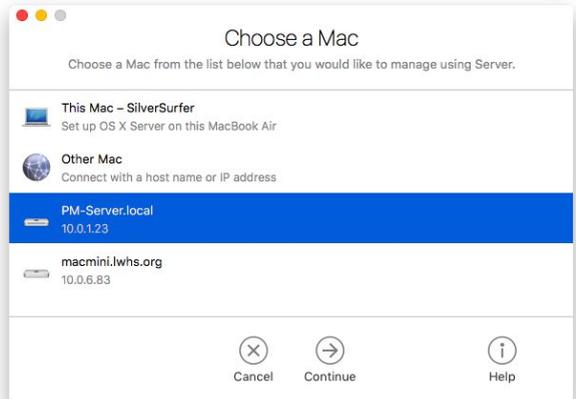
3. After clicking the Share Screen button, you should see an authentication window. Enter your server's administrative user ID and password.

Once you've authenticated, you should be able to control your server remotely.

Leave the screen sharing session open for a few minutes so we can compare differences between a screen sharing session and a remote management session.

## REMOTE MANAGEMENT

The second sharing feature we enabled was remote server management, which allows you to remotely manage services on your server



using the Server app on another Mac. In order to use this feature, you have to download the Server app in the computer you want to use to remotely manage your server.

1. Open the App Store app.
2. Click the Purchased tab.
3. Locate the Server app and click the Download button.
4. Once the app is downloaded, drag it from the Applications folder to the Dock, just as we did in part 2 of the Primer.
5. Open the Server app.

It's very important that you select your server from the list of servers in the Choose A Mac window that appears when you open the Server app. If you choose This Mac and click Continue, the Server app will begin setting up services on your administrative Mac. If you do not see the Choose A Mac window when you

open the app, select the Server app's Manage menu and select Connect To Server.

From the Choose A Mac window:

1. Select your server.
2. Click continue.
3. Enter the name and password

for your administrator and click Connect. After connecting to your server, you may see a message stating that your server is using an unverifiable SSL certificate.

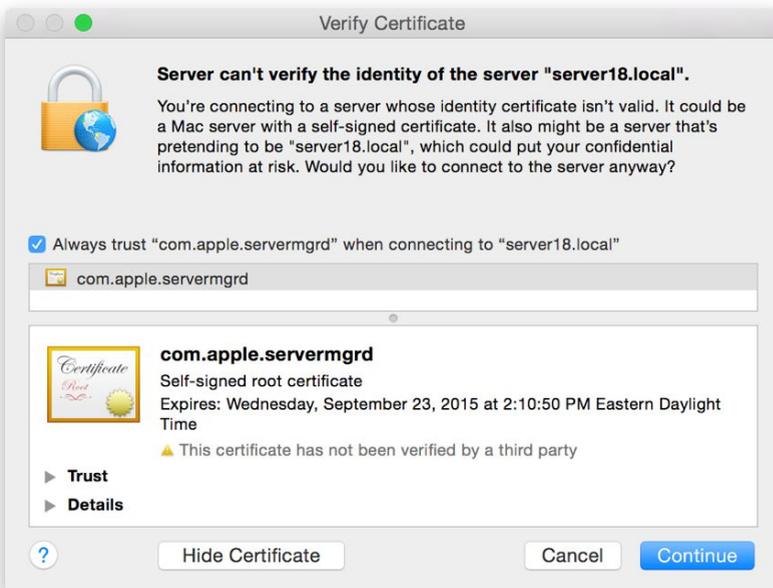
If you see this:

4. Choose the option to trust the certificate.
5. Click continue.
6. Enter your current computer's

administrative user ID and password.

Once you've completed these steps, the Server app will open displaying information about your server. Compare the Server app running remotely with the Server app running in your screen sharing session, you should see that it looks exactly the same with one exception: Under Server's Settings tab, your remote app cannot make changes to the Remote Access setting for using the Server app on a remote Mac.

In the next article, we'll set up Open Directory so we can begin managing devices using profile manager. ■





# A primer in Profile Manager: Set up Open Directory

The last major step before turning on Profile Manager is turning on Server's Open Directory service so that you can centrally manage network user accounts.

BY JEFFERY BATTERSBY

**T**he last major step we need to take before turning on Profile Manager is turning on Server's Open Directory service so that you can centrally manage network user accounts. Open Directory is required for using Profile Manager.

If you're not using a directory service, Open Directory is an excellent way to manage users in a small office environment. If you're already using a directory service, such as Microsoft's Active Directory, once you turn Open Directory on you can bind your server to your Active Directory server and use Profile Manager with users created in your Active Directory environment.

### WHAT'S IN A HOST NAME?

In order for your server to be accessible over the Internet we first need to set it up for access over the Internet. Normally this would require that you've registered a domain name for your server. That's more than we can cover here—although that may be fodder for a future *Working Mac* column—but at the very least we need to make sure that there are DNS records set up for your server in your network.

DNS records are like the forward and reverse phonebooks of the Internet.

A *forward* address takes a fully qualified domain name (FQDN), such

as `www.apple.com` and returns an IP address that your computer uses to locate that computer on the Internet or your network.

A *reverse* address takes an IP address and returns a FQDN.

### CHECK FOR CORRECT DNS RECORDS

My server's FQDN is `pmserver.reyespoint.com` and has an IP address of `10.0.1.23`, although this isn't a publicly available URL. You can check to see if your DNS server has a forward and reverse record for your server by opening the Network Utility and using the Lookup tool:

1. Use Spotlight to open the Network Utility. You can open Spotlight by clicking the magnifying glass in the upper right of your menu bar or by typing Command-Space on your keyboard.
2. Click the tab that says Lookup.
3. Type Your Server's IP address in the address field and click the Lookup button. You should see something that looks like the following: `10.0.1.23 -> pmserver.reyespoint.com`, only the server

name should be your server's FQDN. This is a reverse lookup.

4. Now type your FQDN in the address field. You should see something that looks like the following:  
**pmserver.reyespoint.com -> 10.0.1.23**, only the IP address should be your server's IP address. This is a *forward lookup*.

If your lookup results in an error, it means that your DNS server doesn't have a record for your server. If you were expecting your DNS server to have a record, check with your DNS admin or double-check and DNS settings you've created. If your network doesn't have a DNS server for computers in your network, our next step will turn on the Server app's DNS server for you.

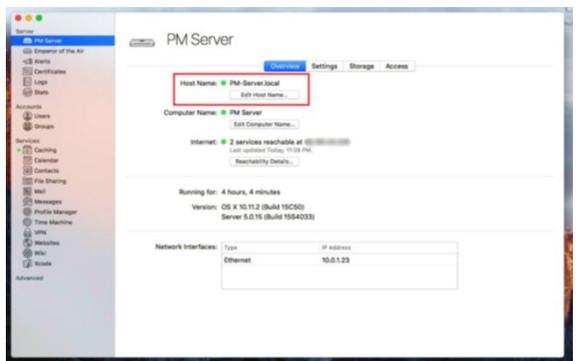
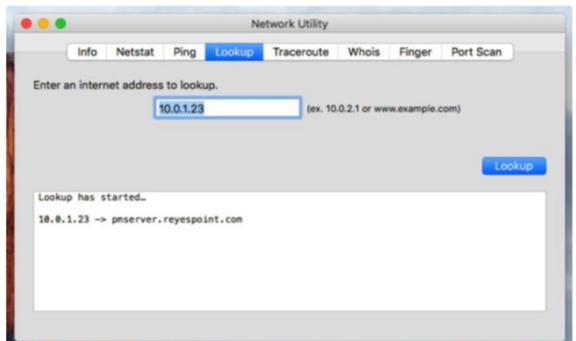
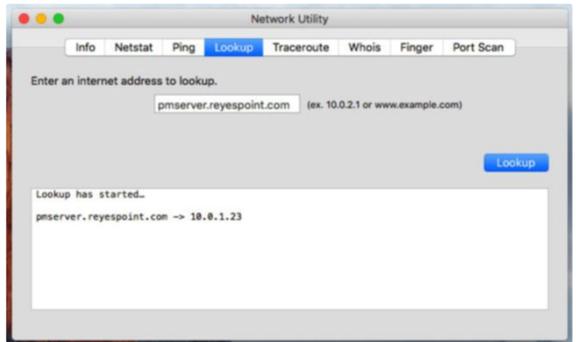
Note: Under most circumstances having the Server app turn on the DNS server for you is an error, unless you're working in a small office and this is the first server you have set up on your network.

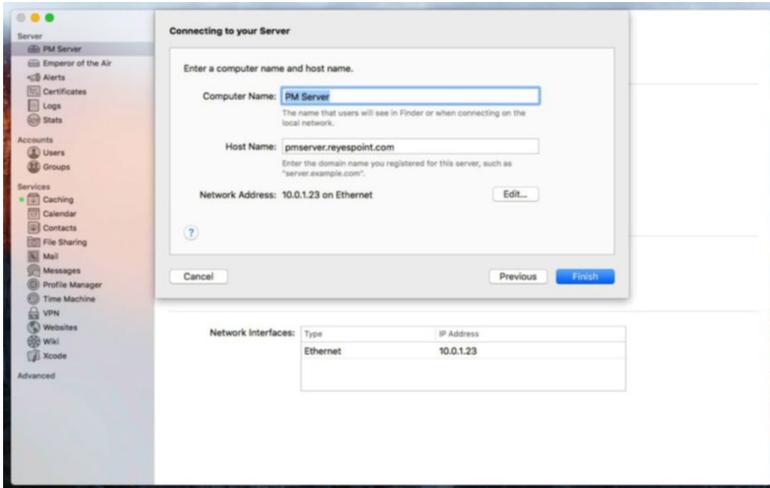
## EDIT YOUR HOST NAME

Now it's time to set your server up for access over the Internet.

1. Open the Server app and select your server in the sidebar.

2. Make sure the Overview tab is selected and click the button that says Edit Host Name (Take note of your server's Host Name, it is likely something such as PM-Server.local).





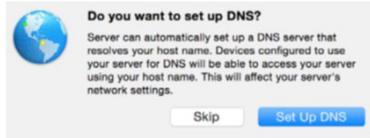
3. An information window will appear explaining what a Host Name is used for. Click the Next button.

4. A new sheet will appear asking how you want devices to access your server. Choose Internet and click next.

5. The next sheet has two fields where you can make changes to your server's name. If DNS was working properly in the previous exercise, the host name field should display your server's FQDN. If server could not resolve your host name from your IP address, change that name from whatever is in the field to yourserver-name.yourdomain.com (or whatever your top level domain is, such as .edu, .net, .ca, etc.).

6. Click the next button.

7. You'll see a warning message



telling you that changing your host name may cause running services to stop working correctly. Click the Change Host Name button.

8. If your DNS is working, the process will complete and you should see your host name updated to reflect your FQDN. If your DNS is not working properly you will see a message asking if you want to automatically set up DNS. Click the

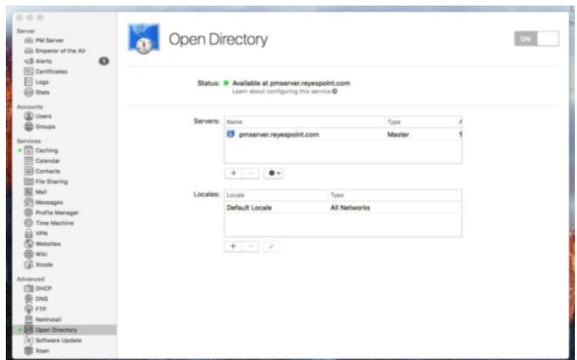
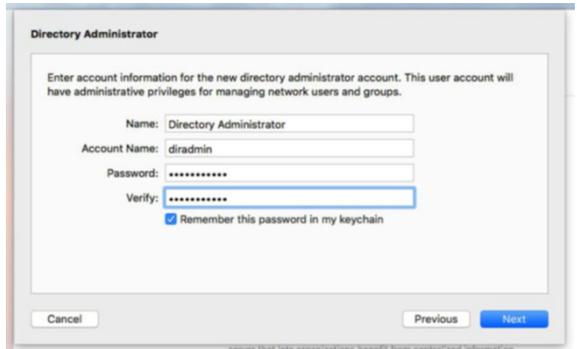
Set Up DNS button ONLY if you are not expecting for there to be a record for your server in your DNS server.

When this process completes the host name field should display your server's FQDN.

## TURN ON OPEN DIRECTORY

Now that your server has a proper host name that resolves to an IP address using DNS, let's set up Open Directory.

1. Locate and select Open Directory under the Advanced section in the sidebar of the Server app.
2. Click the Open Directory service's on button.
3. A new sheet appears asking what kind of Open Directory server you'd like to create. Select "Create a new Open Directory domain" and click the Next button.
4. A new sheet appears asking you to create an administrative account to manage network users and groups. Leave the Name and Account Name fields with the default information, enter and verify your administrative password, then click the Next button.
5. In the sheet that appears, enter your organization name and your email address, then click Next.
6. Confirm that the information you just entered is correct and click the Set Up button. Click the Previous



button and make changes if it isn't.

It may take a minute or two for the creation of your Open Directory databases to complete. When the process does complete you should see a green dot appear next to the service in the sidebar and your server should appear in the list of servers with the word Master in the type column.

That's it! We're now set to begin working with Profile Manager. That's next. ■



# A primer in Profile Manager: Turn on Profile Manager

How to set up and manage devices using OS X Server's Profile Manager service.

BY JEFFERY BATTERSBY

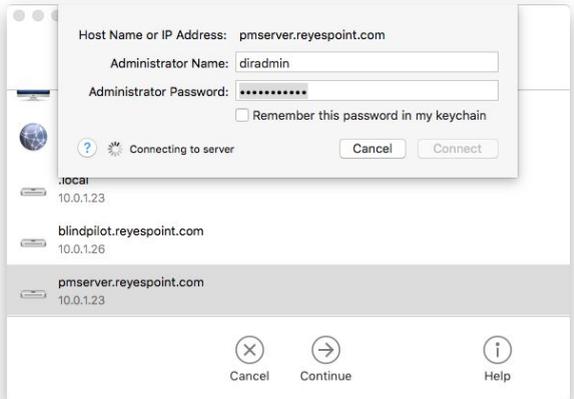
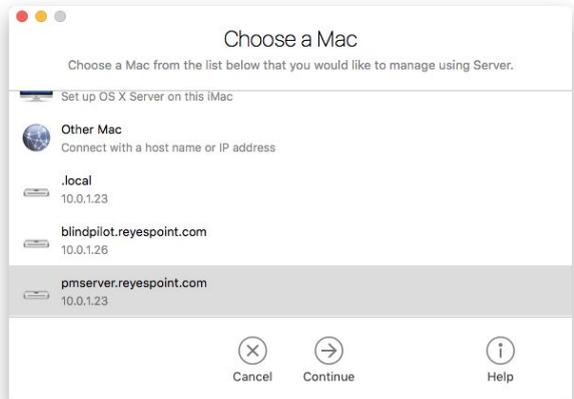
**W**e have (finally) arrived at the day you've all been waiting for: It's time to turn on Profile Manager.

## TURN ON PROFILE MANAGER

The plan here is to use a Mac other than your server for setting up, connecting to, and managing Profile Manager. It's not necessary for this lesson, you can perform these tasks on your server, but you will need a second computer for every episode following this one.

On a second computer:

1. Download and Open the Server app.
2. Locate your server in the list of servers, select it and click Continue.
3. Authenticate using the directory administrator ID and password you created in the last lesson.
4. You should now see a window asking you to verify your server's SSL certificate. (If you don't, it may be because you've already trusted the certificate in a previous lesson or you're using a certificate signed by a trusted certificate authority.) Click the button that says Show Certificate.
5. In the resulting window, if you want, you can click the disclosure triangle next to Trust and Details to look at your certificate, otherwise, put



a check in the box that says “Always trust com.apple.servermgrd when connecting to *yourservername*.  
*yourdomain.com*” and click continue.

6. Authenticate as an administrator and click Update Settings.

A new remote management session for your server should now be open. Locate and click Profile Manager under the section that says Services.

As is the case with so many of the Server app's services, you don't have to do much to get Profile Manager up and running. In this case, all you need to do is turn the service on and it will begin working. We need to do more to configure it, but you can get started with just the flick of a switch.

7. Click the switch that turns Profile Manager on.

Take note of the Status section at the top of the Profile Manager window. Initially, it will say Starting but very shortly it should say, "Available at *yourserver.yourdomain.com*."

## TEST TO SEE IF PROFILE MANAGER IS WORKING

Now that the Profile Manager service is started, it's time to test and make sure it's running.

1. Open Safari.

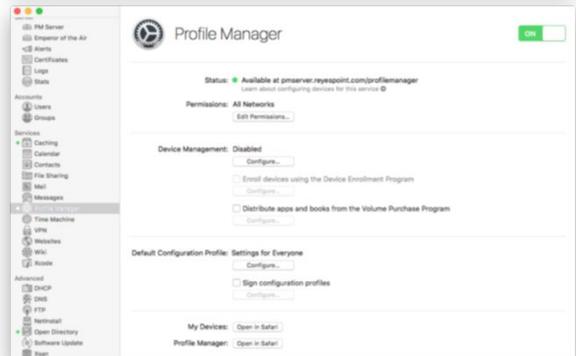
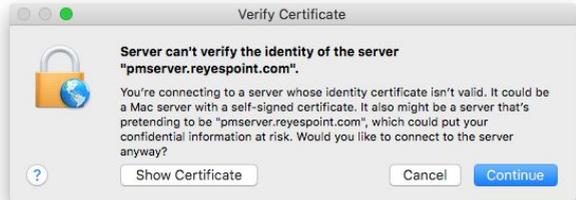
2. Type *yourserver.*

*yourdomain.com/profilemanager* in the address field and press the Return key.

3. At the login window, enter your Server Administrator user ID and password.

4. Select Users in Profile Manager's Library sidebar, locate and select your administrative user.

You should only see your server administrator in this list, although, it is possible you'll see other users if you already had users on your computer when you installed Server or if you're



bound to another Directory Server in your environment. If you do see other users, use the search field to find and select your server admin.

This browser-based Profile Manager is used to manage users and devices, which allows you to change settings and provide access to server resources remotely. We'll begin looking at more of Profile Manager's management features in a subsequent lesson, but for now, we're going to look at another of Profile Manager features.

1. Click the menu at the upper right of Profile Manger in your browser—it should display your server administrator's name.

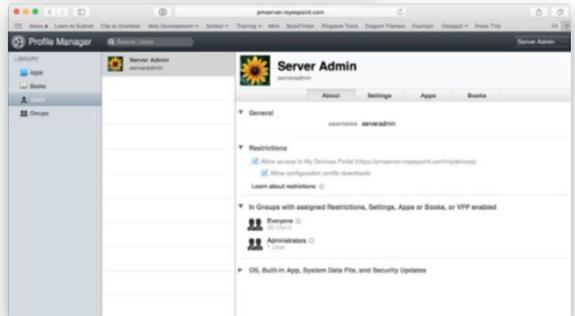
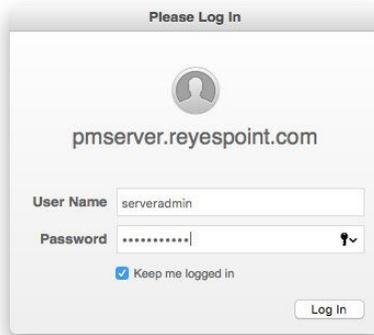
2. Click Log Out.

## TESTING MY DEVICES

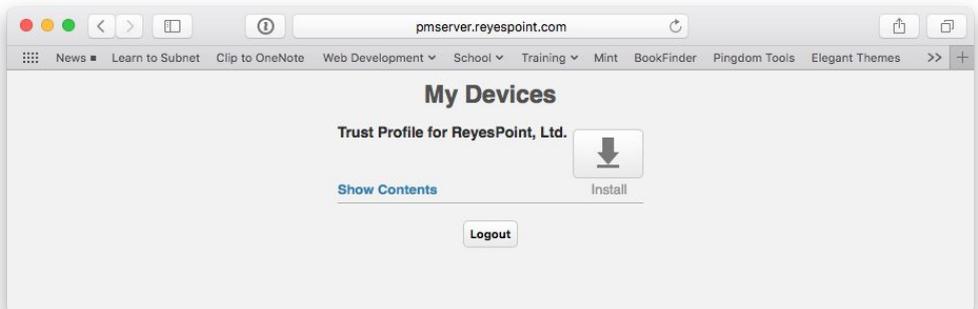
Profile Manager offers a feature allowing your users to enroll their personal devices in your management system. This feature is great for when you want to provide access to company resources on personal devices while guaranteeing that your users aren't exposing private data. We'll talk more about the "whys" and "hows" of introducing personal devices into your corporate system, but for now, let's just check and make sure it's working properly.

1. In your browser's address bar, type **[yourserver.yourdomain.com/mydevices](http://yourserver.yourdomain.com/mydevices)**. Take note that you need to type **mydevices** and not **profilemanager** after the **/**.

2. Log in using your administrative user ID and password.



You'll see a different webpage titled My Devices that your users can use to enroll their personal devices in your system. Before they can log in to this portal, you'll need to create



Open Directory accounts for them. Also, take note that you can, at this time, only download a Trust Profile using this portal. This is because we haven't yet turned on Device Management for your server in Profile

Manager.

To learn more, go to "A Primer in Profile Manager" ([go.macworld.com/profilemgrprimer](http://go.macworld.com/profilemgrprimer)). ■



**“ SURE,  
AT FIRST I WAS A LITTLE TAKEN ABACK  
BY THE WHOLE PEEING STANDING UP THING.  
BUT I TAUGHT HIM TO THROW A STICK  
AND NOW HANGING OUT WITH HIM  
IS THE BEST PART OF MY DAY.”**

**—EINSTEIN  
adopted 12-09-10**

**A PERSON  
IS THE BEST  
THING TO HAPPEN  
TO A SHELTER PET**

 **adopt**

[theshelterpetproject.org](http://theshelterpetproject.org)





## How to share Live Photos with non-iPhone users on Instagram and via text

Love taking Live Photos with the iPhone 6s? These 3 apps can share Live Photos even outside the iOS ecosystem.

BY OSCAR RAYMUNDO

The ability of the iPhone 6s and 6s Plus to capture Live Photos is nothing short of magic. Live Photos are not GIFs nor video, but still JPEG images that “move” once you deep-press on your iPhone screen. Anyone with an iPhone running the latest iOS 9 can view them, but the only way to share them is sending them via iMessage or posting them on Tumblr, which just recently became the first photo-sharing app to support Live Photos.

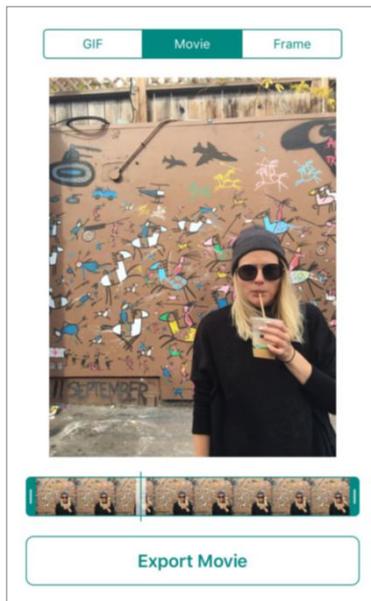
And the only way to store a fully animated Live Photo is by uploading it to the iCloud Photo Library.

Just because Live Photos don’t have widespread support on social media and file storage services yet doesn’t mean that you can’t share them on Instagram or save them in Google Photos. These three iOS apps can help you convert your Live Photos into GIFs or video—and they offer a few other nifty photo features too.

## LIVELY

If you are looking for an app that simply converts Live Photos into GIFs or video, the easiest to use is Lively ([lively.tinywhale.net](http://lively.tinywhale.net)). After launch, the app surfaces only the Live Photos from your camera roll. Once you pick the one you want to convert, Lively gives you the option to choose whether you want to convert it as a GIF or as a video file. GIFs are great if you want to share them via SMS or a messaging service

like Facebook Messenger, Slack, and GroupMe. Lively also gives you a few playback options if you choose to convert your Live Photo as a GIF. You can speed it up or play it in slo-mo, as well as play it backwards or in auto-reverse. Choose to convert your



**LIVELY RECENTLY GOT** a 2.0 update that brings more functionality to the app

Live Photo to a video if you want to post it on Instagram or Vine.

Lively recently got a 2.0 update that brings more functionality to the app. Lively's latest version lets you trim your Live Photo before converting, so you can remove any unwanted parts you accidentally took while trying to capture the perfect moving image. Lively 2.0 also lets you pick out a still frame from your Live Photo and save it to your camera roll. The app is free, but it costs a single in-app purchase of \$2 to remove the Lively logo watermark from appearing in your exported GIFs.

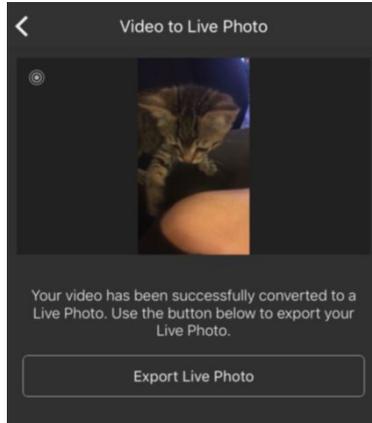
## LIVE STUDIO



Converting Live Photos as GIFs or video works very similar in Live Studio ([livestudio.appsites.com](http://livestudio.appsites.com)),

but unlike Lively, this app does not offer customizable playback options when converting a GIF. If you want to convert the Live Photo as is with no trimming or auto-reverse, the Live Studio does it fine in just a few taps. The app costs 99 cents, and it does not tack on any sort of watermark to your exported files.

The best thing about Live Studio, however, is that it also works the other way around: giving you the option to convert videos, GIFs and photo-bursts into Live Photos. Talk about magic, the Live Studio app has somehow tapped



**LIVE STUDIO ALSO** gives you the option to convert videos, GIFs, and photo-bursts into Live Photos.

into Apple's Live Photo-making technology. We converted a video clip into a Live Photo, and we were able to activate the Live Photo when we deep-pressed it. This works even with video clips that are longer than three seconds (Live Photos "move" by capturing 1.5 seconds before and after you tap the shutter), in essence giving you the ability to create longer-lasting Live Photos. This is great for converting a video clip or GIF that you would like to set as an animated wallpaper on your iPhone 6s.

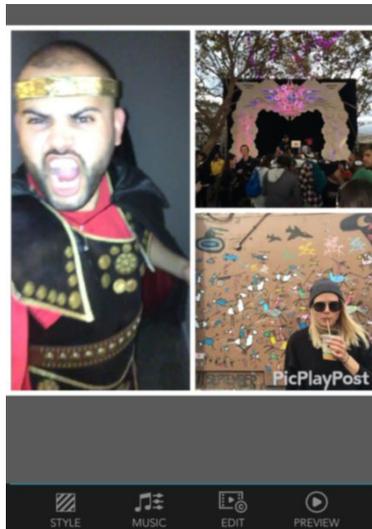
## PICPLAYPOST



Let's say you take so many Live Photos that you want to share a few of them in collage form, PicPlayPost ([go.macworld.com/picplaypost](http://go.macworld.com/picplaypost)) will help you do just that. This app creates a single

collage from different types of media: photos, video, GIFs, and now Live Photos. The app is free, but it's a single \$3 in-app purchase to remove the watermark from all exported collages.

Begin by selecting the layout of your collage and tap to add a "Photo & GIF." If you pick a Live Photo, the app will ask you if you want to use the still photo or the Live one. You can choose whether each Live Photo plays on a loop, and even add music to your moving collage. After you finish putting it together, PicPlayPost will convert the Live Photo collage as either a video or a GIF. ■



**PICPLAYPOST CREATES A** single collage from different types of media: photos, video, GIFs and now Live Photos.



# How to check your photo's colors before ordering print projects online

Color space matters when ordering prints or other print projects online. Here's how to make sure your projects look their best.

BY LESA SNIDER

Once in a while you may want to print your photography, whether a picture that you'll frame, a greeting card to send friends, or a calendar, book, or other photo project to order online.

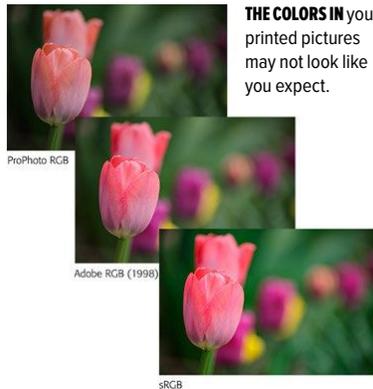
Because it's challenging (if not impossible) to print some of this stuff at home, it's best to leave the printing to pros such as Apple (using iPhoto or the Photos app), services such as mpix.com, your local camera store, or even Costco. The downside is that if you use an image-editing app such as Photoshop, Elements, or Lightroom, the colors in your printed pictures may not look like you expect, as you can see from the three versions of the tulip image at right.

The problem is rooted in the difference between the *color space* of your image versus the color space used by online printing services. In this column, you'll learn how to control the color space in Photoshop, Elements, and Lightroom to be sure the colors you see on your display are as close as possible to the colors you get in the printed projects you order online.

## WHAT IS COLOR SPACE?

Without diving too deeply into

technical territory, *color space* refers to the range of colors available when your image is captured, displayed, or printed. Color spaces have names such as Adobe RGB (1998), ProPhoto RGB, sRGB, and CMYK. These color spaces vary in size and thus the range of colors they can produce. For example, next to the human eye, ProPhoto RGB is the largest color space to date, followed by others such as Adobe RGB (1998), sRGB, and CMYK.



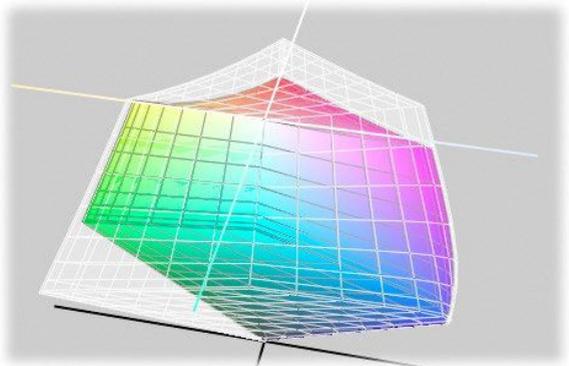
Most online printing companies assume that your photos use the sRGB color space, which includes the printing services mentioned above as well as Shutterfly, Snapfish, SmugMug, and so on. Fortunately, sRGB is the default setting for capturing JPEGs in most cameras—including iOS devices—and it's the standard color space for the Internet and

iPhoto and the Photos app. (If you're capturing images in RAW format, you can assign any color space you want to them, though raw conversion apps such as Camera Raw, Lightroom, and Aperture use ProPhoto RGB.)

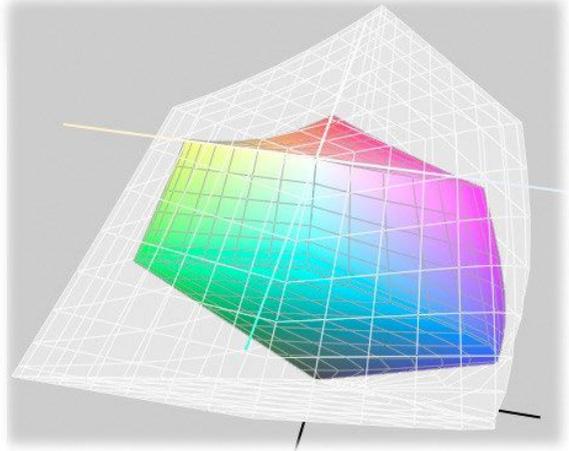
## SOFT PROOFING

However, if the image was captured on a high-end camera with a different color space; if you use a different color space in Photoshop, Elements, or Lightroom; if the image was scanned from a printed photo; or if it was given to you and you don't know how it was created, then the image may live in a different and larger color space than sRGB. Happily, Photoshop, Elements, and Lightroom can show you what the image will look like when the photo's colors are limited to the sRGB color space. All but Elements lets you view the image in a different color space—a process called *soft proofing*—without actually converting the file to the smaller sRGB color space (so you don't lose data). Soft proofing gives you the opportunity to tweak the colors to your liking before you have it printed.

After you're finished editing the image, here's what you do: In Photoshop, open the image and choose View → Proof Setup → Internet Standard RGB (sRGB). Next, choose View → Proof Colors (or



**Adobe RGB (1998) vs sRGB**



**ProPhoto RGB vs. sRGB**

**IN THIS INFOGRAPHIC**, you can see how small the sRGB color space is (pictured in color) when compared with Adobe RGB (1998) and ProPhoto RGB.

press Command-Y) to see your image in sRGB. If the image looks good, you're done. If it doesn't, use the method of your choice to make the colors look like you want (say, using a Hue/Saturation adjustment



layer). When you're finished, choose Edit → Convert To Profile and, in the resulting dialog box, choose sRGB from the Profile menu in the Destination Space area.

To save a copy of your photo in this new color space, choose File → Save As and choose JPEG from the Format menu. In the JPEG Quality dialog box that opens, enter 12 into the Quality field and click OK. This gives you a new file ready for uploading to an online printing service.

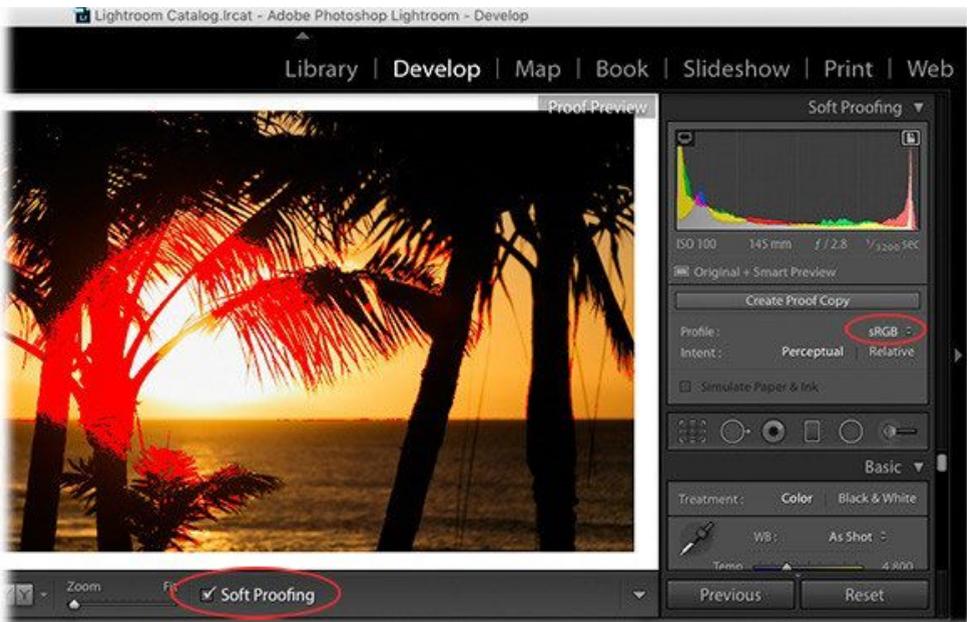
Photoshop Elements doesn't have a soft-proofing option, but you can convert the image to sRGB. To do that, open an image in Expert mode and choose Image → Convert Color Profile → Convert To sRGB Profile. If necessary, use a

Hue/Saturation adjustment layer to alter the image so it looks good to you and then save a master copy for future edits by choosing File → Save As and picking Photoshop from the Format menu. To create a copy you can upload to a printing service, choose File → Save As again and pick

**SOFT PROOFING**  
 IN Photoshop is incredibly easy.



**AFTER CONVERTING TO sRGB** in Elements, save the file with a different name so you don't overwrite the original.



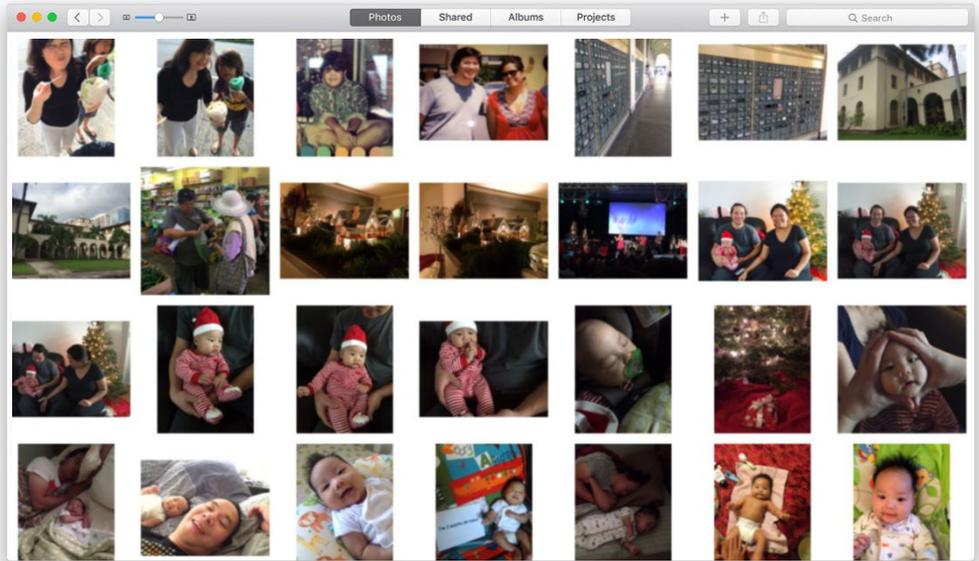
JPEG from the Format menu. In the resulting quality dialog box, enter 12 and click OK.

In Photoshop Lightroom 4 or later, open an image in the Develop module and then turn on the Soft Proofing check box beneath the image preview (or press T on your keyboard). In the Soft Proofing panel at upper right, choose sRGB from the Profile menu and any problematic areas appear in red. In order to fix the image without altering the current version, click

Create Proof Copy and then try using the HSL panel to tweak the colors and eliminate the red warning. When you're finished, choose File → Export and in the resulting dialog box, scroll down to the File Settings section and choose sRGB from the Color Space menu, set the Quality field to 100, and then click Export.

As you can see, it's important to preview your images in the color space in which online printers actually use. ■

**LIGHTROOM HIGHLIGHTS PROBLEM** areas in red so you can easily spot them.



# How to share slideshows created in Photos for Mac

Created a gorgeous slideshow in Photos? Here's how you can share it with your friends and family.

BY LESA SNIDER

**W**hen it comes to showing off your pictures and movies, nothing beats a great slideshow, and the ones you can craft in Photos for Mac are gorgeous. You can also export a saved slideshow project as a movie in order to share it with others.

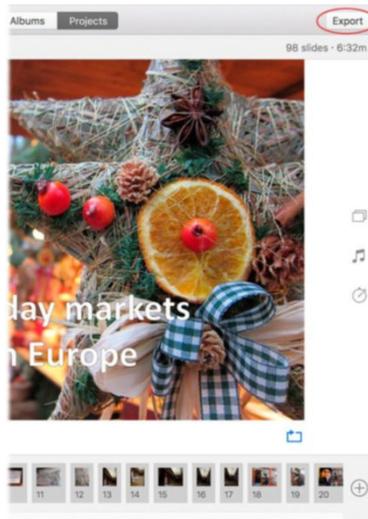
However, the way you share exported slideshow movies depends on the capability of your recipient. Do they have a computer? Do they have an Apple TV? Do they have a DVD or Blu-ray video player? Will you be there in person with an iOS device? In this column, you'll learn strategies for each of these situations.

## HOW TO EXPORT A SAVED SLIDESHOW AS A MOVIE

Once you finish crafting a saved slideshow—made by choosing File → Create Slideshow or by clicking the + (plus-sign) icon and choosing Slideshow—you can export it in .m4v format in a variety of sizes. If you're in Projects view and the slideshow is open, click Export at the upper right of Photos' toolbar to get the party started.

If the project is selected in Projects view but not open, choose File → Export → Export Slideshow. Either way, the Export pane appears, which lets you name the movie, pick a size, and tell Photos where to save it. Your format (size) options include:

**Standard Definition (480p).** This option produces a 640-by-480-pixel



**AN EXPORT BUTTON** appears at upper right whenever a saved slideshow project is open.

movie, which is great for transferring onto an older iOS device (iPod touch 3rd generation, iPhone 3GS, iPad 1, and 1st generation Apple TVs). It produces the smallest file size, so it's a good choice if you plan to share the slideshow with someone who doesn't have high-speed Internet access (gasp!).

**High Definition (720p).** This option produces a 1280-by-720-pixel movie, which makes for a larger file size but it looks fantastic onscreen. It's perfect

for newer but not the newest iOS gadgets such as a 4th generation iPod touch, iPhone 4, iPad, 2nd generation Apple TVs, for posting onto Facebook or YouTube, or for sharing via file-transfer services like iCloud Drive or Dropbox (more on those services in a bit).

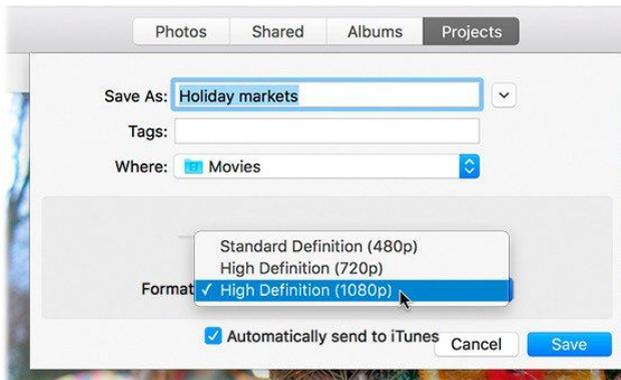
**High Definition (1080p).** Choose this option for a stunning 1920-by-1080-pixel movie, which is what you want for viewing on the latest iOS devices, Apple TVs, and TV screens. The file size will be humongous, but the movie will look awesome.

## HOW TO SHARE THE EXPORTED MOVIE

As mentioned earlier, how you share the exported movie depends on your recipient's equipment and whether or not you'll be there in person. Below are some common scenarios and how to handle them.

### IF THE RECIPIENT HAS A COMPUTER (MAC OR WINDOWS)

**Method 1:** Upload the exported movie to a file sharing service such as Dropbox, Box.com, Google Drive, OneDrive, or MediaFire, and then send the recipient an email with a link to download the movie onto their computer. (iCloud Drive won't work in this situation because to download the movie, the recipient has to sign in



with *your* iCloud credentials.)

**Method 2:** Copy the exported movie to a USB flash drive, CD, or DVD and then physically mail it to them (preferably with instructions for playing it). For example, your recipient must insert the disc or attach the flash drive to their computer and double-click the movie file to play it.

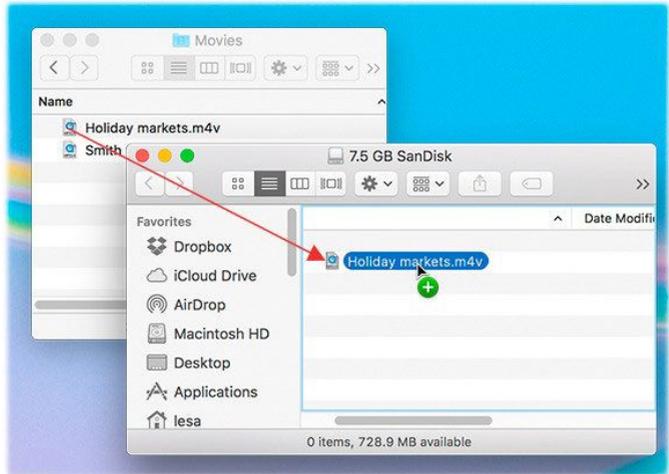
To copy your slideshow to a USB flash drive, drag the movie file onto the drive. To burn the movie to a CD or DVD, you need an optical drive, which newer Macs lack. When you burn an exported movie onto a CD or DVD, you create a data disc (not a video disc), which is like sharing files on a USB flash drive. To copy the movie onto a blank CD or DVD, insert the disc into your Mac's optical drive, or an external one, and then drag the file onto the disc icon on the desktop. When you eject the disc, your Mac offers to burn the files onto

**IF YOU HAVE** an iOS device, turn on Automatically Send To iTunes so you can sync the movie onto your gadget, as described later.

the disc.

It's worth noting that the movie(s) on the disc won't play automatically when your recipient inserts the disc; they have to tell the computer which file to play. On a Mac, double-click the movie to launch QuickTime Player and then click the play button. (On Windows-based PCs, the file may open in Windows Media Player instead, or the user can download QuickTime.)

**Method 3:** If your Mac's running OS X Yosemite or later and you're signed into your iCloud account, you can use the Apple Mail app to email the movie using OS X's Mail Drop feature. To do that, attach the exported movie to an email and then click Send. If your recipient is also running OS X Yosemite or later and using Apple Mail, the movie file appears as an attachment to the email message. If they're running an earlier version of OS X, Windows, or using a different email app, they'll see a link to download the movie. Happily, Mail Drop file transfers don't count against your total iCloud storage allotment. However, if your recipient's email provider doesn't allow them to receive large attachments, your message may be returned as undeliverable.



**IF THEY DON'T HAVE A COMPUTER, BUT THEY DO HAVE A DVD OR BLU-RAY VIDEO PLAYER ATTACHED TO THEIR TV**

Use the instructions in method 2 in the previous section to burn the movie onto a CD or DVD and then physically mail it to your recipient with instructions on how to play it. It's worth noting that the movie(s) on the disc won't play automatically when your recipient inserts the disc; to play the movie using a DVD or Blu-ray player, use the arrow keys on the player's remote to navigate to the file and then click the remote's play button to fire it up. Not all DVD and Blu-ray players can play an .m4v file. To maximize the likelihood of it playing, change its filename exten-

**COPYING YOUR MOVIE** file to a USB flash drive is a drag-and-drop affair.

sion from “.m4v” to “.mp4” before burning it to disc.

## IF THEY HAVE AN APPLE TV AND YOU’LL BE THERE IN PERSON

If you can be there in person and you have a newer MacBook or iOS device, you can use AirPlay to broadcast the movie onto your recipient’s AppleTV-connected TV screen. To learn how, see Dan Frakes’ video, [Get started with AirPlay](http://Get started with AirPlay) ([go.macworld.com/airplay-howto](http://go.macworld.com/airplay-howto)). To sync the movie on your iOS device, keep reading.

## IF YOU’LL BE THERE IN PERSON AND YOU WANT TO PLAY THE MOVIE ON YOUR iOS DEVICE

**Method 1: Use iCloud Drive.** iCloud Drive is the name for the online storage space you get with an iCloud account. When you upload files to iCloud Drive, you can download them onto another computer—Mac or a PC running Windows 7 or later—or any iOS device that’s signed into your iCloud account. Files can be up to 15GB in size,

but you can’t exceed your overall iCloud storage limit. To do it, go to the Finder on your Mac and choose Go → iCloud Drive to open an iCloud Drive window, and then drag the movie into the window. Alternatively, you can expand Photos’ Export pane and choose iCloud Drive from the Favorites list that appears on the left.

Annoyingly, downloading files from iCloud Drive onto an iOS device requires some effort. First, enable the iCloud Drive app inside the iCloud settings on an iOS device running iOS 9 or higher. Second, you have to play the movie in the iCloud Drive app while you have an Internet connection in order to download it. So launch the iCloud Drive app on your iOS device and in the resulting window, tap the movie file to play it. For more on using iCloud Drive, see Leah Yamshon’s

**IN ORDER TO** sync an exported movie onto your iOS device(s), you must first turn on Sync Movies.



story, Hands-on with iCloud Drive ([go.macworld.com/ios9icloud](http://go.macworld.com/ios9icloud)), a brand-new app in iOS 9.

**Method 2: Sync via iTunes.** If you turned on the Automatically Send To iTunes feature in Photos' Export pane, your movie already lives in iTunes in the Home Videos section of the Movies category. If you didn't, you can always drag the file onto the iTunes window to import it.

Attach your iOS device to your Mac and pick it from the device list

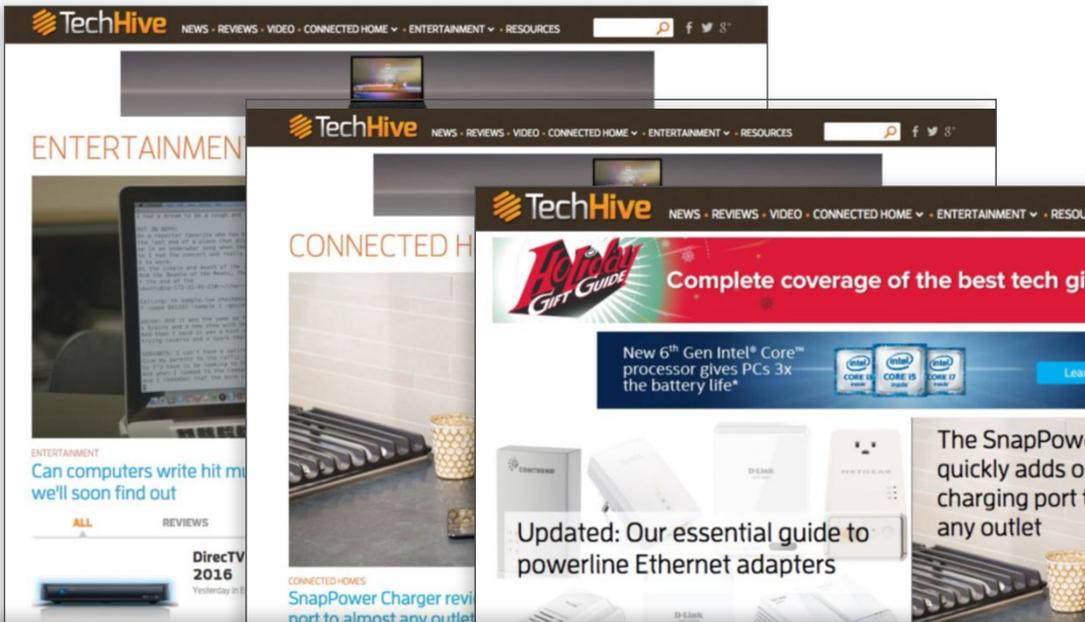
near the upper left. In the Settings section on the left, choose Movies and then turn on Sync Movies. Turn on the checkbox of the movie you want to sync and then click the Apply button at lower right to trigger a sync. The synced video ends up in the Videos app on your iOS device in the Home Videos section.

As you can see, sharing exported slideshow movies takes some doing, but it's well worth the effort. ■



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## Mac 911

Solutions to your most vexing Mac problems.

BY GLENN FLEISHMAN

### Is it sensible to combine backup types on a single drive?

**Q:** I have been using Time Machine for years. I am now considering adding SuperDuper and/or Carbon Copy Cloner (CCC) as additional backup tools. Can I just use these on the same external hard-disk drive as where my TM backups reside, or do I have to partition it?

— George Lai

**A:** I have a bit of philosophy to go along with the pragmatic answer. The philosophy is: “Don’t put all your eggs in one basket.” Having incrementally updated full-drive Time Machine backups on the same physical volume as drive clones seems like a fundamentally bad idea. If something goes wrong with the physical mechanism, it renders both kinds of backups bad.

I like to combine dissimilar backups for the greatest potential benefit. SuperDuper and CCC scan a whole drive but don’t require the installation of background scanning software, unlike third-party automatic incremental backup services and software (like Backblaze and CrashPlan). The clone software can be set to run at an automatic interval, and gives you an instantly restorable boot volume. Time Machine can do the same, but it requires more effort; its main benefit is continuous backups with multiple versions.

Putting both on the same physical drive means both could fail at once—although it’s unlikely that your computer’s drive and external drive would fail simultaneously without a fire or other disaster, or both be unavailable at once without a theft. My preferred combo is a local nightly clone and continuous incremental remote backups of all useful files. I

also try to make clones that I routinely take offsite for extra security.

All that philosophy out of the way, it’s quite easy to use a single drive for multiple backups. If the drive is big enough relative to your internal drive, a logical partition makes sense just for clarity: Time Machine goes on one, and the clone on the other.

However, both SuperDuper and CCC can use a disk image to create a clone, in which case you can have a single partition, and save the clone disk image onto the same volume that’s being used for Time Machine. I suggest it’s better to get two drives, even though that adds requirements for ports, power, cost, and noise, for the best possible outcome. But it’s not necessary.

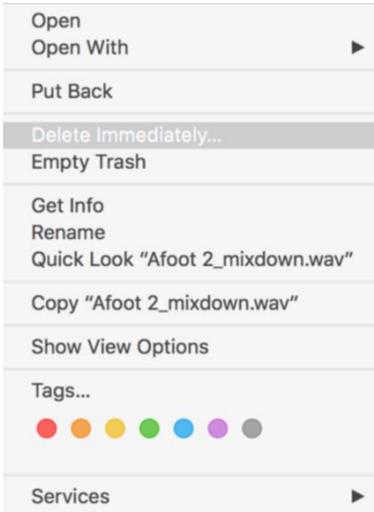
**I LIKE TO COMBINE DISSIMILAR BACKUPS FOR THE GREATEST POTENTIAL BENEFIT.**



## **Deleting items instantly or selectively from Trash.**

**A:** I frequently use flash drives for backup and transferring files from one computer to another. I often want to delete one or two files from a flash drive without emptying the trash. Is there any way to do this?

— Len



**CONTROL-CLICK AN ITEM** or items in the Trash, and the Delete Immediately menu item appears.

**A:** Starting in El Capitan, you've got an option for precisely this purpose. While I don't use the Trash as a temporary repository—a kind of purgatory between an active file and the final bit bucket in the sky—but rather only for items I want to get rid of, many people I know stow stuff in Trash they think they might delete later.

Before El Capitan, you would have had to drag items out of the Trash to delete only those that remain. However, OS X 10.11 adds Delete Immediately. You can select any item or set of items in the Finder, hold down Option, and click the File menu

to see Delete Immediately. (You can also press Command-Option-Delete for the same effect.)

This is also useful in the Trash, as you can select items in the Trash and Control-click to get Delete Immediately as a contextual menu item.

However you invoke it, Delete Immediately first prompts you to confirm the action and then erases the filesystem's knowledge of the item or items selected right away, rather than pushing it through the Move To Trash and Empty Trash cycle. (As previously described, though, deleting files doesn't securely erase them ([go.macworld.com/secureemptytrash](http://go.macworld.com/secureemptytrash)) without extra effort.)

## Does your photo have the wrong timestamp? Here's how to fix it

**Q:** Recently, I took a vacation to Alaska. I used my iPhone, which reset to the local time, and a point-and-shoot camera that I forgot was still set to EDT. After importing the photos to my Mac, I've found the time sequences are wrong and the photos are in the wrong order because of the differences in the two cameras' settings. How can I edit the wrong times?

— Lee Perrin

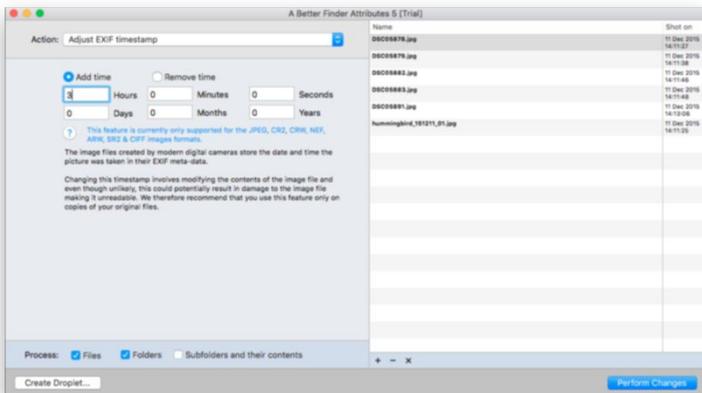
**A:** You're in luck, as there are multiple ways to fix this.

**In iPhoto.** If you're still using iPhoto and you've imported the images there, you can use a long-standing adjustment feature. Select the images, then select Photos → Adjust Date And Time. You can make a change to the first image, and iPhoto will calculate how to apply that to all selected images and explain that to you before it's applied. Shift the time by four hours on the first and iPhoto will offer to do

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the same to the full selection with the option to apply to the original images.

**In Photos.** In Image → Adjust Date And Time, you can use an improved version of the same feature from iPhoto. The Photos version lets you use a graphical world map to shift time zones. It has the same cleverness about applying a shift to all images instead of setting the precise time for all images to your adjustment.

**In A Better Finder Attributes.** If the media remains unimported, your best bet is the \$15 utility A Better Finder Attributes ([go.macworld.com/abetterfindersatt](http://go.macworld.com/abetterfindersatt)). It can modify all sorts of file-related data, which includes the EXIF metadata embedded in images. Adjust EXIF Timestamp lets you pick a specific time offset. ■

### A BETTER FINDER

Attributes allows adding or removing time offsets from the embedded metadata of images.

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