The PULP

Newsletter of the Hartford User Group Exchange

February 16th General Meeting:

New Stuff from CES & ...

**Knights of Columbus
2533 Main Street,
Glastonbury, CT**

Q&A Session: 7 PM–7:15PM
Meeting starts at: 7:15PM

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MEETING LOCATIONS

**Knights of Columbus
2533 Main Street,
Glastonbury, CT**

From The Editor

by Stuart Rabinowitz

This month will be a review of some stuff from this year's CES and other Geeky stuff.

Next month, either a discussion of the 'cloud' or a review of data recovery software.

In the NEWS: Ever wonder why Google is the default search engine on your iPhone and iPad. There is a report that Google paid Apple $1 billion for the placement.

There is some faulty ransomware out there that renders files unrecoverable, even by the attacker

San Francisco has had its first self-driving car accident

Not much has changed in the list of 25 worst passwords for 2015, '123456' is still #1. 'password is #2. Also reported, thousands of gamers' passwords were easily cracked in 3 minutes.

A court has ruled that Shutterfly may have violated privacy by scanning face photos.

HP is integrating privacy filters in laptop, tablet screens to prevent 'visual hacking' Shocker! Cape Cod cops discover iPhone stun gun.

Star Trek creator Gene Roddenberry's words were recently freed from old floppy disks.

Trend Micro flaw could have allowed attacker to steal all passwords

Send your comments to editor@huge.org

Stuart

Until next month…Happy computing!!

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A Little Computer Quiz

Jan. Quiz Answers

1 On Nov. 7, 2015 Orly airport in Paris had to ground all flights because the computer that linked the weather network to air traffic control crashed. What operating system (& version) was running on the computer that crashed?

2 We've all seen the dreaded "Error 404 — Page not Found" message while surfing the Internet. We may soon see a new one "Error 451", what does "Error 451 signify?

3 Why that particular code number?

4 On 11/20/1985 Microsoft announced a new piece of software that only worked on an IBM PC. What was it called?

5 What did it do?

◆————————————————————◆

1 He work led to the development of the laser, helped develop the first maser (microwave amplification by stimulated emission of radiation), and he has a Nobel Prize. Who is he?
  A Charles Townes

2 Who coined the term "software engineering"?
  A Friedrich Bauer

3 What company did Klaus Tschira co-found and what does it stand for?
  A SAP (Systems, Applications and Products)

4 Just to go back a few years, two of the early protocols for data transmission were 'modem' & 'modem'. Both were developed by one person, Who?
  A Chuck Forsberg

5 Micheal Hammond co-started one of the early PC companies that had very different packaging. What was the company and what was unique about the packaging?
  A The company was Gateway that used boxes that looked like cowhide.

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Turn Live Photos into GIFs for Wider Sharing

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by Julio Ojeda-Zapata:
<julio@ojezap.com>
article link:
<http://tidbits.com/e/16057>

Live Photos, one of the new features built into the iPhone 6s and iPhone 6s Plus, can be a hoot and a half.

<http://www.apple.com/iphone-6s/cameras/>

With the feature enabled in the Camera app, every snapped photo is accompanied by a 3-second video. Pressing down on the photo using 3D Touch plays the companion movie clip, making it look like the still image has magically come to life, Harry Potter-like.

You can share Live Photos, as well, though so far only in a few ways. Live Photos retain their interactivity if shared via the Messages app, by AirDrop, or as part of a Shared Photo Album. Emailing them, tweeting them, or sending them via Facebook Messenger, however, will not work (recipients see only still imagery).

What's more, even for the sharing methods that do work, recipients must be on an iPhone or an iPad running iOS 9 or later, or on a Mac running OS X 10.11 El Capitan. Live Photos will work on the Apple Watch, too, and can be used as animated watch faces.

To get around these limitations, you need to convert Live Photos. That's where Apple's newfangled format meets an ancient but still-thriving format, the animated GIF. Turn your Live Photos into animated GIFs, and you can share them with a much wider audience, though not without some difficulty at times.

There are a number of ways to accomplish this. One roundabout method is importing Live Photos into your Mac's Image Capture app, where you can harvest a Live Photo's bundled .mov file and use a utility like GIF Brewery or Gifrocket to create an animated GIF.

<http://gifbrewery.com/>
<http://www.gifrocket.com/>
<http://tidbits.com/resources/2015-11/Image-Capture.png>

GIFs on the iPhone -- A quicker, more convenient option involves using iOS apps. The $1.99 Live GIF is one such app, but for this article I'll

focus on the more flexible Lively, which also happens to be free.

<https://itunes.apple.com/us/app/live-gif/id1044506498?mt=8>
<http://lively.tinywhale.net/>

Lively is simple to use. Open it, and it shows you the Live Photos stored on your iPhone (with the option to Peek and Pop using 3D Touch). It has two export options: movie and GIF.

The movie option is self-explanatory. The GIF option is more interesting because it gives you several options for tweaking a Live Photo before exporting it.

<http://tidbits.com/resources/2015-11/Lively.png>

You can slow the GIF down or speed it up. You can make the clip play backward, or play forward and loop back again. There are two file-size options, since Twitter and some other services choke on GIFs that are too big.

Let's look at one clip, consisting of three Mexican musicians at my favorite St. Paul burrito joint. The dude on the left is strumming an accordion as he turns his head to look at me.

<https://goo.gl/photos/Mx9yAJvEodgCBwyb8>

The clip struck me as plodding at its normal speed so I cranked it to 1.5.

<https://goo.gl/photos/Zt58mF3c7Sfy7hRC6>

I then flipped an auto-reverse toggle for a looping effect.

<https://goo.gl/photos/kbPShS6Chs9XuAii6>

It now appears the accordion player is turning his head to look in my direction, nodding somewhat haughtily in greeting, and then looking away as if to curtly dismiss me. Neat.

Sharing GIFs with Lively isn't as easy as making them, alas. You have lots of share sheet options, yes, but there are complications.

Sharing with Apple's Messages app and Facebook Messenger works fine, but Facebook rejects my GIFs. A workaround is to transfer the GIF to the Mac, upload the GIF to the Giphy service, and then share the generated URL on Facebook.

<http://giphy.com/create/upload>

Apple said Facebook will support Live Photos at some point, but when and how this will happen is unclear.

Sharing to Twitter from Lively doesn't work via the share sheet, so you must instead save the GIF to the photo roll, and then post it via a Twitter app like Tweetbot, Twitterific, or Twitter's official app.

<http://tapbots.com/tweetbot/>
<http://twitterrific.com/ios>
<https://about.twitter.com/products/iphone>

I ran into one hiccup: my forward-and-backward-looping GIF was too big, so I turned off Lively's auto-reverse toggle, and re-exported as a shorter GIF that was small enough to tweet.

Sharing to Google+ works fine, but Instagram sharing didn't seem to work at all. Instagram also rejected my Lively generated animated GIFs as too short. Huh? As with Facebook, though, you can share indirectly by Giphy.

More Loop-Making Tools -- Once you've got the loop-making bug, don't limit yourself to the Live Photos route.

Instagram has released Boomerang, an image-capture app that records 1-second videos. This doesn't sound like a lot, but it can be plenty to immortalize some of life's kooky moments. Clips play forward and backward in a loop, too, which achieves the same effect as the Lively auto-reverse toggle.

<http://blog.instagram.com/post/131684343987/boomerang-from-instagram>
<http://tidbits.com/resources/2015-11/Boomerang.jpg>

Once created, Boomerang videos can be saved to Instagram and Facebook (along with secondary options via the Share Sheet).

Giphy Cam is another option. It's a GIF-making camera app with options to festoon your creations with filters and all manner of animated stickers. You can share by email, Messages, Facebook Messenger, Twitter, and Instagram – though Instagram appeared to upload only a static image.

<https://giphy.com/apps>
<http://tidbits.com/resources/2015-11/Hypnotize.gif>

Another way to create animated GIFs is with photo bursts, which have traditionally been the raw ma-

terial for such moving images. iOS's stock Camera app has a burst mode that you activate by pressing and holding the shutter to fire off a rapid succession of photos.

Once you have captured such a burst, upload it in its entirety to the Google Photos service using one of Google's companion apps.

<https://photos.google.com/>
<https://photos.google.com/apps>

Magic then ensues. Google Photos automatically converts the burst into an animated GIF, though results are sometimes sloppy and unpredictable. If that's too messy for your inner neat freak, another option gives you more control.

In the Google Photos app, search for burst sequences and tap to check off a series of consecutive images. Google limits you to 50 shots per project. Then tap the + button and pick "animation."

<http://tidbits.com/resources/2015-11/Google-Photos.png>

In seconds, you'll have an animated GIF you can then export to social networks or messaging services like Facebook Messenger.

<http://tidbits.com/resources/2015-11/Skull.gif>

Experiment with GIF durations. If you use all 50 of the allotted images, you will likely end up with a GIF too large for Twitter.

Get Your GIF On -- The animated GIF has been around for decades but has recently skyrocketed in popularity, largely as a social media plaything.

Now Live Photos users can get in on the fun. Instead of sharing animated shots only within Apple's walled garden, you can transform them into animated GIFs, and make them viewable by just about anyone.

That's where apps like Lively, Boomerang, Giphy Cam and Google Photos come in – with many more likely to come.

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read/post comments:
<http://tidbits.com/e/16057#comments>
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<http://tidbits.com/t/16057>

Put Save As Back on the File Menu
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  by Adam C. Engst:
<ace@tidbits.com>, @adamengst
  article link:
<http://tidbits.com/e/16114>
  34 comments

A recent reader comment reminded me that just because a solution to a problem has existed for years doesn't mean it's well known. Randy Spydell asked, in essence, why the File menu has a Duplicate command instead of the traditional Save As command. Implicit in his question was "and is there any way to bring back Save As?"

The answer to that second question is yes, and I'll explain how in a moment.

To answer the first question, you need to go back to 2011 and the release of Mac OS X 10.7 Lion, and then follow along with our coverage. With Lion, Apple introduced the Modern Document Model, which changed how documents are saved and handled — that's where Auto Save, Resume, and Versions came from. Applications that supported the Modern Document Model also replaced the File > Save As command with File > Duplicate (see "Subtle Irritations in Lion," 17 August 2011). That wasn't popular with users (see "The Problem with Lion's Duplicate Command," 27 October 2011), so in 10.8 Mountain Lion, Apple brought Save As back, albeit hidden behind the Option key and with a nasty side effect: when you made changes in a document and then used Save As, your changes were _also_ saved to the original document (see "The Very Model of a Modern Mountain Lion Document," 7 August 2012). Finally, in 10.8.2, Apple made it possible to control whether changes to the original document would be saved or not, via a checkbox added to the Save dialog (see "With 10.8.2, Mountain Lion Saves Even Better," 20 September 2012).

<http://tidbits.com/article/12412>
<http://tidbits.com/article/12593>
<http://tidbits.com/article/13187>
<http://tidbits.com/article/13284>

As far as I'm aware, nothing related to Save As has changed since Mountain Lion, so the reason you still see Duplicate instead of Save As is that the application in question supports the Modern Document Model. New apps almost always will, but apps with older code bases, like BBEdit and Microsoft Word 2008, still use Save As instead of Duplicate.

Regardless, the more important question is how you can bring Save As back, if that's what you'd prefer. I fall into that category — the make-a-duplicate-and-then-save model doesn't fit with the way I think or work.

You could remember to press Option when the File menu is showing to reveal Save As or invoke Save As from the keyboard with Command-Shift-Option-S. But that's fussy, and there's a way to put Save As back on the File menu permanently, and even replace Duplicate with it, if that's what you want.

I solved this problem many years ago with advice from Matt Neuburg's "Take Control of Using Mountain Lion," so I hadn't thought about it in years. Randy's question prompted me to verify that the trick still works in 10.11 El Capitan, which it does, so if you'd like to bring back Save As in Modern Document Model apps, follow these steps:

1. Open the Keyboard pane of System Preferences, click Shortcuts, and   at the bottom of the list on the left, select App Shortcuts.

2. Click the plus button underneath the right-hand pane.

3. In the dialog that appears:

   a. Leave the Applications menu set to All Applications.

   b. In Menu Title, type "Save As…" (without the quotes, and with three periods).

   c. Click the Keyboard Shortcut field and press   Command-Shift-S.

<http://tidbits.com/resources/2015-11/Save-As-shortcut.png>

4. Click the Add button.

To verify that your change has taken place, click the File menu in TextEdit, which supports the Modern Document Model. You'll see that Save As shows now, with the keyboard shortcut of Command-Shift-S, and Duplicate is also there, with no shortcut listed.

<http://tidbits.com/resources/2015-11/File-menu-after-Save-As.png>

The reason this technique works is that Save As is an "alternate" of Duplicate; that is, the two commands normally have the same keyboard shortcut apart from the Option key. By assigning Command-Shift-S to Save As, you're taking it away from Duplicate, thus breaking the relationship between the two commands.

Let's take this one step further. If you never use Duplicate and are bothered by its presence, you can make it the alternate of Save As, thus ensuring that it will show in the File menu only when the Option key is pressed.

Just follow the same steps above, entering "Duplicate" into Menu Title, and setting the keyboard shortcut to Command-Shift-Option-S. You'll end up with a pair of shortcuts that swap the two commands in the File menu. When you next look at the File menu in TextEdit, you'll see only Save As, and when you press the Option key, Duplicate will show instead.

<http://tidbits.com/resources/2015-11/Hiding-Duplicate.png>

Needless to say, should you wish to revert to OS X's default behavior, with Duplicate on the File menu and Save As appearing only when you press Option, select those items in Keyboard > Shortcuts and click the minus button to delete them.

One final comment: Remember how I said that OS X 10.8.2 added a checkbox to the Save dialog when using Save As on a document that had unsaved changes? That "Keep changes in original document"

checkbox is important, because if you're looking for the traditional behavior of Save As (where the original document remains unchanged), you should make sure to _deselect_ that checkbox. When it's selected, Save As works like Duplicate, and both the original document and the new document end up with the same changes. Although that checkbox is selected by default, OS X does remember its state, so after you deselect it once, it will remain that way.

<http://tidbits.com/resources/2015-11/Keep-changes-checkbox.png>

I hope you found this Mac basics blast from the past helpful, and if you'd like to see more of this sort of content, let us know in the comments.

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read/post comments:
<http://tidbits.com/e/16114#comments>
tweet this article:
<http://tidbits.com/t/16114>

Membership: Anyone may become a member. Dues are $12 per year and includes a one-year subscription to The Pulp. Meeting topics, times and places can be found on page 1 of this issue.

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