A Monthly CUPFUL for South Bay Apple Mac User Group Members

Instagram Announces Improved Features, by Andrea Chang

The photo-sharing app announced this week two improved functions that put the emphasis on real time. The reimagined Explore page features popular hashtags and places that highlight relevant, up-to-the-minute trends as they emerge. Meanwhile, the more powerful search feature makes it easier for users to find the people, places and tags they're looking for.

"With more than 70 million photos and videos posted to Instagram every day, wherever something is happening, chances are you can see it here," Instagram said.

Instagram is one of the must-have apps for mobile users, allowing people to access a stream of photos from friends, family and celebrities they choose to follow. But discovering new and timely content has been a confusing endeavor.

As a longtime Instagram user, I've rarely touched the Explore function within the app because it always seemed to be an odd jumble of images that largely didn't appeal to me: baby pics, humor posts, images of pingpong paddles.

In its announcement, Facebook-owned Instagram acknowledged that "there's never been an easy way to find" compelling, timely images. And that's a problem for the company, particularly as more social media apps highlight what's happening at that exact moment.

Venice-based Snapchat is the leader when it comes to ephemerality and has taken its own steps to expand its app with more of a focus on live. But Twitter, Periscope, Meerkat and Facebook, too, are very much in the live game, whether it's broadcasting live events or promoting the latest trending topics.

Instagram's new Explore feature is available only to U.S. users for now, while the improved search function rolled out to all users.

http://www.latimes.com/business/technology/la-fi-tn-instagram-explore-search-20150624-story.html

July 29 Meeting
Blogging with WordPress

The VFW has re-opened, so the July 29 meeting is ON. The topic of the main presentation will be blogging using WordPress software. (SBAMUG uses WordPress for its web page sbamug.com/wp.) Our presenter, Adam Silver says: "I own and operate a Silver Lining Productions based in Redondo Beach. I teach a WP101 course at the local adult school, run the SouthBay WordPress Meetup and I share what I know via a weekly podcast over at kitchensinkwp.com."

Adam is also a photographer; he will get into that if there is time.

Hermann Zapf

Mr Zapf, creator of typefaces Palatino, Optima and more has died at age 96. Zapf Dingbats was a collection of symbols that achieved wide popularity when it was built into an Apple laser printer in the 1980s. See his obituary at: https://www.fontshop.com/content/hermann-zapf-1918-2015

IN THIS ISSUE

SOUTH BAY APPLE MAC USER GROUP
WWW.SBAMUG.COM

Meetings: Lomita Veteran's Hall,
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90277-0432
Phone: (310) 644-3315
Email: info@sbamug.com
Website: http://www.sbamug.com

Members, friends and colleagues are invited to attend our monthly meetings. The $35 annual membership dues entitle you to receive this monthly newsletter by mail or online, plus many more benefits (page 8). To become a member or get more info please check our websiite.

Lomita Veteran's Hall,
1865 Lomita Blvd, Lomita

SBAMUG Monthly Calendar

Jul 29: Social Media/Facebook
Aug 26: WordPress/Photography

SBAMUG Meeting Format:

6:30—7:30 p.m. Questions & Answers and Sharing: *Everyone* is welcome, beginners encouraged
7:30—7:45 p.m. 'iSocial' – shoot the Mac breeze with others over a cookie
7:50—9:00 p.m. Announcements and Program

**Refreshments provided; donations appreciated!

Submit suggestions for topics or speakers, or articles, ideas & original artwork for this newsletter by the last Wednesday of each month. Articles may be edited to fit space. Submit to: pjmyerz@gmail.com

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Refreshments: Member contributions

Other Meetings:

• 1st Wed each month – SBAMUG Core Group, 7:30 pm. Join Google+ SBAMUG community, or email: info@sbamug.com.

• Special interest groups (SIGs): Ask at the meetings or email: info@sbamug.com

• Last Sat. each month - Northrop Grumman-Ham Radio & Computer Swap Meet, 7--11:30 a.m. Meet at SE corner of Marine/Aviation Blvd, Redondo Beach

• Los Angeles Portable Users Group: Mac OS X, iPhone, iPod, MacBook, etc., http://www.lapug.org/

Membership Report – 108 members!

Please wear membership card as your name tag
Welcome New Members:
Thank You Member Renewals: Fred Wohlman, Bob Freeman, Michael Maiuri, Russ Neglia, Richard Rogers, Jack Pearson, Raul Rey, Glenn Scoble, Wayne Inman, Andrew Paroczai, Jay Ankeney.
If your name is not spelled right or your expiration date is wrong, contact cwmitchell@sbamug.com for correction. Or contact CW for everything membership, dues and benefits. Please watch for your renewal letter, then sign and date it and return it with $35 check or bring letter with payment to meeting.

SBAMUG July 2015 PD CD

This is the July CD article. Nine programs this month. I am seeing some interesting programs that are only available in the Mac App store. You may want to look around there. However there still are interesting programs; such as those below, that are still regular shareware.

AstroGrav.dmg A precision solar system simulator and calculator. Has a 3D view. Intel OS X 10.5 or higher. Shareware. $79.00

DefaultFolderX-4.7.2.dmg A program that has been around for ages. Enhances open and save dialog boxes. You have choices like favorite and recently used folders. OSX 10.6.8 or greater. Intel Shareware. $34.95

FileJuicer-4.40.zip A program to extract images, video, and sound from files or folders. OSX 10.8 Intel. $17.95

gc9_build2030.dmg Another program that has been around forever. Imports over 200 file formats. Adds tool setting storage and a crop to ratio function. OSX 10.9 Intel 64 bit. Shareware. $39.95

imago.dmg A photo management tool. Has a slideshow function. OSX 10.9 + Intel. Free

Mactracker_7.4.5.zip Latest version of this Database of all Mac models and more. Adds support status of the Apple watch. OSX 10.7+. Free

Mailplane_3_1614.tbz An add-on program for gmail. Switch instantly between accounts. Automate workflows. OS X 10.7 Shareware. $24.95

MPlayerX-1.1.0-1854.zip This is an alternate media player. Powered by the ffmeg mplayer. Free. OSX 10.7+ Intel 64 Bit

OSXClock.app.zip Alarm clock. Productivity log. You can set up break times. OSX 10.10 only. Intel 64 Bit Shareware. $5.00

See you at the July meeting. The PD CD will be the combined July-August one, available at the August meeting. The May-June PD CD will be at the July meeting due to the canceled June meeting

News From Apple Inc.

Apple has unveiled Apple Music, a single, intuitive app that combines the best ways to enjoy music — all in one place. Apple Music is a streaming music service, a worldwide live radio station broadcasting 24 hours a day, and a new way for music fans to connect with their favorite artists. Apple Music combines the largest and most diverse collection of music with the expertise of world-class experts who have programmed playlists for your iPhone, iPad, iPod touch, Mac, PC, Apple TV, and Android phones. Apple Music will be available starting June 30 in over 100 countries. "We love music, and the new Apple Music service puts an incredible experience at every fan's fingertips," said Eddy Cue, Apple's senior vice president of Internet Software and Services. "All the ways people love enjoying music come together in one app — a revolutionary streaming service, live worldwide radio, and an exciting way for fans to connect with artists."

Apple has also announced Apple Pay is adding support for rewards programs and store-issued credit and debit cards with iOS 9. Apple Pay will also give shoppers more ways to pay in the U.S., expanding merchant acceptance to over one million locations next month and bringing support for Discover this fall. With this addition, Apple Pay will accept credit and debit cards across all major card networks, issued by the most popular banks, representing 98 percent of all credit card purchase volume in the U.S. "Apple Pay has kicked off a new era of payments and our users love the incredibly easy, secure, and private way to pay," said Eddy Cue, Apple's senior vice president of Internet Software and Services. "We're bringing our customers the most requested features with support for rewards and store-issued cards, and expanding how and where Apple Pay is accepted, which truly transforms the way people pay."

Also, Apple has unveiled iOS 9, giving a preview of new iPhone, iPad, and iPod touch software that will be available this fall. In this upcoming release, iOS devices become more intelligent and proactive with powerful search and improved Siri features — all without compromising users' privacy. New multitasking features designed specifically for iPad allow you to work with two apps simultaneously, side-by-side, or with the new Picture-in-Picture feature, to keep watching a video while browsing the web, composing email, or using any other app. "iOS 9 is packed with more intelligence throughout, and delivers big updates to the apps customers use in two apps at the most — Maps supports public transit, a redesigned Notes app provides great new ways to capture ideas, and a beautiful News app delivers content that's personalized to your interests," said Craig Federighi, Apple's senior vice president of Software Engineering. "With our new iPad features, users can take advantage of the power of iPad, working at the same time with Split View, Slide Over, or Picture-in-Picture."

DxO One adds a new twist to the iPhone-connected camera, CNET

Sony invented the phone-connected-camera category with its [QX series of lens cameras](#), but DxO is perfecting it. Unlike Sony's biggish and clunky Wi-Fi models, DxO's small, grip-size camera plugs into a Lightning connector, turning your iPhone or iPad into the display for DxO's 20-megapixel, 1-inch-sensor, f1.8 camera. And that's not its only trick.

This is probably the most elegant and functionally designed connected camera I've seen. While most of Sony's QX cameras are designed to appeal to more zoom-focused consumers, the DxO One is for advanced photographers who value photo quality more. It's got a fixed 32mm-equivalent focal-length lens which limits the audience for it. But then again, so does it the $600 price tag it will bear when it ships in September.

The DxO One is the company's first foray into consumer hardware; DxO routinely works with phone manufacturers on embedded imaging, but is more commonly known for its [DxO OpticsPro raw-processing and DxO FilmPack effects software](#) as well as its lens- and sensor-testing hardware and [testing database](#).

Given DxO's background, it's not surprising that one of the most notable features is its SuperRaw format for low-light shooting. It works by combining four raw burst images into a single .DXO-format file. Unlike multishot HDR modes, which merge different exposures in order to render the broadest tonal range possible, DxO shoots multiple versions of the same exposure. It then compares them all -- in theory, the only pixels that should change between photos are noise ([noise is random](#)) -- and creates a noise-reduced version of the photos. This makes more sense to me than HDR for low light, because it should help preserve the night "look" and the contrast of the scene.

There are a couple of drawbacks: as with HDR it won't work very well if there's a lot of movement in the scene, and the processing of the DXO file has to be done on a computer with the bundled downloadable version of DxO OpticsPro 10.5 (an updated version of the software that will be available with the camera). For other formats it outputs Adobe DNG as well as JPEGs. It saves both to the microSD card and copies the JPEG to your Camera Roll; video records only to the card. When attached to the phone, you can stream video from the card as well as view the photos on it.

I'm impressed with how well-thought-out the design is. It's small: the dimensions are 2.7 x 1.9 x 1 in/67.3 x 48.3 x 25.4mm and it weighs 3.8 oz/108 g. The front has a cover that slides over the lens. When you slide it down, it turns the camera on; sliding down again pops the Lightning connector out of the side of the body. When connected to the phone, it acts as a grip, and

has a real two-stage shutter button (for half-press prefocusing), though the camera uses an electronic shutter.

The connector mount can rotate 60 degrees forward and backward for up-high or waist-level shooting, or to help prop up the phone when it's sitting on a flat surface. If you connect the camera in the reverse orientation, it's ready for selfies.

Like the can-style cameras, you can use it detached from the device. However, since the One doesn't connect wirelessly, there's no viewfinder view and the photos don't transfer until you connect again.

A small touchscreen status LCD on the back switches between still and video modes with a swipe. Below the LCD sits a covered compartment with the microSD slot and USB connector, and there's a strap hook underneath that.

The camera has a six-blade aperture -- not round, but not bad -- and the optics consist of six [aspherical lenses](#); most cameras have between one and three. (Normal lenses have simple concave or convex surfaces. Aspherical lenses have more complex, complementary curves to fit into a more compact space.)

For flash shots, it uses the iPhone's flash, but in flashlight mode (continuous light) rather than as a strobe, for a more natural look.

The accompanying app offers full manual controls, including the ability to stop down the aperture from f1.8 to f11, though you'll find usual full auto and program scene modes as well. The ISO sensitivity range runs from ISO 100 - ISO 12800, plus expanded modes up to ISO 51200, and you can set shutter speeds from 15 seconds to 1/8,000 sec. It can shoot 1080/30p or 720/120p video with slow motion playback, and though there's no image stabilization for stills, it does have electronic image stabilization for video.

The big disappointments are the built-in battery's middling life of 150-180 shots and that it won't work with Android phones. (It requires iOS 8 or later.) With its similar sensor, Sony's [QX100](#) is its main competitor: for a slightly lower $500 (£380, AU$600) -- it looks like the QX100 is significantly cheaper than the One will be in the UK -- you get a 3.6x zoom lens, optical image stabilization and Android support, but the aperture for the f1.8-4.9 lens narrows very quickly, the device is bigger and the design and operation are clunky.

The [Sony QX1](#) is just a mount with a bigger APS-C-size sensor designed to appeal to the same people as the One, but it gets pretty big equipped with a lens and suffers from the same clunky design.

As long as you don't crave a zoom lens and can stomach the price, it seems like the DxO One will be a great option for enthusiasts and pros. I'm seriously looking forward to giving the DxO One a shot.

http://www.cnet.com/products/dxo-one/

More Stuff *by Terri Anderson,* CMUG Member

We still have people that argue about which computer is better. I've always equated it to folks who argue over which car brand is better. They both get you there. In this case, I've always thought it more like Lexus vs. Yugo, than Chevy vs. Ford.

Here is a link to 10 reasons why Macs are better than PCs.

<https://www.powermax.com/page/the -top-ten-reasons-macs-are-better-than-pcs >

I've made the switch to Photos from iPhoto and am loving it!! It is so much faster than iPhoto. That alone is worth the switch!

The Verge has some good info <http://www.theverge.com/2015/2/5/7982 517/apple-photos-mac-iphoto-replacement- explainer-faq>

Creating a slide show in Photos is easier than ever! I am blown away by the options available and the speed is impressive com- pared with iPhoto. I recently made a photo slide show in iMovie using my iPad, and I find most of the same options available on my Mac using Photos.

Select a group of photos you want to use for your slide show. In this case, I clicked on the first photo then shift-clicked on the last photo I wanted and selected the group you see outlined in pink. Then click on the "play" triangle in the upper right of the screen in the tool bar across the top. In a few moments, this drops down several options. Click through them all to get an idea of which each does.

Music plays and a mini-slide show appears in the small pane.

To choose the music to go with your slide show, click on the Music button. You can choose Themed Music, which is what you hear when going through the visual Themes, or you can select iTunes and choose from your own music collection.

Now, this is the quick and easy slide show creation option. If you'd like more options, click the plus sign next to the "play" triangle.

You can change the name of the slide show or leave it named the same as the album name.

Right hand side are choices for Theme, Music and Duration.

To add text to any other slide, select the slide, then click the Plus Symbol on the right side and choose Add Text. You see you can also add another photo using the same plus symbol.

There are more features available in iMovie if you need greater flexibility on music, or to choose different effects for each slide, but to create a great slide show quickly, Photos is plenty good enough.

See an instruction video here:

<http://macmost.com/creating-slidesho ws-in-

How to Disable Force Click on MacBook Trackpads, OSX Daily

Force Touch is an impressive haptic feedback technology that is rolling out through updated Apple hardware, with all of the newest model Mac laptops having a Force Touch trackpad included. The basic click functionality of Force Touch is often not even noticed by MacBook users, but one thing that is frequently discovered is Force Click, which is the secondary firm press that happens once a user has initially clicked on the trackpad but then presses a little harder. That second firm press Force Click functionality performs a variety of functions on the Mac, ranging from data detector lookups like **dictionary and thesaurus**, to Quick Look, to scrubbing video, it's multi-use and what exactly it does varies throughout different aspects of OS X and its applications.

Most Mac users like Force Click and it can be very useful once you master it, but if you've found the Force Click secondary firmer press to be a nuisance with the data detector lookups popping up when you weren't necessarily expecting it, you can disable that feature completely.

By disabling Force Click, the trackpad will basically function like any other trackpad that has existed on the Mac, it simply turns off the secondary deeper press features – it will not disable the trackpad itself.

1.   Pull down the Apple menu and head to "System Preferences"

2.   Choose the "Trackpad" preference panel, and look under the "Point & Click" tab

3.   Uncheck the box next to "Force Click and haptic feedback" to disable Force Click – note this does NOT disable Force Touch, it only disables the Force Click features

4.   Close out of System Preferences

With Force Click disabled, you can press the trackpad as hard or as soft as you like, and you will never trigger the secondary data detector features.

I've noticed turning this off to be particularly helpful for newcomer Mac users who have arrived to the platform from a traditional Windows PC laptop, especially if they **have enabled the literal right-click** or make frequent use of **tap-to-click**, but it can also be helpful to turn off for longtime Mac users who traditionally use a firm click when selecting and clicking items as they use the computer. With Force Click enabled, those firm presses can lead to the unexpected behavior, but by turning the feature off, the MacBook Force Touch trackpad will behave just like any other trackpad.

You will only find this setting available if the Mac has a Force Touch trackpad, as there would be nothing to disable or enable without one.

http://osxdaily.com/2015/07/03/disable-force-click-mac-trackpad/

How to Pick a Cellphone Plan for Traveling Abroad, by Seth Kugel, Frugal Traveler

As a general rule, I'm against an alien takeover of our planet — unless they bring along one thing: a global wireless system that would simplify the endlessly complex world of options for using cellphones abroad.

Prices for calling, texting and using data overseas continue to fall, but the larger system relies on a haphazard and incomplete set of agreements among wireless companies from every country on earth. That makes finding the cheapest option that will (mostly) satisfy your needs still a complex task, depending on where you're going, for how long and with whom. First, let's go over some basic rules for saving. If you don't have a foreign plan, keep international data roaming off (and check to see how much it will cost you per minute if you pick up when, say, your mother calls). To limit data use, don't let your apps run in the background and adjust your settings so they don't refresh. Browse the Web using an Opera app, which uses less data. Pick a messaging app (WhatsApp, Viber, Skype) so you won't have to pay for texts, and make sure your friends and family are all on it. (Most of these now allow free calling among users.)

Now I'll break down your options into categories — but, fair warning, you'll have to do some follow-up work, diving into the sometimes opaque websites of the service providers to figure out the most economical option for your needs and destinations.

Stick to Wi-Fi

Those not addicted to social media or needing to be connected at all times to family or office can stick with free Wi-Fi hot spots — though know that it's a calculated risk. If you do need to use the phone in an emergency, it can cost you: $5 a minute is not uncommon, and smaller service providers, like Cricket Wireless, offer limited or no service abroad.

And Wi-Fi dependence brings two more problems. First, availability varies greatly by country and region (you can check overall coverage on Wi-Fi finder apps or sites). Second, using public Wi-Fi can expose you to hackers; avoid it especially if you'll be typing in banking and credit card information. If you want to eliminate much of that risk, read on.

Free Roaming

T-Mobile and, since April, Sprint offer free 2G data

service, free international text messaging and 20-cent-a-minute calling — with a couple of catches. First, it doesn't work everywhere. Sprint's plan currently covers just 22 countries, though that list will grow.

T-Mobile's roaming is impressive if a bit overstated, covering 120 "countries and destinations" — not to be confused with 120 countries (Easter Island? Svalbard?) Check the lists to make sure your destination is included. And, of course, that 2G connection can be painfully slow, though it is usually fast enough to use email and messaging apps. In my experience with T-Mobile, you're frequently bumped up to 3G or 4G, but occasionally can't connect at all. (If that happens, find free Wi-Fi and call your carrier through Skype for help.)

Upgrade Your Package

You can pay Verizon and AT&T for higher-speed international roaming packages, or pay Sprint and T-Mobile to upgrade to faster data. Some of those options are pretty good deals: Verizon's monthly add-ons start with 100 megabytes of data for $25, and you can add 100 minutes of talk and 100 texts for an extra $15. (Again, check the list of countries.) AT&T has similar data packages, but they include unlimited texting. Both deals currently include free access to networks of paid Wi-Fi hot spots around the world. T-Mobile's upgrade plans are more appealing than Sprint's: 200 megabytes of high-speed data over one week for $25, good for a short trip.

You'll also keep your own number, which means you won't get a local number. But that is far less inconvenient than it used to be now that almost everyone abroad is using messaging apps.

International SIM Card

Lots of companies sell SIM cards that can be used in most of the world (or cheaper ones for Europe only): OneSimCard, Cellhire, Cellular Abroad's National Geographic SIM, Telestial, the list goes on. Cards themselves usually cost about $20 to $30, often including some credit. And rates vary vastly by company and country, so make sure to check websites for details.

Pay special attention to the varied payment structures: You might prefer to prepay and let your balance tick down with use, buy a big chunk of data that will last for a while (but might go to waste), or pay per day for unlimited data. Also check if you can monitor your usage in real time, and take care if you choose to do automatic top-ups; it would be a

shame if you were charged $79.99 for an extra gig as you waited in the airport for your flight home.

With a foreign SIM card, you won't receive calls or texts coming into your home number. If that's important, you can set up forwarding, which doesn't always work, or frequently switch cards, which is a pain. You can get a dual-SIM phone (not for iPhones, though) or a two-SIM adapter, which can be awkward.

The smoothest solution is KnowRoaming's international SIM "sticker," which you attach to your current SIM card, magically turning it into two. The foreign SIM activates when you land in a different country, but you can manually flip back to your home SIM. It costs $29.95 plus usage, and rates are competitive.

Local SIM

If you're headed to one or just a handful of countries, especially obscure ones not included in the above plans, consider purchasing a local SIM card.

The cheapest way to do this, at least theoretically, is to buy one when you arrive. This often costs just a couple of dollars (plus prepaid credit), but the ease of doing it varies greatly, depending on the registration process and access to English-language instructions.

Your other option is to order the country-specific SIM card before you leave, meaning it's already registered and loaded when you land. Cellular Abroad, for one, offers a French card that gives you a month of unlimited calling and texts, one gigabyte of data and 110 minutes of free calls to the United States and Canada for $69.95 — not cheap, but perhaps worth it if it fits your needs.

Data-Only Solutions

Many of the same companies offer data-only SIM cards that are cheaper, generally, than those with a local number for calling and texting. They're largely aimed at tablet users and are particularly attractive if you have T-Mobile or Sprint on your phone for cheap calling and free texting. Cellhire, for example, provides 200 megabytes of data for $25; it works across Europe and lasts 30 days.

There is also a free data-only SIM coming soon. It will be offered by Freedom Pop — which also provides free, but limited, domestic cell service — and includes 100 megabytes of high-speed data a month in a small but soon-to-grow list of countries.

For groups or travelers with multiple devices, a big money saver is to take those data-only SIMs and stick them in a Mi-Fi device — a personal Wi-Fi hot spot that is often less than $50. If your group is big enough and can live without a calling plan, that reduces costs significantly.

So, yes, it's complicated; yes, you need to do your own research; and even if you're thorough, there will often be hiccups on the road. Maybe we should try to get in touch with those aliens after all — if only we knew which SIM card has the best rates to the Andromeda Galaxy.

http://www.nytimes.com/2015/06/21/travel/how-to-pick-a-

Apple has announced OS X El Capitan, a new version of OS X that refines the Mac experience and improves system performance. Building on last year's release of OS X Yosemite, El Capitan introduces enhancements to window management, built-in apps, and Spotlight search, and makes everyday activities faster and more responsive. Metal, Apple's breakthrough graphics technology, is integrated into El Capitan, delivering systemwide performance gains and enabling games and pro apps to tap into the full power of Mac graphics processors. "OS X delivers unparalleled integration between Mac hardware, iOS devices, apps, and online services, and has helped Mac sales outpace the PC industry every year for the last decade," said Craig Federighi, Apple's senior vice president of Software Engineering. "Customers loved last year's landmark OS X Yosemite release and made it the fastest-adopted PC operating system ever. With El Capitan, we're further refining the Mac experience with enhancements to window management, Spotlight, and built-in apps, and improving performance so everyday activities — from launching apps to accessing email — are faster and more responsive."

Apple Warranty, by Andrew Tarantola

Apple's recently changed the terms of its AppleCare+ extended warranty program. Now, no matter what iOS or OSX device you own (yes, even the Watch), Apple will replace the battery as soon as it hits 80 percent health. That's up 30 points from the previous 50 percent threshold for iOS devices. What's more, Mac batteries used to only be covered for manufacturing defects, not normal performance degradation. So basically anything with an Apple logo will get a new battery once the old one loses 20 percent of its capacity. The policy kicks in immediately for devices purchased after April 10th of this year.

http://www.engadget.com/2015/06/30/apple-will-replace-your-battery-once-it-hits-80-percent-health/

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Comments:_____

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Date: _____

***Bring your Application and Fee to our General Meeting
at Lomita Veteran's Hall, 1865 Lomita Blvd., Lomita.
Or Mail to: SBAMUG, PO Box 432, Redondo Beach, CA 90277-0432***