



# South Bay Apple MUG Macintosh

**December 2017/ January 2018**

A Monthly CUPFUL for South Bay Apple Mac User Group Members

## **iPhone X review: The best damn product Apple has ever made**, by Rene Ritchie

For over a decade, iPhone has embodied modern mobile computing. [iPhone 8](#), launched last month, is the culmination of that Home-button-and-bezel vision, of everything that's come before. [iPhone X](#) (pronounced "Ten"), launching now, is something else entirely — the beginning of what comes next.

The two phones have many things in common, including the A11 Bionic processor inside, inductive charging on the back, along with Portrait Mode and Portrait Lighting on the rear camera system. Both are water resistant, have the same high-speed wireless radios, and 64 GB and 256 GB storage options.

What iPhone X doesn't have — aside from a gold color option — is a Home button, Touch ID, and bezels. Apple has deleted all of them. And, in their place, created new, gesture-based navigation, Face ID, and the TrueDepth camera system. The result is a display that goes edge-to-rounded-edge, wrapped in a design that harkens back to the original iPhone while still looking like something straight out of sci-fi. Starting at \$999.

I've now spent a week with iPhone X as my primary device. So far, it's the most fun I've had with any gadget since the original iPhone. I'm not being hyperbolic here. There are shortcomings. There are things I'd love to see changed. But I can't stop using it. The new display is beyond gorgeous. HDR is glorious. Fluid navigation gestures are sublime. Face ID is so fast I'm forgetting I have a passcode. Attention aware interactivity is the bomb.

If you want a familiar iPhone experience, iPhone 8 is ready and waiting for you. If you want a radical new design, with as close to an edge-to-edge OLED display as possible, a TrueDepth camera and Face ID

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**The December meeting has  
been re-scheduled. It will  
be Dec 6, not Dec 13.**

### **Dec 6 Meeting Table Topics/Pizza Party**

The December 6 meeting (originally scheduled for Dec 13) will include the beginners session at 6:30 as usual, **free pizza**, the election of Club officers for 2018 (it's not too late to submit your name if you would like to become an officer, see [sbamug.com/volunteers](http://sbamug.com/volunteers)) and a table topics session. Glen Terry will lead one of the tables in a discussion of *iPhone Tips*. Other table possibilities are *hardware/software upgrades, backups/security and iOS Control Center/Today View and Notifications*.

*Don't miss the meeting! See page 2 for details.*

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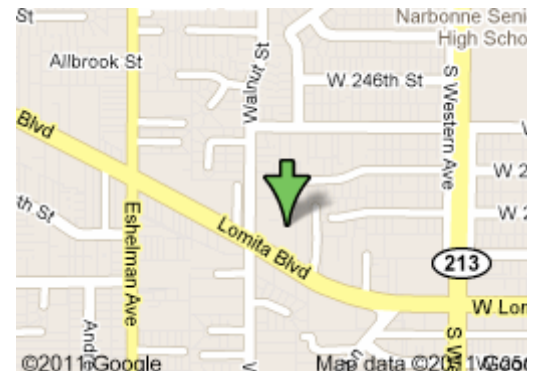
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## Welcome to the SBAMUG South Bay Apple Mac User Group

Meetings: Lomita Veteran's Hall,  
1865 Lomita Blvd, Lomita  
Mail: PO Box 432, Redondo Beach,  
CA  
90277-0432  
Phone: (310) 644-3315  
Email: [info@sbamug.com](mailto:info@sbamug.com)

Members, friends and colleagues are invited to attend our monthly meetings (usually the last Wed of the month). 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



Lomita Veteran's Hall,  
1865 Lomita Blvd, Lomita

### SBAMUG Monthly Calendar

Dec 6: Table Topics

Jan 31: Photos: iOS and Mac OS

#### SBAMUG Meeting Format:

**6:30—7:30 p.m.** Questions & Answers and Sharing: *Everyone* is welcome, beginners encouraged

**7:30—7:50 p.m.** 'iSocial' – shoot the Mac breeze with others over a cookie\*

**7:50—8:00 p.m.** Announcements

**8:00—9:00 p.m.** Program

*\*Refreshments provided; donations appreciated!*

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

#### Other Meetings:

- 1<sup>st</sup> Wed each month – SBAMUG Core Group, 7:30 pm. Join Google+ SBAMUG community, or email: [info@sbamug.com](mailto:info@sbamug.com).
- 2<sup>nd</sup> Sat. each month - SMOG, 9AM in Costa Mesa, [ocmug.org](http://ocmug.org)
- 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., [lapug.org/](http://lapug.org/)
- Find more: <http://www.apple.com/usergroups/>

#### Officers & Volunteers:

President: Kent McDonald  
VP: open  
Secretary: Wayne Inman  
Treasurer: CW Mitchell  
Directors at Large: Dave Nathanson, Arnold Silver, George Wilde, Joan King, Pete Myers  
PD Disk Editor: Jim Pernal  
Membership: CW Mitchell  
Member Development: Pete Myers  
Programming: Kent McDonald  
Greeter: open  
Server Director: Dave Nathanson  
Newsletter: Pete Myers, Bill Berks  
USPS Liaison: CW Mitchell  
Refreshments: Arnold Silver/Andy Paroczai

#### Membership Report – 96 members!

*Please wear membership card as your name tag - you may notice your first name is in larger letters on your card - so it can be used as a name tag at the meetings.:*

**Welcome New Members:** Ellen Tessitore

**Thank You Member Renewals:** Ginger Clark, Karin Petersen, James Pousson, David Nathanson, Chris Brooks, John Fahey, George Kawahare, Lynne Handy, Gordon Hughes, Al Tucker, Don Whinfrey.

If your name is not spelled right or your expiration date is wrong, contact [cwmitchell@sbamug.com](mailto: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 (in enclosed self-addressed envelope) or bring letter with payment to meeting.

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## SBAMUG November 2017 Shareware

This is the November shareware article. Six items this month. They are either available from the App store, or as direct downloads from the vendor's website.

**Carbon Copy Cloner 5.03:** Makes bootable backups of your hard drive. Has incremental backup of just what has changed. OSX 10.10+ \$39.99 <https://bombich.com>

**iCHM 2.1.1:** Some out there on the internet are convinced that all their users are on CRT based Windows Desktops from 1996, and that the Mac, Chromebooks, Linux, and mobile devices don't exist. So the Windows help files CHM are the perfect way of distributing documents. Not! Well this utility will let you read these files and export to pdf and ePub formats. Bookmarks, index searches, continuous reading with page up/down are provided. Free at the Apple APP store. There are some in app purchases for more features. OSX 10.9+

**iClock Pro 3.8:** Menubar replacement for Apple's default clock. Customizable, has alarms, can view multiple timezones, and display stock prices of your selected portfolios. OSX 10.9+ \$18.00 <https://plumamazing.com/product/iclock/>

**Opera 48.0.2685.52:** One of the other alternative web browsers that has been around for a long time. "turbo mode" Claims 1700 extensions available OSX 10.9+ Free [opera.com](http://opera.com)

**PopChar 8.2:** Another utility that has been around for ages. Quickly find all the special characters in all of your fonts. OS X 10.6+ \$35.10 <http://www.ergonis.com/downloads/>

**Pixelmator 3.7:** This is a powerful image editing software. Layers. This version adds high sierra compatibility. OSX 10.11+ Intel. App store \$29.95

See you at the December meeting. The next review article will likely be in January of next year. No physical PD CD will be made. It has been discontinued. I probably won't bring the older physical CD's to the meeting anymore; ask if you want me to bring an older one.

Jim Pernal PD Editor

## SBAMUG Election

The election of MUG officers for 2017 will be held at the November meeting, not the December meeting as previously announced. This change was made because turnout is expected to be better at the November meeting. The election slate is as follows:

**Directors:** Dave Nathanson, Arnold Silver, George Wilde, Joan King, Pete Myers

**President:** Kent McDonald

**VP:** vacant

**Treasurer:** CW Mitchell

**Secretary:** Wayne Inman

SBAMUG depends on its member volunteers to perform the many functions that keep it running. Currently, the VP and Greeter and two Director positions are not filled. We are trying to find a new Secretary to replace Wayne Inman who has served for so long that nobody can remember when he started. Also, several of the club directors are filling more than one position. Positions that are filled, but in need of new blood are Newsletter Editor and Program Chairman.

It is not too late to volunteer! See our web page [sbamug.com/volunteers](http://sbamug.com/volunteers) for job descriptions. If you decide to help out, send an email to [info@sbamug.com](mailto:info@sbamug.com).

## SBAMUG Member Survey

Have you completed your survey? It will take only a few minutes of your time. Your responses will help SBAMUG to give you more of what you want and less of what you don't want. The link to the survey is

<https://www.surveymonkey.com/r/WQWRSJ2>

Email [pjmyerz@gmail.com](mailto:pjmyerz@gmail.com) if you have any questions.

## Pinpoint App

The really cool app that George Wilde used in his Oct 25 presentation is the Pinpoint Mouse Enhancer.

"Unobtrusive fun and useful." \$4.99 in the Mac App Store.

iPhone X, from page 1

on the front and an even-better-than-iPhone-8 dual camera system on the back, and you have the cash for it, then get iPhone X and enjoy not only tomorrow's iPhone today, but the best damn product Apple's ever made. And that's saying a lot.

The iPhone X is glass front and back, and better-than surgical-grade stainless steel around the edges. These edges, though, are rounded instead of abrupt, making it harder to tell where one material ends and the other begins. The glass is the same as iPhone 8, made in close

casually, as "forehead" and "ears". In a perfect world, I'm sure Apple would have loved to have been able to create a truly edge-to-edge display, top and bottom. Since the TrueDepth camera system can't currently be hidden beneath the panel, the company was left with two choices: Give up on edge-to-edge altogether and run the TrueDepth camera module all the way across the top, or keep edge-to-edge at the rounded corners and let the TrueDepth camera system bite into the top. Apple chose the latter. Status bar icons have been pushed into the horns, which is great in terms of peripheral data display efficiency. It's like putting complications in the corners of Apple Watch. But

iPhone X is for people who want	Not for people who want
Edge-to-edge design.	Classic iPhone design.
Optically stabilized <i>f/1.8 and f/2.4</i> dual-lens rear camera.	Home button.
Depth-aware front-facing camera.	Fingerprint identity biometrics.
Face detection biometrics.	Gold or other color options.
Tomorrow's iPhone today.	Lower pricing.

collaboration with Corning and engineered to be the toughest out there. The stainless steel is shiny, shiny steel on the white version, reminiscent of the original iPhone, or vapor coated dark on the space gray version, similar though not identical to the DLC coating on the space black Apple Watch. The stereo speakers on the top and bottom are louder now — Apple says upwards of 35% — and deliver a deeper bass. The iPhone X's design is completely dominated by an expansive OLED display that measures 5.8-inch corner-to-corner. At least it would if iPhone X had corners. Apple has rounded them off, aggressively. Still, it allows Apple to fit an iPhone Plus-sized display into a regular iPhone-sized chassis. The display really is edge-to-rounded-edge and manages to run completely across the glass and into the stainless steel band around the sides. That is, except for the big bite Apple took out of it at the top. The look has been popularly referred to as a "notch" or, internally and

not as many icons can fit in there, so Apple has reduced the amount.

Time has moved from center to hard left and it's joined there by the location services indicator. Cellular signal strength, networking type (Wi-Fi, tethered, LTE, 3G, etc.), and battery indicator are hard right. To see anything and everything else, including alarm, VPN, and even Battery Percentage, you have to swipe down for Control Center.

iPhone X is the first iPhone with an OLED display. OLED — organic light emitting diode — has several advantages over the LCD technology Apple used in every previous iPhone. For example, the pixels emit their own light so there's no need for a separate backlight the way there is on LCD. That allows for thinner displays and, because only the pixels that need to be lit are lit, deep, inky blacks. Apple has used OLED before on Apple Watch and on MacBook Pro's Touch Bar. iPhone is different, though. The display on

an iPhone is bigger, denser, and is used in far more ways and far more often.

And iPhone X is the first end-to-end HDR — high dynamic range — device not just from Apple but, as far as I can tell, the first *period*. It's great to see all the HDR photos you've been taking for years finally rendered in real HDR. But it's even better for video. For me, all of what Apple's been doing for the last few years, from silicon to panel, has come together into this: The biggest visual leap forward since Retina display.

For a decade the Home button was the center of iPhone navigation. To make room for that edge-to-edge display and in recognition that, a decade later, our training wheels can come off, Apple has replaced the Home button with line called the Home indicator and a fluid, gesture-based navigation area. As fun as the gestures are, there are also some frustrations. The gesture area itself is at the very bottom of the display, which isn't always comfortable to reach. Some apps overlay it, which makes it harder to use or causes collisions. Other apps sit so high above it looks ridiculously big and wastes a lot of valuable screen real-estate. Hopefully, as Apple and developers get used to the new gestures, the interface will tighten up.

Not every function of the old Home button has been moved to the new gesture area. Many of them have been moved to the new, longer Side button instead.

Face ID is Apple's new facial identity scanner. It replaces Touch ID, Apple's half-decade old fingerprint identity scanner. Face ID works similarly to Touch ID but instead of a sensor in the Home button it uses the new TrueDepth camera system on the front of iPhone X. When you first register with Face ID, the TrueDepth camera system takes infrared images of your face.

Unlike Touch ID, which allows for the registration of up to 5 fingers, Face ID currently only allows for one face. The same TrueDepth camera that powers Face ID also provides for front facing Portrait Mode and Portrait Lighting on iPhone X. In other words, Portrait Selfies. They're 7 megapixels and  $f/2.2$ , but otherwise use similar technologies as rear-facing cameras have for generations.

Portrait Lighting launched with the A11 Bionic chipset on iPhone 8. By applying face detection to the depth map data from Portrait Mode, different effects like studio, contour, and stage lighting can be applied. It allows you to get a fancy studio look from your phone.

Built into the iPhone X Messages app, Animoji uses the TrueDepth camera to take your head movements, facial expressions, and voice and maps them to animated emoji. There are only a dozen available right now: Pig, Panda, Rabbit, Cat, Chicken, Unicorn, Alien, Monkey,

Robot, Dog, Fox, and... Poo.

Animoji can detect and match 50 different facial expressions quickly enough that it feels real-time. As you move, the Poo (or dog or alien or monkey) moves. Yes, just like that. The effect is so fun at first you forget that you can record them and send them as iMessages. But you can. The recipient gets an animation file, so they don't have to be on iPhone X to watch them. Only to reply.

iPhone X also has a better dual-lens fusion camera system on the back. The wide angle lens remains the same as iPhone 8: 12 megapixel  $f/1.8$  with optical image stabilization (OIS). The telephoto lens is all new: Still 12 megapixel but now  $f/2.4$  (instead of  $f/2.8$ ) and with OIS as well.

When it comes to augmented reality (AR), Apple claims it's tuned the cameras for the best experience possible as well as improved the internal gyroscope and accelerometer specifically for AR. It's especially great on iPhone X because of the edge-to-edge display. And it's where Apple's decision to go as close to edge-to-edge as possible really pays off. The result is that, even more than previous iPhones, you feel like you're looking through a lens or a portal into a world where digital is made manifest. A world where you can swipe and pinch furniture, drop castles on your coffee table, build a rocket on your deck, and walk into entirely new dimensions. We're at the very, very beginning of consumer AR but iPhone X has already taken it on step further.

Wireless — in this case, inductive — charging on iPhone X is functionally the same as it is on iPhone 8. Rather than having to reach for and find the end of a Lightning cable, and fumble with getting it into the Lightning port, you can simply drop your iPhone X down on the pad and it'll start charging. Mostly. My experience is that every once and awhile, it'll miss the sweet spot and not notice or it'll get somehow jostled off at some point and simply not charge. Some of it seems to depend on the exact charging pad you're using — I've had the most luck with mophie.

Since X runs iOS 11, it's compatible with all the millions of apps in the newly redesigned iPhone App Store. That includes all the apps from Google, Microsoft, Facebook and Instagram, Twitter and all the games you could imagine. If you're coming from either Android or Windows Phone, you'll feel right at home.

There's also a whole slew of augmented reality (AR) apps that are especially great on iPhone X.

iPhone X is available for order now starting at \$999 for the 64 GB version, or \$1149 for the 256 GB version. If you stream everything and keep your photos online, you might be fine with 64 GB. If you want all your media on your device, go for 256 GB.

iPhone X is new. It's different. And when you have hundreds of millions of people used to the way things are,



iPhone X, from page 5

some of them won't appreciate or simply won't yet be ready for the new and different. That's why Apple is also offering iPhone 8, which has several of the new features in a design that's not so different at all.

It's expensive. It's hard to get. It will take some getting used to. And it'll have its share of quirks. But it's not just tomorrow's iPhone today and it's not just the beginning of what comes next. It's the best damn product Apple has ever made.

*There is more to this review, a lot more. Read the complete review at: <https://www.imore.com/iphone-x-review>*

*Also, read <https://www.podfeet.com/blog/2017/11/iphone-x-acquisition-impressions/> for Allison Sheridan's adventures in acquiring her iPhone X and her first impressions of its capabilities.*

## **Dock in iOS 11**, by JD Biersdorfer

*I just upgraded my iPad to iOS 11, and while I liked dragging my favorites into the little bar of apps across the bottom of the screen, the bar itself doesn't stay there consistently. Why?*

The new “dock” in Apple's latest version of its mobile software is similar to [the tool bar that has been a part of its Mac operating system](#) for years. Like the desktop version, the iOS 11 dock is designed to hide when you do not need it. The auto-hide behavior in macOS is optional and can be changed in the System Preferences, but the iOS 11 dock is designed to disappear to minimize screen clutter when you open an app on the iPad.

However, if you want the dock back because you want to [open \(or switch to\) another app](#) without having to press the iPad's home button to go back to the Home screen, just swipe up from the bottom of the screen to make the dock reappear. You can then tap an app in the dock to open that. To switch between other running apps, drag your finger up from the bottom of the screen when the dock is showing. You then see small preview windows of open apps and the [iOS 11 Control Center](#), a panel of icons that serve as shortcuts to common system settings. Swipe the screen to the left or the right to see all the open app windows. (You can also double-click the home button to see this “app-switcher” screen.)

You can switch to another app by tapping its preview window. And, if an app is frozen or misbehaving, you can force it to close by dragging its preview window off the top of the screen.

## **Managing Email on Multiple Devices**, by JD Biersdorfer

*How do I efficiently manage my email with three devices: computer, phone and tablet? Do I have to read, save, delete email three times, or can I easily sync them?*

Most mail programs give you the choice of two ways to set up an account on a computer or mobile device — either with [the IMAP \(Internet Message Access Protocol\) standard](#) or [POP \(Post Office Protocol\)](#). If you want to keep your mailbox in sync across multiple devices, choose the IMAP method.

Compared with POP, IMAP is a newer technology for managing messages and handles checking the same mail account on multiple devices much more smoothly. With IMAP, even though you can see your mailbox in the mail program on your computer and devices, IMAP messages actually live on the mail server. When you read, delete or flag a message, you are performing that action on the mail server. The mail apps on your other devices see the change when you view the updated mailbox.

In contrast, most POP mail systems in their default settings download messages directly to the device that checks in at the time, and then deletes those messages from the mail server. When you check mail with your computer or other gadgets, those devices do not get the deleted messages, but they may download newer ones — which then get deleted from the server, making your mailboxes out of sync.

As a workaround, some mail providers allow you to keep messages on the server without deleting them automatically after they download, but then you have to repeatedly delete a message on each device. Additionally, the messages you send stay on the Sent mailbox of the computer or device that actually did the sending.

Most modern mail providers and programs support IMAP. You can find instructions for setting up IMAP mail accounts for [Google's Gmail](#), [Microsoft Outlook](#) and [Mozilla's Thunderbird](#) program on their sites. Apple's [iCloud mail does not support POP](#) and uses IMAP by default.

## **Five Tech Myths People Still Believe, by Alan Henry**

Most of us just want our technology to work when we need it, and when we have problems with it, we don't dive into the details of how it runs — we just want it fixed. So it's natural that we fall for the most convenient suggestions for resolving issues or getting the most life out of our gear. Unfortunately, some of those premises are false, and they can do more harm than good — and may even cost us money. Here are a few tech misconceptions to watch out for:

### **Myth 1: Better specs mean better devices**

Whether you're looking for a new laptop or a new smartphone, you've probably been tempted to just throw money at the top model and save the mental gymnastics over specs and features. It's natural: We often hope that spending a little more to get the fastest phone will make it last longer, or that the computer with the most memory and storage will run faster. It's not just you — manufacturers depend on customers thinking that way, and they price models accordingly.

In reality, top-of-the-line specs don't guarantee that your phone or computer will work any better for you than one with more modest features. For example, spending more on a laptop with the absolute fastest processor won't matter much unless you're doing processor-heavy tasks like editing video or encoding music. Similarly, worrying about whether your smartphone has the latest processor versus the one in last year's model probably won't matter as much as more practical details, like whether the storage space or the camera quality fits your needs. For most people, [obsessing over specs is a waste of time](#). The real message here is that while it's easy to get caught up in the game of latest-and-greatest, you should really pay attention to the features that matter to how you'll be using your new computer, phone or other device.

### **Myth 2: A battery should be at zero before you recharge it**

The idea that you should always completely discharge a battery before charging it up again has legitimate origins, but it doesn't apply to current technology. Years ago, when nickel-metal hydride (NiMH) and nickel-cadmium (NiCad) batteries were common, they suffered from an issue called "[battery memory](#)": Unless the battery was completely spent before being recharged, it would "remember" how much power it had used and only charge back up that amount. If done repeatedly over time, the battery would never charge totally again.

Fortunately, the lithium-ion (Li-ion) battery that's probably in your phone or laptop right now doesn't suffer from this issue, at least [not in any significant way](#). In fact, with Li-ion batteries, you can actually do more harm than good by letting them die before charging them again, because they have a limited number of charge "cycles" (meaning times you can completely discharge and recharge them) before batteries start to hold less overall power.

Luckily, [according to Battery University](#), the solution is pretty simple: Charge your devices from time to time before they fully die.

### **Myth 3: More megapixels mean better cameras**

When small, portable point-and-shoot cameras took off and larger, digital single-lens reflex (DSLR) cameras became more affordable, there was a brief rush among manufacturers to push out models with greater numbers of "megapixels," the unit of capacity used to define how much information a digital camera's sensor can capture. Unfortunately, because those numbers dazzled spec-hungry consumers and could be used to market cameras, shoppers began to assume that more megapixels meant you were buying a better camera. And you can't really blame them — marketers latched on to the idea, and even now, in modern smartphones, the first spec anyone mentions about the built-in camera is the megapixels.

All of this led to [the "megapixel myth,"](#) which has persisted for almost a decade. While most budding photographers understand that more isn't always better in a camera, shoppers looking for a good smartphone camera, and the phone manufacturers themselves, haven't seemed to learn the lesson.

### **Myth 4: "Planned obsolescence" is why your phone slows down right before a new model comes out**

It's not a conspiracy. Developers optimize their apps for the newer devices, leaving your older ones in the dust.

### **Myth 5: Extended warranty plans are worth your money**

Compare extended warrant with existing manufacturer's warranty before you spend your money.

Read the full article at <https://www.nytimes.com/2017/10/25/smarter-living/five-tech-myths-people-still-believe.html>



**Join, Renew or Give a Gift of a  
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**For only \$35/year you get:**

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- E-mail group help
- Monthly newsletter (We publish 11 issues per year!)
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- Free web space & e-mail on our server
- Build your own website
- Create your own blog
- Special merchant discounts
- \$\$\$
- Occasional swaps, free software, raffles

<http://www.sbamug.com/join.html>

Or, contact Membership Chair

CW Mitchell at [cwmitchell@sbamug.com](mailto:cwmitchell@sbamug.com)

**SBAMUG Membership Application**

South Bay Apple Macintosh User Group provides you with a local source of shared knowledge & experience through monthly meetings, trainings & monthly newsletter.

**Individual & family membership: \$35/year payable to SBAMUG**

New Member       Member Renewal

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

Email Address: \_\_\_\_\_

What are your computer interests?

\_\_\_\_\_

Devices you use most: \_\_\_\_\_

Current level of Mac expertise

\_\_\_\_\_ Beginner      \_\_\_\_\_ Intermediate      \_\_\_\_\_ Advanced

How did you hear about SBAMUG?

\_\_\_\_\_

I would like to help with the club. Please contact me at:

Comments: \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

**Bring your Application and Fee to our General Meeting  
at Lomita Veteran's Hall  
or Mail to our PO Box (see page 2 for our address)**