



South Bay Apple MUG

Macintosh

vol 19, issue 7 **July 2019**

A Monthly CUPFUL for South Bay Apple Mac User Group Members

A Farewell for iTunes, by Kevin Roose

Dearly beloved,

We are gathered here today to say goodbye to our friend iTunes, who went to the great trash can in the sky on Monday.

At Apple's [annual developer conference](#) it was announced that iTunes would be dismantled, and its features would be split among three apps: Apple Music, Apple Podcasts and Apple TV.

iTunes entered this world [18 years ago](#) as a “digital jukebox” that let users import their favorite CDs, organize their libraries and burn custom mixes. It then became a music store of its own — a magical, one-click emporium where 99 cents could get you almost any song under the sun. Steve Jobs heralded its birth as the dawn of a new age of media consumption, one in which consumers would own the digital rights to their own music.

“We think people want to buy their music on the internet by buying downloads, just like they bought LPs, just like they bought cassettes, just like they bought CDs,” he [said](#) in a 2003 talk.

At the time, iTunes represented an ambitious attempt to wrest control of digital music back from Napster and other bootleg file-sharing services, which were causing havoc in the music industry. Apple was betting that people would pay for music if it was legal, cheap and easy.

The fact that many popular Windows file-sharing apps were ridden with bugs and malware didn't hurt. Mr. Jobs joked that giving Windows users access to iTunes's clean interface was “like giving a glass of ice water to somebody in hell.”

June 26 Meeting

What's Coming from Apple this Fall, by George Wilde

I will be presenting an overview of the major new features of iOS 13, iPadOS 13 (yes, iPad now has an OS of its own), macOS 10.15 Catalina - the successor to macOS Mojave, watchOS 6, tvOS 13, and changes to HomePod, and CarPlay. During my presentation I will indicate what devices each of the updates work with. However, just because you can upgrade to the new software, should you? This is particularly a good question to ask regarding macOS Catalina, because many of your older Apps may not run on it. Catalina is no longer compatible with 32-bit Apps and includes security and privacy features that may require changes to some other Apps. I will discuss how you can identify all of your existing 32-bit Apps to ascertain what potential problems you may have, and also the subscription services that Apple currently has as well as those it will be offering in the near future.

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

IN THIS ISSUE

Page 1 - Farewell for iTunes
Page 2 - Meetings/Location/General
Page 3 - Shareware, Today at Apple, Retirements
Page 4 - Apple Store Fall from Grace
Page 6 - Logitech Crayon
Page 7 - FaceTime on Mac

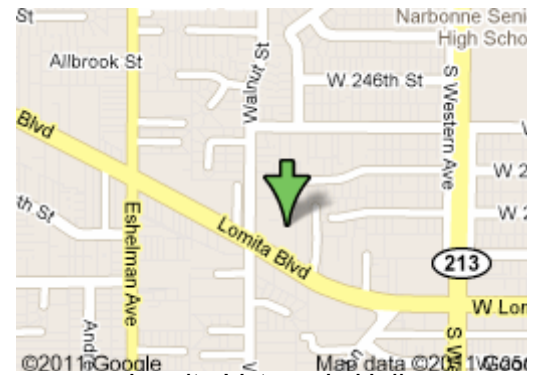
continued on page 3



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

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 visit our website sbamug.com



Lomita Veteran's Hall,
1865 Lomita Blvd, Lomita

SBAMUG Monthly Calendar

June 26: Coming from Apple
July 31: TBD

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 by the last Wednesday of each month. Articles may be edited to fit space.

Other Meetings:

- Tue (6 days after last Wed) - SBAMUG Core Group, 7:30 pm. Join FaceTime SBAMUG community, or email: info@sbamug.com.
- 2nd Sat. each month - SMOG, 9AM in Costa Mesa, 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/

Officers & Volunteers:

President: Kent McDonald
VP: open
Secretary: Nancie Silver
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 – 87 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..)

Thank You Member Renewals: John Gebhard, John Basket, Jim McGreevy, Dick & Taffy Rath
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 (in enclosed self-addressed envelope) or bring letter with payment (cash, check, PayPal) to meeting.

THE SOUTH BAY MUG (ISSN 1058-7810) is published monthly for \$35 per year by South Bay Apple Mac User Group, 28110 Ridgeforest Court, Rancho Palos Verdes, CA 90275. Periodicals postage paid at El Segundo, CA and at additional mailing offices. POSTMASTER: Send address changes to THE SOUTH BAY MUG, P.O. Box 432, Redondo Beach, CA 90277-0432.

The South Bay MUG is published by the non-profit South Bay Apple Mac User Group. Excerpts may be reprinted by user groups and other non-profit media. Credit must be given to SBAMUG and the author. In addition, a copy of all reprinted materials must be sent to us at the above address. The South Bay MUG is an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by Apple® Computer, Inc. The opinions, statements, positions and views stated herein are those of the author(s) or publisher and are not intended to be the opinions, statements, positions or views of Apple® Computer, Inc.

This is the June shareware article. Six items this month. One is available from the Mac App store, the others from the vendor's website, with the link included in each description.

Bill Boss 1.2: Program to keep track of your bills. Not a full money management app, but a simple one to show upcoming bills, track payment history, and have notes. MAC OS 10.11+ \$4.99. https://www.tunabellysoftware.com/bill_boss/

Bean 3.2.13: Simple word processor. Author notes that development has stopped, however updates will continue. For Mac OS 10.13./10.14. Earlier versions for older OSX's are available on the website. Free. <http://www.bean-osx.com/Bean.html>

Easy-Peasy Tic Tac Toe 1.0.3: Was developed while teaching his son to program. Game for two players or one against the computer. For OSX 10.7.4+. Free. <https://cmezes.com/software/tictactoe/tictactoe.html>

Paprika Recipe Manager 3.3.6: Simple recipe management. Ingredient scaling, grocery lists, meal planning. \$29.99 at the Mac App Store. Mac OS 10.12+

SpamSieve 2.9.36: Many mail clients and providers have decent spam filtering, however if they are not working well for you, here is an alternative. Works with Apple Mail, Outlook, and several others, but not Google mail. For OS 10.7+. \$30.00. <https://c-command.com/spamsieve/>

TenFourFox: 45.23.0: An internet browser for those still on PPC Macs. Not a panacea, as some internet website features just can't run on old hardware. Has Opera turbo mode. OSX 10.4.11+. Free. <http://www.floodgap.com/software/tenfourfox/>

See you at the June meeting.
Jim Pernal PD Editor

Today at Apple

<https://www.apple.com/today/> is a website that you should be familiar with. It has a calendar of upcoming events at the Apple Store in your neighborhood. The calendar covers a period of two weeks. You can select your area of interest (photography, video, coding, health and fitness, etc.) and then make reservations or just browse to see what is available.

Jim Pernal is retiring after 34 years at Northrop Grumman (39 years total in aerospace). Congratulations, Jim!

Wayne Inman has retired as SBAMUG secretary. He had been in that position for so long that nobody can remember when he started. Thanks for your service, Wayne!

Our new secretary is Nancie Silver. Nancie has been a Mac user for about ten years and a member of SBAMUG for most of that time.

Farewell iTunes, from page 1

I first met iTunes back in high school. I was a music nerd and a cheapskate, and I had amassed a library of tens of thousands of MP3s, most of them downloaded illegally from services like Napster and Limewire. I imported those songs into iTunes, and spent untold hundreds of hours naming, categorizing and arranging them into a pristine music collection that would have made the librarians of ancient Alexandria jealous.

I swore I would never pay for music again, but a few years later, Apple won me over with its reliable file quality, speedy downloads and ability to sync music across devices. iTunes was simple and elegant, and it assuaged my fear of going to jail for music piracy. Within a few years, Napster had been sued out of existence, and I was getting most of my music from a company that, just a few years earlier, had been known for selling candy-colored computers.

In the commercial internet's early days, it was a [common refrain](#) among techies that "information wants to be free," and many assumed that people would never buy content that they could get without paying, even if it required little effort.

iTunes and its 99-cent songs proved those people wrong, and created an entirely new business model for digital media. That breakthrough not only saved the music industry — it may have saved the film, TV and book publishing industries, too.

I've come to think of iTunes as a core piece of what I call the Middle Internet — the period between the Wild West days of Napster and the hyper-centralized era of Facebook and YouTube.

It was an era of clean, well-lit marketplaces where people could buy things to listen to, without worrying about buffering or corrupted files. It filled an important technological gap in the period when lots of people had internet access, but few people had smartphones with data plans capable of streaming high-quality media on demand.

continued on page 4

And it was a time when people actively curated their own online media, rather than having it algorithmically spoon-fed to them.

But nothing gold can stay. And in the early part of this decade, subscription music services like Spotify and Pandora, which offered an all-you-can-eat bacchanal of music for a monthly subscription fee, began to eat away at Apple's advantage.

Ultimately, Mr. Jobs's prophecy was wrong. People wanted to rent access to a centralized streaming library, not pay a small fee to own every song. As streaming services grew, sales of music downloads plummeted. According to the [Recording Industry Association of America](#), downloads now make up a smaller percentage of recording sales than physical albums — a twist Mr. Jobs could never have seen coming.

In 2015, Apple tried to rescue iTunes by bolting on its own streaming service, Apple Music. But the idea was doomed from the outset. People couldn't figure out the new, Frankensteinian hybrid. Which of their songs were hosted in the cloud? Why did they need to re-enter their Apple ID every time they wanted to play an album? Where were their downloads going? Marco Arment, a longtime Apple blogger, [called](#) iTunes a "toxic hellstew."

Since we're among friends, I can be candid: iTunes didn't age well. In recent years, it had become a [bloated, buggy nightmare](#). Apple crammed more and more into iTunes — movies, TV shows, podcasts — until the whole thing was slow and confusing.

My encounters with the program were increasingly maddening: I'd open an audio file in iTunes by mistake, wait three minutes for it to load, and have to force-quit the app in frustration. (And don't even get me started on [the time iTunes forced a U2 album on millions of unsuspecting people](#) — midlife crisis doesn't even begin to describe it.)

But let's not remember iTunes as the mess it became. Instead, let's remember it as it once was: a revolutionary product that transformed the music industry, ushered in a new model of digital ownership and tamed a messy, chaotic part of the internet by building something simple and elegant to replace it.

Read the full article at: <https://www.nytimes.com/2019/06/03/technology/itunes-shutting-down.html?>

How the Apple Store Has Fallen from Grace, by Mark Gurman and Matthew Townsend

Web Smith's recent experience at his local Apple store in the suburbs of Columbus, Ohio, has been an exercise in frustration. There was the time he visited the Easton Town Center location to buy a laptop for his 11-year-old daughter and spent almost 20 minutes getting an employee to accept his credit card. In January, Smith was buying a monitor and kept asking store workers to check

him out, but they couldn't because they were Apple "Geniuses" handling tech support and not sales.

"It took me forever to get someone to sell me the product," said Smith. His sentiment is shared by legions of Apple customers who vent on social media, on customer forums and in conversations with reporters. Only a few years ago, the raves easily outpaced the pans.

In interviews, current and former Apple employees blame a combination of factors. They say the stores have become mostly an exercise in branding and no longer do a good job serving mission shoppers such as Smith. Meanwhile, they say, the quality of staff has slipped during an 18-year expansion in which Apple has opened more than 500 locations and hired 70,000 people. The Genius Bar, once renowned for its tech support, has been largely replaced with staffers who roam the stores and are harder to track down. That's a significant drawback because people are hanging on to their phones longer these days and need them repaired.

Early this year, Tim Cook announced that [retail chief Angela Ahrendts was leaving](#) and would be succeeded by veteran Apple executive Deirdre O'Brien. O'Brien's immediate challenge is to make the stores more shopper-friendly, even if that means moving away from the tony gathering places her predecessor favored and creating more clearly defined spaces for browsing, quick purchases and service. As human-resources chief (a position she will hold concurrently), she is well situated to overhaul recruitment and training. That's crucial because store associates will probably be deployed in the coming years to sell the array of services — including music subscriptions and extended warranties — that Apple is counting on to augment slowing iPhone sales.

Skepticism greeted the 2001 opening of Apple's first two stores, in Glendale and near Washington, D.C. Consumer gadget companies had tried similar experiments with mixed results, and the stampede online was already underway. But Apple pulled it off — transforming the retail experience with airy, minimalist stores and industry-disrupting innovations such as the Genius Bar. Before long, people were lining up for days to get their hands on the next iPhone or iPad, and kids were hanging out after school taking snapshots on the Mac Photo Booth app. Over the next few years, the Apple Store's uncluttered look was emulated by Microsoft, Samsung, Tesla and others.

For a decade, Apple's retail experiment flourished under Ron Johnson, a former Target executive whose efforts earned him a mostly deserved reputation as a retail pioneer. During his tenure, Johnson oversaw the opening of 350-plus stores and expansions into more than a dozen countries, including Japan, Australia, Italy, China and Canada. Then, in 2011, he [left to reboot the department store chain J.C. Penney](#) (where he struggled to replicate the Apple magic before being pushed out). He was succeeded by John Browett, then Cook himself until Ahrendts started in May 2014.

The former Burberry chief's hiring was widely applauded. At the time, Apple was positioning itself as a fashion brand; an executive who had made her name pushing \$500

continued on page 5

Apple Store, from page 4

cashmere scarves and \$3,000 trench coats now would be selling pricey Apple Watches. Under Ahrendts, the stores began to resemble jewelry emporiums, where a \$17,000, special-edition Watch wouldn't seem out of place. For the first time, salespeople recommended products and were encouraged to say things like, "I think the smaller one suits your wrist."

One of her first moves was to turn the stores into "Town Squares," where shoppers could hang out and, in industry parlance, "spend time with the brand." Lines at the Genius Bar would have spoiled the effect, so stores started replacing the beloved customer-service counters with Genius Groves (comfortable seating under trees), tables and roaming Geniuses. Checkout counters also disappeared in favor of salespeople armed with mobile devices. The goal was to make Apple stores more like luxury showrooms, pushing offstage the unseemly business of checking out and fielding complaints.

Meanwhile, Ahrendts began moving sales and service onto the web — encouraging staff to tell customers to "get in line, online." Customers were to make an appointment on Apple's website and then pick up the product at a store. Apple was "trying to streamline things," said one employee, "but in the process made things more difficult for some customers."

Before Ahrendts' arrival, the Apple Store excelled at three key tasks: selling products, helping customers troubleshoot their devices and teaching them how to get the most out of their gadgets. "Steve Jobs was really keen on stepping into the store and knowing what to do," recalled a former Apple retail executive, who requested anonymity to speak freely. Mission shoppers who wanted to pick up a pair of headphones or an iPhone could get in and out quickly; those who wanted to learn more about their purchase could spend an hour getting trained by a Creative. If someone brought in a busted iPhone, a Genius would sort it out.

Over time, according to several current and former employees, Ahrendts upset that finely tuned balance. "You don't feel like there is much engagement at the front of the store, there isn't a push to people," said the former executive. "The store should be a place where you see upgrades happening."

The overhaul of the Genius Bar has been especially controversial. Customers looking for technical advice or repairs must now check in with an employee, who types their request into an iPad. Then when a Genius is available, he or she must find the customer wherever they happen to be in the store. Ahrendts was determined to get rid of lineups, but now the stores are often crowded with people waiting for their iPhones to be fixed or batteries swapped out.

The Genius service also lost the human touch. In the past, Geniuses could work on a Mac or iPhone right at the counter, chatting and explaining what they were doing. "The people doing the support now don't have a lot of room to work," this person said. "They often have to take your machine to a back room."

Opinion is divided on the changes Ahrendts made to customer education. For many years, you could pay a \$99 annual fee and schedule one-on-one training sessions with an Apple worker. Ahrendts replaced that with Today at Apple, free group sessions where customers can learn to drum on GarageBand, use an Apple Watch or enjoy a concert. The company said that few people signed up for the previous service but that 18,000 Today at Apple sessions are held each week. Employees say customers complain that the classes proceed only as quickly as the slowest learner and recommend bringing back the one-on-one sessions.

Ahrendts gets credit for accelerating the stores' focus away from Macs and toward mobile devices — a necessary move since iPhones generate most of Apple's revenue. Industry watchers applaud the accessories section, which features pullout drawers containing iPhone cases. The installation of giant video walls marketing products added wow factor.

Employees said the deterioration in the quality of store staff didn't start under Ahrendts but worsened during her tenure. "Employees used to be very skilled," one said. "When you came to Apple, you could walk in and talk to someone who happens to be a musician or videographer on the side, really knowledgeable. They hire really nice people now, but they are much less technical." During the Johnson era, sales associates got three weeks to a month of training; now they get about a week if they're joining an existing store. Geniuses, who according to Glassdoor earn \$22 an hour on average, were trained at Apple's Cupertino, Calif., headquarters. Now they're mostly trained in stores.

Even before Ahrendts' departure was announced in February, Apple began moving away from her strategy. Stickers and poster boards appeared in stores pushing new devices and initiatives—anathema to Ahrendts's less-is-more philosophy. The pricey, special-edition watches were long gone, and Apple had introduced lower-priced handsets such as the iPhone XR.

Her successor will probably borrow from the past, said the former executive. The original Apple stores were broken into sections where, for example, customers could learn how to create music, photo slideshows or home videos on a Mac. This person said O'Brien could potentially create areas to promote Apple Music, Apple News+, the upcoming TV+ video service and iCloud storage. Some employees speculate she'll bring back the original Genius Bar.

Apple's new retail chief recently embarked on a listening tour of the stores, her Instagram feed filling up with happy snaps and shoutouts to employees she encountered in Paris, Hong Kong and Austin, Texas. The rank-and-file mostly welcome her ascension, employees say, because she's a known quantity. O'Brien helped launch Apple stores almost two decades ago, working alongside Jobs, Johnson and Cook. In the early days, she was responsible for getting products on shelves in the Americas.

continued on page 6

Last month, O'Brien opened a new Apple Store at Carnegie Library in Washington, D.C., the company's 505th location and the first to open on her watch. "Deirdre has a deep understanding of the stores," said the former executive. "She's just never been the face of them." Now, for better or worse, she is.

Read the full article at: <https://www.latimes.com/business/technology/la-fi-tn-apple-store-customer-service-20190507-story.html>

One Crayon is Better Than Two Pencils, by podfeet



*Logitech Crayon,
\$70 on Amazon*

When the original iPads Pro came out, I bought the original Apple Pencil. I didn't have any great excuses to get one. I'm not an artist and I don't

even doodle for enjoyment. I bought one anyway because it seemed cool and I thought maybe I'd find a use for it.

When I discovered MyScript Stylus, the third-party keyboard that did on-the-fly character recognition of handwritten text, I finally found a great use for the Apple Pencil. Sadly, the folks at MyScript recently dropped the product. I was sad. I used Pencil for a few things here and there but it wasn't my daily driver for anything.

When the new iPads Pro came out, I bought the 12.9" version and again bought the Apple Pencil. I still had no excuse to buy one, but it was even cooler than the first generation, so I had to get it.

As you probably know, the original Apple Pencil charged via the Lightning connector on original iPads Pro. It looked dorky sticking out of the side of the device to charge, but it got the job done. The new and improved Apple Pencil 2 (as some call it, the number 2 pencil) sticks to the long side of the new iPads Pro with a magnet, and charges when it's stuck to it. A much more elegant solution.

Both generations of Pencil connect to their respective iPads Pro via Bluetooth, and the pairing process isn't too arduous. Starting a charge on either model makes Pencil discoverable and then it's an easy connect.

The original stick-it-in-the-side Pencil was \$99, but the number 2 Pencil is \$129. A steep price just to be one of the cool kids to have one. When I got the new 12.9" iPad Pro, I gave my previous model to my son Kyle and of course, I couldn't use the original Pencil on my new one, so I gave him my old Pencil. Now I only had one Pencil I didn't really need but was fun from time to time.

But then [I managed to justify the purchase of the new iPad mini](#) which took us back in time to the Lightning connector. That meant that the Pencil I gave away to Kyle was the one I needed with the mini. Luckily he hadn't found a use for it either so he was fine with giving it back. So now I have two iPads and two Pencils, and I can't use both Pencils on both devices. Both have to be charged, both have to be paired via Bluetooth. What if there was a better option?

Enter the [Logitech Crayon](#). Crayon was originally introduced for the education community but it's now available for anyone to buy. If you haven't seen the Logitech Crayon, you might be envisioning this big fat cylinder with a fat blunt rubbery tip for a stylus. It's nothing at all like that.

The Logitech Crayon looks more like a [carpenter's pencil](#). My dad used these all the time for sketching his woodworking ideas. The carpenter's pencil has a rounded rectangle cross-section rather than a circle. [According to Wikipedia](#), they're shaped this way so they don't roll away, and because they're easier to grip than a standard pencil, and that the non-round core allows thick or thin lines to be drawn by rotating the pencil. The Logitech Crayon is the same curious shape. Where a carpenter's pencil has a big piece of lead though, the Crayon has a very fine tip.

I have to say that the Crayon is really, really comfortable in the hand, so I can vouch for the easier to grip than a standard pencil argument. Another thing you're probably thinking is that this is a lame stylus like the ones we used to use with rubber tips on them. You might think there's extensive lag and it's difficult to point precisely. And that's not the case either.

According to the Logitech website, Logitech Crayon is built using Apple Pencil technology so you know you're getting the best digital pencil experience available today, giving you access to hundreds of Apple Pencil supported apps instantly. Again, I have to vouch for the Crayon here. The experience of drawing and handwriting with Crayon is identical to the Apple Pencil experience. I sense zero lag and the tip feels smooth and responsive on the screen with very precise pointing.

Now you might wonder why to buy Crayon if it's the same as Pencil (other than the fact that it doesn't roll off your desk). The first reason, and it's compelling, is price. While

Crayon, from page 6

the number 1 and 2 Apple Pencils cost \$99 and \$129 respectively, the [Logitech Crayon comes in at a modest \\$70](#). The second reason Crayon is better than an Apple Pencil is that it can work on multiple iPads. The Logitech Crayon uses Lightning to charge, but not by sticking into the side of the iPad. Instead it's got a *female* Lightning connector under a little orange rubber cap. So any Lightning cable you've got will charge the Crayon.

I mentioned that Apple Pencil requires pairing over Bluetooth, but oddly the Crayon doesn't require any pairing at all. You simply hold down the orange power button on the Crayon for about a second till a green light comes on, and then you can start drawing on *any* iPad made in 2018 or later. No need for a Pro-level device. So not only does the Crayon cost half of what the Apple Pencil costs, you can buy a much less expensive iPad and still get Pencil-like drawing.

Logitech Crayon puts itself to sleep to save battery, so you do have to turn it back on if you haven't used it for 30 minutes. They claim 7.5 hours of writing time but I haven't clocked it yet. I've been playing with it a *lot* and have had to charge it a couple of times in the last week. It takes 30 minutes for a full charge of 7.5 hours, but if you're in a pinch and really need to keep working, a 2-minute charging boost will give you 30 minutes of writing time. I tested that quick charge and it definitely works.

Where Apple Pencil is simplicity itself, a smooth white cylinder with no indicators, the Logitech Crayon has an LED that indicates the power level, whether it's charging and it even turns yellow if it needs a firmware update. What kind of world do we live in where your crayon now needs charging and gets firmware updates?

The Logitech Crayon is missing two features of the Apple Pencil. The first is pressure sensitivity. If you're an artist used to the Cintiq tablets or Apple Pencil, you've gotten used to being able to press harder and lighter on your stylus to increase the width and/or darkness of your brush or pen in your artist's program. Logitech Crayon is not for you.

If you're a more casual user, you'll be glad to know that you *can* change the line thickness in many apps by changing the *tilt* of the Crayon. I tested this out in Apple Notes and it worked quite well with the marker in the app.

The second thing Crayon can't do is respond to gestures. In many drawing apps, with the second generation Apple Pencil, you can double tap the flat side and switch from a pen to an eraser. Other gestures are possible but that's the one that most developers have enabled. I wouldn't lose any sleep over missing this gesture if you get a Crayon instead. I find that double tap gesture to be tricky to reliably execute. I end up rolling the pencil when I try,

or double tapping when I don't mean to. You have to keep your eye on the pen and eraser icons in your app anyway to make sure the gesture went through. For me it's just as easy to reach up and tap the eraser tool and back to the pen instead.

I'm a big fan of the app Notability, which has palm rejection. As Logitech promises, the app when used with the Logitech Crayon does allow me to comfortably rest my palm on the screen while I'm writing and drawing.

The first gen Apple Pencil came with a spare tip for the device, but the number 2 Pencil does not. Logitech sells replacement tips for Crayon, and replacement rubber caps to cover the lightning connector and even tip covers. When I saw the price of the replacement tips, I thought they were overcharging because it costs \$40, but then I saw that it's for a pack of 10. All of the replacement parts are in packs of 10 because they clearly package these for schools where those rotten little kids keep losing things.

Bottom Line

The bottom line is that I think the [Logitech Crayon](#) is an amazing device. I can't believe it costs nearly half of what Pencil costs. I can't believe it works as well as Apple Pencil in precision and lack of latency. I'm delighted that it works across all different iPad models from 2018 and later. Now I only have to carry one stylus with me and I know it will work with whichever iPad I have with me.

I have to say that one Crayon is better than two Pencils.

<https://www.podfeet.com/blog/2019/04/logitech-crayon/>

FaceTime on Mac

FaceTime is an Apple app for making video and audio calls. It can be used one-to-one, or for group calls of up to 32 participants. The SBAMUG Core Group now uses FaceTime for its meetings. It is easy to set up for iPhone or iPad, but to use it on the Mac, you must follow these steps provided by George Wilde: go to System Preferences > iCloud > Account Details > Contact and click the + button to add your iPhone number to the contacts you are reachable at through FaceTime and other iCloud services. At a minimum this list should include your iPhone number and iCloud account email.



**Join, Renew or Give a Gift of a
SBAMUG Membership!**

For only \$35/year you get:

- Monthly meeting program
- Get help from our experts via our Email Group
- Monthly newsletter (We publish 11 issues per year!)
- Use our Wiki
- 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

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)**