How to Make Your Phone Last Longer,
by Eric Ravenscraft

When you buy a new smartphone, how long do you expect it to last? Two years? Maybe three? Despite the sometimes sky-high sticker prices, we tend to replace our smartphones more frequently than any of our other expensive electronic devices. It doesn't have to be this way.

Around the time early smartphones from Apple and Google started to hit shelves in the late 2000s, the traditional model for buying a phone from your carrier worked like this: You would sign up for a two-year contract and in exchange you'd get a free (or very cheap) phone whose cost was built into the price of your monthly payment. Once your two years were up, carriers would lure you back with an "upgrade" that renewed your contract, gave you a new phone and maybe even took the old phone off your hands.

This worked fine for old flip phones, and especially cheaper phones that might not last very long. However, this model came with an unintended side effect. It trained users to expect upgrades every two years.

That proved costly to carriers that couldn't eat the cost of increasingly expensive smartphones. So, they switched to a new model. Around the mid-2010s, carriers started decoupling phone prices from service contracts. Under the new model, you'd pay a set price for your service and a separate monthly price for your phone. Suddenly, it became clear how expensive smartphones really were.

After that transition, phone buyers started to upgrade less often. According to a study by HYLA Mobile, the average trade-in device in 2016 was 2.38 years old. By 2018, that number increased to 2.77. For iPhones, which have gotten rather expensive in recent years, it climbed even higher to 2.92 years old. In other words, since phone prices became more transparent, people have started keeping them longer.

And yet, three years is still a comparatively short life for such an expensive gadget. A $700 laptop might last three to five years, while a $1,000-plus laptop could last several more. So, why don't phones last that long?

Part of the reason may be because it's harder to repair your phone. Many laptops have removable batteries. If the battery won't hold a charge, you can just buy a replacement. Most smartphones, on the other hand, have built-in batteries that are difficult to replace or repair.

October 30 Meeting
Reunion, by Joan King

In 2012 I gave a presentation on Reunion version 10, a genealogy program for the Mac with separate apps for the iPhone/iPod Touch and for the iPad. Today Reunion is up to version 12 on the Mac and there is single app, Reunion Touch, that runs on the iPhone, iPod Touch and iPad. I will show you what you can do with version 12. There are many different charts and reports you can create to share your information with others.

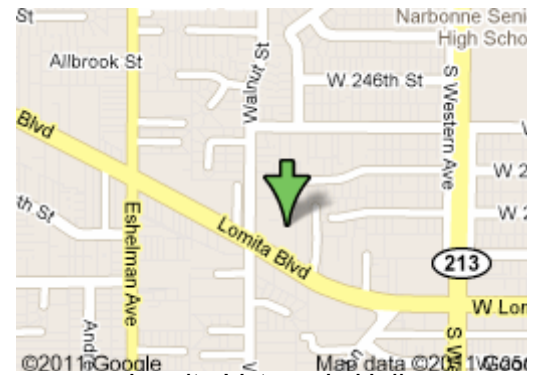Don't miss the meeting! See page 2 for details.

IN THIS ISSUE

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 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.

SBAMUG Monthly Calendar
Oct 30: Reunion (Genealogy)
Dec??: Pizza Party

Other Meetings:
- Tue (6 days after last Wed) - SBAMUG Core Group, 7:30 pm. Join FaceTime SBAMUG community, or email: info@sbamug.com.
- 3rd Thu every other month - InDesign User Group, 7pm at various locations in LA area, laidug.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., .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 – 85 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*:*
Thank You Member Renewals: Nancy Wagoner, Don Myers, Ginger Clark, Karin Petersen

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.

SBAMUG October 2019 Shareware

This is the October shareware article. Six items this month. First three are free, the others are shareware.

Gramps 5.1.1: Free Genealogist program. Lets you research, organize, and share your family genealogy. Handles Gencom import and export. It is a community project. OSX 10.9+ https://gramps-project.org/introduction-WP/

Macs Fan Control 1.5.0.2: Latest version of this utility program to monitor and control the fan speed of your mac. Great if you have a third-party drive lacking a sensor so the fan runs full blast. Mac OS 10.14+ Free https://www.crystalidea.com/macs-fan-control?ref=macupdate

OpenOffice 4.1.7: Multiplatform office productivity suite. Has word processor, spreadsheet, presentation, and drawing programs. OSX 10.7.0+ Free https://www.openoffice.org

PhySyCalc 1.17: Calculator program that works in units. Example given for calculating mileage has an answer in miles per gallon. OSX 10.10+ $3.99 https://www.physyapps.com/

SongBook 3.3.2: A program to manage your song collections complete with lyrics and chords. Handles quite a few instruments. OS 10.8+ $17.99 http://linkesoft.com/songbook/mac

VinylStudio 10.0.2: Program to convert vinyl and tapes to CD, MP3, and other digital formats. Split tracks. Lookup listings on the internet. Sound cleaning filters. Integrates with the iTunes music library automatically. OSX 10.6+ Mac OS $29.95 https://www.alpinesoft.co.uk/

See you at the October meeting.

Jim Pernal PD Editor

Don't Cheap Out on Storage, by Brian X. Chen

In this episode, you get to learn from my mistake. A few years ago, I saw that on online retailer had deeply discounted Apple's iPad Pro with 32 gigabytes of storage. I clicked the Buy button and relished what a great deal this was. A few months later, I regretted it.

After loading a few apps, including a comic book reader and a couple of games, I ran out of space. Now whenever I want to download a new app, I delete one I haven't used in a while - a lousy experience. In hindsight, it was a rookie move: I should have looked for a deal on an iPad with a higher storage tier. Plenty of people have made the same miscalculation and struggle with their storage limits. Nowadays when people buy phones and tablets, I tell them to look at how much data storage they are currently using and go for a tier that offers a bit more than they think they need. For example, if you have used 60 gigs on your current smartphone, when you upgrade go for 128 gigabytes, not 64, betting in the long-term that you will need more. (This is also important for performance: Your device runs faster if you have lots of extra space remaining.) More storage will cost more, but you won't regret the purchase.

Snag-it

Dave Nathanson (Mac Medix) recently bought Snag-it for Mac, a screen capture tool that is awesome for screenshots of all types, including video, and even scrolling screen photos of web pages that are too big to see all at once! So awesome! https://www.techsmith.com/tutorial-snagit-panoramic-capture.html

Also great for quickly editing your screenshots to add circles & arrows, etc. And also can grab text from photos via OCR. Handy!

$50 but sometimes there are deals. Also know that if you put Snag-it in your shopping cart then ignore it, they will email you with a 10% discount in a day or two.

LinkedIn Learning, by Pete Myers

I just finished reading *The Enthusiast's Guide to iPhone Photography*, by Sean Duggan. It covers "63 principles you need to know". As you can imagine, this is an awful lot of information to absorb. I was thinking that it would be useful if at least some of it were available in video form. Then I noticed that the author has contributed a series of video courses to Lynda (lynda.com), now LinkedIn Learning. (Lynda was recently acquired by LinkedIn). Course titles include

- Shooting composite photos
- Google photos
- Landscape photography
- iPhone and iPad photography

This problem gained publicity in 2018 when users discovered that Apple was slowing down phones as their batteries got older to prevent them from accidentally shutting down. A simple battery replacement would keep a phone working smoothly and extend its life, but many users didn't know that. Once the intentional slowdown was revealed, Apple temporarily dropped the price of its battery-replacement program. The result was so popular that it caused a decline in demand for newer iPhone models. It turns out if you can spend $30 to speed up and give new life to your old iPhone, you're less likely to spend $1,000 on a new one. Apple's "Batterygate" was a turning point for consumers. It's now mainstream knowledge that a simple battery swap can extend your phone's life.

Simple repairs will add years of life to your phone

Depending on what phone you have, you may be able to repair it on your own. iFixit breaks down the most popular phones and gives a repairability score. Whether you repair it yourself or take it to a service center, there are a few common parts that can make your phone last longer.

Replacing your phone's battery will get you more mileage than any other repair. Most manufacturers' batteries last about two years before serious degradation. If you've held onto a phone for a couple of years, it may not hold a charge the way it used to. The more you charge and deplete batteries, the more they degrade. An iPhone retains up to 80 percent of its original capacity after 500 complete cycles. So if you charge your phone every night, and drain it during the day, that's a complete cycle. So you're looking at 80 percent of your new battery a year and a half to two years in. Replacing the battery gives you another 500 cycles or so, which can extend the life of your phone another couple of years. Apple will replace an out-of-warranty battery for $50 to $70, which is considerably less than the cost of replacing your phone.

The screen is another repairable feature. Even if you use a case, dropping your phone can crack or shatter the screen. The screen is usually one of the most expensive components, so even if you do the repair yourself, it can still be costly (but still cheaper than buying a new phone).

Screen repair kits come with everything you need to fix a cracked display, including the screen and the digitizer — the part that detects where you tap your finger — and most include the tools you'll need for the replacement. Most popular phones have many kits you can buy online. In some cases, you may be able to replace just the glass, which can be a lot cheaper.

Depending on the model, Apple charges as much as $330 for a screen replacement if you don't have AppleCare+, the company's extended service plan.You can save a lot of money if you fix the screen yourself, but the process can be difficult. The good news is that as long as you don't break it again, your screen and glass should work far longer than any phone manufacturer will support your phone.

There are also minor things you can do to keep your phone working. Always clean your charging port out with some fine tweezers or a port cleaning tool before going through the trouble to swap the port itself — it can save so much hassle!

You can also save a phone that got wet as long as you don't try to turn it on. "While rice doesn't cut it," she said, "pros can help you out with an ultrasonic bath that can save your phone."

It's O.K. to D.I.Y. or get someone else to do it

Smartphones are tightly engineered to fit as many components into as little space as possible. This often leads manufacturers to prioritize saving space over easy access for repairs. If you want to repair your phone, the potentially cheapest way is to do the repair yourself. Sites like iFixit have detailed guides that walk you through every step of opening most phones for common repairs. You may need special tools like suction cups, plastic picks or specialty screwdriver bits (like Apple's notorious pentalobe screw). Some phones are more difficult to open than others, so be sure to research your phone model before you buy tools or parts

A more expensive but safer option is to get a repair directly from the manufacturer or an authorized service center. Unauthorized repairs, done by a computer shop or even a friend, can save you money, but manufacturers often try to penalize you if you go that route. Some manufacturers include controversial "warranty seal" stickers that they use to claim the warranty as void if they've been broken or removed. The Federal Trade Commission reminded companies in 2018 that this practice is illegal. Similarly, in 2017, leaked documents revealed that Apple would refuse service for any issue if it found a third-party battery while performing a repair. The company recently reversed this policy, but will still refuse repairs if it finds other third-party components, like logic boards or microphones.

Read the full article at https://nytimes.com/2019/09/10/smarter-living/how-to-make-your-phone -last -longer.html?

Make Your Own Animated Movies Frame by Frame, by J. D. Biersdorfer

Stop-motion animation is a great way to bring toys and other objects to life — and learn the basics of filmmaking. It has been around since the 1800s and still flourishes in the works of studios like Aardman Animations, the force behind "Wallace & Gromit" and other creations. With stop motion, you make an inanimate object "move" by snapping a photo and then stopping to subtly adjust the object's position before taking the next shot. When enough photos of these gradual movements are captured, you run

them together as a video that shows the object seeming to propel itself.

Creating a stop-motion clip can be a great way to jazz up a presentation, dabble in moviemaking basics or keep the children busy with a time-consuming project. All you need is something to animate — paper cutouts, Lego figures or other toys, for example — along with a camera, the right app and patience. Here's how to get rolling.

Step 1: Get With the Program

To get started, decide on which app you'd like to use. If you plan on using your smartphone camera, there are many options. Stop Motion Studio Pro for Android, iOS, Mac and Windows ($2 to $10 depending on the system) is a popular option. It has a huge collection of editing features, including a tool to add facial expressions to Lego people. A free version, Stop Motion Studio, is available for Android and iOS, but it does not offer as many audio and visual effects, or the ability to record higher-resolution video, unless you pay through in-app purchases. Alternative apps include PicPac for Android and iMotion for iOS (both free, with in-app purchases) and the child-friendly I Can Animate for Android, iOS, Mac and Windows (a free "lite" edition and pay versions starting around $3). But again, some features cost extra, like the ability to drop in a new background if you record in front of a blue or green screen.For those who prefer working on a computer, other programs, like Dragonframe for Windows, Mac and Linux (around $300 for the full version) and iKITMovie for Windows (prices start at $69), are available, each with free trial versions. Just keep in mind that with those programs, you will need to move your photos from a camera to the computer, instead of doing it all on your smartphone or tablet.

Step 2: Plot Your Shots

Stop-motion animation takes time and effort, so you unless you're just messing around, you might want to sketch out your scenes before you begin. If a cheap notebook and pencil seem too rustic, plenty of digital tools can help you visualize your future film, including storyboard and drawing apps, or even a stylus-friendly free notes app.As you plan your movie, consider some basic questions: Who are your characters, and how will they move? What is the course of the action? Do you have proper lighting and the right background for your scene? If you need inspiration, you can find the storyboards of famous films to study with a quick web search.

Step 3: Steady Your Camera

The objects you're animating are the only things that should be moving in your stop-motion production. Keeping the camera steady is essential. A small tabletop tripod for your camera or smartphone can cost as little as $5 online and also keeps your hands free.Depending on the app and device you're using, you may be able to snap the shutter remotely, which minimizes the potential for accidentally knocking the camera around. A Bluetooth

remote (like the $8 CamKix remote for smartphones) is one option. Gear you may already have — like an Apple Watch or the volume buttons on corded iPhone earbuds — might also trip the shutter in some apps.

Step 4. Make Your Moves

When you have your camera, background and lighting set, start animating. Take a photo, then carefully adjust the object you're using, and then take the next picture. For passably smooth action, you generally need to take 10 to 12 photos for each second of finished video. Some apps like Stop Motion Studio Pro include an on-screen grid for positioning and an "onion skin" layer that shows the placement between frames so you can better gauge how far to move the figure in the next shot. Keep taking photos until you have captured all the movement you need for your scene.

Step 5: Wrap It Up

If your stop-motion app includes a suite of multimedia effects and editing functions, you can fine-tune the final version of your masterpiece right there. If your chosen app doesn't offer such bells and whistles, export your stop-motion clips and import them into a regular video-editing tool like iMovie, Kinemaster or Microsoft's Photos app for Windows 10.Once you've edited scenes, added music, titles (and most importantly, the credits), export your production and share it with friends, family and the internet. And if you had fun, start planning your sequel.

Read the full article at nytimes.com/2019/08/07/ technology/personaltech/make-your-own-animated-movies-frame-by-frame.html?

Lynda/LinkedIn Learning is a series of video courses, mainly on tech subjects like software development, web development, graphic design, and photography. The courses vary in length from a few minutes to several hours. A subscription is $30 per month, but courses are available free via membership at the Palos Verdes library (pvld.org) and, I assume, at other local libraries. If your library does not subscribe, you can get a free one month trial.

Take and Edit Live Photos

Capture photos that come alive when you touch them. Then you can pick a different key photo, add a fun effect, edit your Live Photo, and share with your family and friends.

With Live Photos, your iPhone records what happens 1.5 seconds before and after you take a picture. What you get is more than a great photo; it's a moment captured with movement and sound. You take a Live Photo just like you do a traditional photo.

How to take a Live Photo

1. Open the Camera app.
2. Make sure that your Camera is set to photo mode and that Live Photos is turned on. When it's on, you see the Live Photo button at the top of your Camera.
3. Hold your device* still.
4. Tap the shutter button .

Live Photos is on by default. If you want to take a still image instead, tap the Live Photos button to turn off Live Photos. You can preserve your Camera settings so that Live Photos is always on or off. Go to Settings > Camera > Preserve Settings.

How to find and play your Live Photos

Open the Photos app.

Go to the Photos tab.

Tap the Live Photo.

Firmly press the screen and hold.

You can enjoy your Live Photo every time you unlock your device too. Just set it as your Lock screen wallpaper.

How to change the key photo

1. Open the Live Photo.
2. Tap Edit.
3. Move the slider to change the frame.
4. Release your finger, then tap Make Key Photo.
5. Tap Done.

You can also toggle the Live Photo effect off when you tap Edit, then tap the Live Photos button . If you change your mind, just tap the Live Photos button again in Edit.

How to add Live Photo effects

Open the Live Photo.

Swipe up until you see Effects.

Choose Loop, Bounce, or Long Exposure.

Loop: Turn a Live Photo you love into a video loop. Choose an image yourself, or look in the For You tab to see photos that would make great loops.

Bounce: Make your Live Photo rock back and forth. Watch your Live Photo as it happened, then it instantly plays in reverse.

Long Exposure: Capture the elements of time and movement. Create a beautiful effect that used to be possible only with a DSLR camera. Fireworks become bright streaks across the night sky. A waterfall becomes a magical blur.

How to edit Live Photos

1. Open the Photos app and tap the Photos tab.
2. Tap the Live Photo that you want to edit.
3. Tap Edit, then make your adjustments.
4. When you're finished, tap Done.

If you edit your Live Photo in a third-party app, you might lose any Live Photo effects that you've applied.

How to share your Live Photos

1. Open the photo that you want to share, then tap the Share button .
2. If you want to share the still photo and not the Live Photo, tap Live in the upper-left corner.
3. Choose how you want to share your photo. Note that if you share via Mail, the Live Photo is sent as a still image.

When you receive a Live Photo on your iPhone, iPad, or iPod touch via Messages, tap the photo to open it, then firmly press and hold to see it come to life.

If you're using Messages on your Mac, double-click the Live Photo to open it. The Live Photo plays through once. To play it again, click the LIVE button in the bottom-left corner of the photo.

https://support.apple.com/en-us/HT207310

iPhone 11 Review, by Brian X. Chen

We are now living in the golden age of smartphones, when the gadgets' improvements each year are far from seismic. Devices that debuted three years ago remain zippy and more than capable. Those with the iPhone 7 from 2016, for example, still have a very good phone with a stellar camera and fast speeds. So now is the moment to ask: Do we really need to upgrade our iPhones every two years?

Based on my tests of the iPhone 11, 11 Pro and 11 Pro Max, the answer is no. Don't get me wrong: The newest models are nice. Apple has made them speedier, improved the cameras and lengthened their battery life. The new lineup also starts at a lower price of $700, down from $750 a year ago, which is a relief in an era of skyrocketing smartphone costs.

But none of this is enough to warrant an immediate upgrade if you have had your smartphone for only two years. The latest iPhones just aren't a big leap forward from last year's iPhones or even the iPhone X from 2017.

So here's what I ultimately suggest: You should definitely upgrade if your current device is at least five years old. The iPhone 11 models are all a significant step up from those introduced in 2014. But for everyone else with smartphones from 2015 or later, there is no rush to buy. Instead, there is more mileage and value to be had out of the excellent smartphone you already own.

I tested the new iPhones for a week, starting with the $700 entry-level iPhone 11 with a 6.1-inch display, which I used as my primary phone for three days. Then I switched to the iPhone 11 Pro, the $1,000 model with a 5.8-inch screen, for two days. And then finally the iPhone 11 Pro Max, the $1,100 model with a jumbo 6.5-inch screen, for another two days.

Then I compared the results with my notes and photos from testing the iPhone X in 2017. What I found was that the iPhone 11 was better, but not profoundly so.

- All the iPhone 11 models have a new ultra-wide-angle lens in their cameras, which provides a wider field of view than traditional phone cameras. This makes them handy for shooting landscapes or large group gatherings. The iPhone X lacks the ultra-wide-angle lens, but its dual-lens camera is capable of shooting portrait-mode photos, which puts the picture's main subject in sharp focus while softly blurring the background.

- The newest iPhones all have the same computing processor, A13 Bionic, which is about 50 percent faster than the iPhone X. While that may sound significant, the iPhone X is already incredibly fast at shooting photos and running apps and games.

- The new iPhones all have longer battery life. Even after a day of heavy use, which included taking phone calls, using maps and shooting lots of photos, each iPhone had lots of juice remaining — at least 30 percent — by bedtime. After similar tests with an iPhone X two years ago, the battery had about 15 percent left by bedtime.

- The back of the Pro models is composed of a rugged glass that makes them scratch-resistant.

- The Pro models have OLED displays that are slightly brighter than the screen on the iPhone

- The telephoto lens on the iPhone 11 Pro is exceptional and the new iPhones also have a new mode for shooting photos in low light. Once the camera detects that a setting is very dark, it automatically captures multiple pictures and then fuses them together while making adjustments to colors and contrast. The result was that photos taken in low light without flash look brighter, in a natural way.

When should I upgrade then?

The simplest place to start is software. Apple's newest mobile operating system, iOS 13, will work only on iPhones from 2015 (the iPhone 6S) and later. So if you have an iPhone that is older than that, it is worth upgrading because once you can no longer update the operating system, some of your apps may stop working properly.

For those with younger iPhones, there are ways to get more mileage out of your current device. While the newest iPhones have superb battery life — several hours longer than the last generation — a fresh battery in your existing gadget costs only $50 to $70 and will greatly extend its life. If you have the iPhone 6S from 2015 and the iPhone 7 from 2016, the iPhone 11s are speedier, with camera improvements and bigger displays. That makes an upgrade nice to have but not a must-have.But if you spent $1,000 on an iPhone X two years ago, then hold off. The iPhone 11s just aren't enough of an innovation leap to warrant $700-plus on a new smartphone.

If you wait another year or two, you will most likely be rewarded with that jump forward. That might be an iPhone that works with fast 5G cellular networks, or a smartphone that can wirelessly charge an Apple Watch.

Patience has its benefits — and so will breaking free of the iPhone's automatic two-year upgrade cycle.

Read the full article at nytimes.com/2019/09/17/technology/personaltech/iphone-11-review.html

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For only $35/year you get:
- Monthly meeting program
- Get help from our experts via our Email Group
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- Use our Wiki
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- 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

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

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What are your computer interests?

_____

Devices you use most:_____

Current level of Mac expertise

_____ Beginner   _____ Intermediate   _____ Advanced

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

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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)***