

Website: <http://www.miniapples.org>

Email: [info@miniapples.org](mailto:info@miniapples.org)

From the Editor:

As I sit putting this newsletter together, it is snowing outside. Everything looks nice and white and clean but there is a restlessness smoldering under that quiet mono-color landscape that wants to leap out and spring, or Spring to life and blossom. But the likes of Punxsutawney Phil and our local meteorologists have decreed that it shall not be so. Apple has released several upgrades to their software, among them are Safari 6.0.4, HP Printer Software Update 2.14 and iPhoto Update 9.4.3. Enjoy Spring this year even if it isn't on a Saturday.

*Tom Ostertag, Publications Director*

### Meeting Calendar

This information was compiled as this newsletter was being assembled and is subject to change. As always, confirm the Special Interest Group (SIG) date, time, and location with the SIG Leader or the mini'app'les website: [www.miniapples.org](http://www.miniapples.org).

Meeting Calendar – May 2013			
Tuesday	May 7	7:00 pm	Mac OSX SIG
Wednesday	May 8	7:00 pm	VectorWorks SIG*
Monday	May 13	6:30 pm	Mac Q&A SIG
Thursday	May 16	7:00 am	Mac Consultants SIG
Tuesday	May 21	7:00 pm	iOS SIG
Thursday	May 23	6:30 pm	FileMaker Pro SIG

### Meeting Locations and Leaders

Meeting	Location	Leader
Mac OSX SIG	Ridgedale Library, 12601 Ridgedale Dr., Minnetonka ( <a href="#">map</a> )	Bob Demeules, 763-559-1124
VectorWorks SIG*	CJR Office, 4441 Claremore Dr., Edina	Charles Radloff, 952-941-1667
Mac Q&A SIG	TEAM Technology, 8484 Tamarack Bay, Woodbury ( <a href="#">map</a> )	Harry Lienke, <a href="mailto:qasig@miniapples.org">qasig@miniapples.org</a>
Mac Consultants SIG	Good Day Cafe, 5410 Wayzata Blvd., Golden Valley ( <a href="#">map</a> )	Bob Demeules, 763-559-1124
iOS SIG	Hack Factory, 3119 E. 26th St, Mpls ( <a href="#">map</a> )	Tim Drenk, 952-479-0891
FileMaker Pro SIG	Erik's Bike Shop Corporate, 9201 Penn Ave S. #1, Bloomington ( <a href="#">map</a> )	Steve Wilmes, 651-458-1513

\* This SIG is NOT sponsored by mini'app'les; the listing is provided as a service to members.

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### **mini'app'les Directors Meeting Minutes • 8 April 2013**

*by Joel Gerdeen*

**In attendance:** Tim Drenk, Jeff Berg, Joel Gerdeen, Bob Demeules, Tom Ostertag and Bruce Thompson

**Absent:** Mike Bertrand and Kevin Stryzik

**Other Attendees:** None

**Agenda:** See Directors' Reports and Old and New Business below.

**Minutes:** The minutes for the March 2 Annual meeting were approved electronically and distributed through email on March 24.

#### **Directors' Reports**

**President Tim Drenk report:** Reviewed agenda and led discussions below.

**Treasurer Bob Demeules report:** A written report was distributed by email prior to the meeting and discussed. All bills are paid.

**Vice President Jeff Berg report:** We had a disappointing attendance at annual meeting last month. Friendship village paid for refreshments and hosted the meeting so there was zero cost to the group.

We need to work on new member recruiting.

**Secretary Joel Gerdeen's report:** Distribution of BOD minutes through email is working fine. Reports

are no longer posted on Forumer web site which was decommissioned in March.

**Publications Director Tom Ostertag's report:** Tom has agreed to continue producing a newsletter through June when we expect to eliminate it. (See by-laws below.) Newsletters are online through the miniapples.org website. We discussed scanning all old newsletters which Bruce has stored for the group.

**SIG Director Kevin Stryzik's report:** Absent.

**Membership Director's report:** Bob Demeules has taken over the membership responsibilities since Mike Bertrand has resigned. Bob has migrated the membership database to v12 of Filemaker. Currently have about 74 members. We have caught up with membership renewal notices and will extend membership from renewal form return date, not their original expiration date. We have had 39 membership renewals so far this year, 26 by check and 13 by PayPal.

**Past President Bruce Thompson's report:** Bruce is looking for someone else to take over responsibility of the post office box.

#### **Old Business**

Website and communication changes – Changed hosting company to DreamHost. New emails have been set up for officers and SIG leaders.

[Miniapples@mac.com](mailto:Miniapples@mac.com) will no longer be used. Further email to members will elaborate on changes.

## New Business

**Election** - Ballots are due by April 27. The review committee consists of George and David at Friendship Village. Note that there is no candidate for the Membership Director position so if you are interested, write in your name and you may be elected. The Publications position is still on the ballot but is being eliminated if the by-law changes discussed below are passed.

**By-Laws** - The group by-laws were reviewed during the meetings. Major changes are related to a reduction in officers and elimination of a mailed newsletter. The Publications and Special Interest Group Directors positions are being eliminated. The responsibilities of these positions have been moved to other directors. All references to a newsletter are replaced with publication which may be by email or the website. There are other changes that come from the above plus some general streamlining of operations. Note that we have to wait until the results of the election before the proposed by-laws can be voted on.

**Next meeting:** Scheduled for June 17th at 7pm. All club members are welcome to attend.

The meeting ended at 8:50pm

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## Q&A SIG Meeting • 8 April 2013

by [Harry Lienke](#)

The mini'app'les Question and Answer Special Interest Group (Q&A SIG) met at the Wentworth Library in West St. Paul on April 8, the second Monday of the month.

I started the meeting by showing the TEAM Technology newsletter; it offered a 50% discount on labor charges for folks upgrading their computer's hard drive to a larger



capacity or, perhaps, to the speed of a solid-state storage unit, or upgrading their Mac's system memory; the discount is available through the end of April. TEAM's newsletter also encouraged everyone to bring in their old electronics for free recycling. As usual, TEAM also has a schedule of informative seminars available at no cost.

A couple of questions came pouring in since the last meeting and we tried to answer those questions first.

In the first question, someone wondered what benefits Private Browsing provided if one was surfing the Internet using a public wi-fi network and/or a public computer. To start, we accessed Apple's Knowledge Base to learn the benefits of Private Browsing (<http://support.apple.com/kb/PH11882>). When Private Browsing is enabled in Safari, webpages are not added to the history list, the names of downloads are removed from the Downloads window, AutoFill information isn't saved, and searches are not added to the address and search field's pop-up menu. Bookmarks, Reading List, and windows and tabs aren't stored in iCloud. Websites can't modify information stored on your computer, so services normally available at such sites may work differently until Private Browsing is turned off. Any changes made to cookies are discarded when you turn off Private Browsing. Plug-ins that support Private Browsing also stop storing cookies and other tracking information. The impact of Private Browsing is that your journey across the Internet cannot be followed either by the trackers hidden in websites or by others who use the computer after you. There are, however, some other trackers you need to watch out for. If the public wi-fi network you are using does not require a user name and password (i.e., does not use WPA2 protocol), all the data you send through the router can be intercepted by plug-ins similar to the Firesheep plug-in for Firefox (see [https://www.computerworld.com/s/article/9193201/How\\_to\\_protect\\_against\\_Firesheep\\_attacks](https://www.computerworld.com/s/article/9193201/How_to_protect_against_Firesheep_attacks)); this plug-in allows a bad guy to capture the cookies websites send to you to show you have signed on to the website. Once the bad guy has your cookie, they can do anything on that website you would normally do. If the wi-fi network requires a user name and

password to sign on to an encrypted (WPA2) network, your data is protected and there is little danger that anyone can capture it and decrypt it. Alternately, you can use a Virtual Private Network (VPN) to protect your valuable data; a VPN such as Hotspot Shield creates a pathway that encrypts your data locally, so again, you are protected from the bad guy. The other tracker you need to beware of is the one who puts a key capture application in that public computer; this person knows every key you entered when you signed onto and traversed the Internet so you should never access any personal data when utilizing a public computer.

The second question dealt with disappearing iCal data. Information that had been loaded into an iPhone and transferred through iCloud to an iMac showed up on the equipment and then vanished. Through some Undo magic, the data was made to re-appear but disappeared again quickly. Time Machine was no help in resurrecting the data. We were not able to help determine why the data acted the way it did. Through the magic of Apple's Knowledge Base (<http://support.apple.com/kb/PH10941>) we were able to identify the folder in which iCal stores the calendar data locally (~/.Library/Calendars/); restoring this folder in Time Machine might have recovered the disappearing data. It was suggested that in the future, iCal/Calendar archives (File > Export > Calendar Archive) be established to provide better back-up for the calendar data. If it appears that some data may be corrupt, it may be necessary to re-synchronize the hardware with iCloud by turning off the wi-fi connections, clearing the data on the hardware, and then re-enabling wi-fi and allowing the iCloud data to be down-loaded again.

One attendee reported having great difficulty getting USB3 connections to work properly with Apple equipment, even with guidance from Apple over the phone and at Genius Bars. Even though the equipment works perfectly with PCs, it fails when connected to a Mac.

We talked about the Yontoo malware which began appearing in March. One can detect it either with the

Installed Plug-ins feature of Safari's Help (Safari > Help > Installed Plug-ins) or with Safari Preferences' Extensions list (Safari > Preferences > Extensions). If a Yontoo plug-in is present, it should be removed from the folders at Macintosh HD > Library > Internet Plug-Ins and Macintosh HD > Users > username > Library > Internet Plug-Ins. It was also pointed out that Apple has updated its XProtect software to detect this malware in downloads and issue a warning message if it is found.

The next meeting will be held at TEAM Technology in Woodbury (8484 Tamarack Bay) on May 13. Our meeting will be held after business hours are over, but there will be folks available to answer questions for us. The meeting will start at 6:30 pm as usual and last until about 8:00 pm. PieSIG will be held at the Perkins Restaurant near Valley Creek Road and I-494.

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## iOS SIG • 16 April 2013

by [Tom Ostertag](#)

I took some sketchy outline notes from the meeting and have fleshed them out a bit here. Bob Demeules was the moderator of the meeting. Several topics were on the agenda for the iOS SIG meeting at the Hack Factory.

The first was an app that allowed control of the household thermostat from an iOS device. It showed energy usage and how much energy was saved by using the app.

The Comcast Speed Upgrade: Comcast is advertising that their speeds will double but it requires a DOCSIS 3.0 Modem. The new modem has 4 Ethernet Ports, WiFi and double Network Address Translation (NAT). The speed increase depends on a number of things, among them the distance to the server.



The third topic is the eminent demise of Google Reader, an RSS/Atom reader that allows the user to flag links on any browser on one computer or iDevice and then access the flagged list on any other device or computer. (RSS = Rich Site Summary or Really Simple Syndication) The reader summarizes the content of sites; it's good for blogs, etc. The RSS protocol was frozen at version 2.0 (1999) and was based on XML.

RSS was available on Mac in the past:

- Safari 2-5
- Mail 10-5 10-6
- Google Reeder (2005)

Google Reader was free with gmail through any browser. It syncs feeds & read status across multiple devices. Google Reader discontinued 1 July 2013.

Application types:

- RSS/Atom Only
- Google Reader only
- Both

This would be a great opportunity for iOS/Mac with iCloud to provided the sync application.

Replacement Applications:

- NetNews Wire <basic>
- Reeder - Mac
- FeedReader - iOS
- Feedly - newspaper metaphor
- Social
- NewsRack
- Cappuccino
- Taptu
- Zite - iOS removes duplicates \* RSS Like

Other Options

- Safari plug-in RSS Menu 1.8.5
- Replace Google Reader With a Star Wars RSS Crawl

There are instructions available on the Google Reader site to download your subscription data so you have the flexibility of switching to another RSS reader at any time in the future. Google offers a direct method through its data portability site,

[Google Takeout](#). Visit the site, login if prompted, and click the Choose Services button. From the list of buttons that appears, click Reader and then click Create Archive. The export is compiled as a downloadable Zip file. Inside are several JSON files with various metadata, but most important is the file called subscriptions.xml. that can them be imported into another reader program such as those listed above.

Pie SIG was at Perkins on Franklin Ave.

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## FlippedBITS: IMAP Misconceptions

by [Joe Kissell](#)

In today's installment of FlippedBITS, I want to examine a handful of common misconceptions about IMAP, a familiar protocol for retrieving email from a server. IMAP stands for... well, thereby hangs the first tale. IMAP's inventor, Mark Crispin (who, sadly, died in December 2012), called the first version of his creation Interim Mail Access Protocol. Versions 2, 3, and 2bis were referred to as Interactive Mail Access Protocol, and version 4 — what's in use today — is officially Internet Message Access Protocol. Although many Web sites claim that the acronym once stood for Internet Mail Access Protocol, I have found no credible references to back up that claim.

By whatever name, IMAP has always been a means by which email clients can talk to email servers. That puts it in the company of POP (Post Office Protocol) and Microsoft's MAPI (Message Application Programming Interface). Almost every modern email client — including Apple Mail, Thunderbird, Microsoft Outlook, and dozens of others — supports IMAP as a means of retrieving email. You may very well have been using it for years without even knowing it — iCloud and its predecessors MobileMe, .Mac, and iTools have always defaulted to IMAP for email access.

**New Kid on the Block** -- The first thing I want to clear up is the persistent notion that IMAP is some sort of newfangled email system, a regular Johnny-

come-lately compared to the ancient and revered POP method. Yes, POP has been around quite a while — it was invented in 1984. IMAP came along in 1986. (For perspective, Apple’s Macintosh System Software 5 — the first one to include MultiFinder — was released in 1988.) Both protocols subsequently underwent numerous revisions, but in any case, it’s a bit silly to consider POP “traditional” and IMAP “new.”

Now, it’s true that in the early days, email clients and servers alike were more likely to support POP than IMAP (and even today, IMAP support isn’t universal). So, many of us who have been using the Internet for a long time became accustomed to POP — and a surprising number of people still use POP, often out of habit more than necessity. (I’ll return later to whether that’s a good idea.) But IMAP has been a viable option for decades.

**Are You Being Served?** -- The usual way people explain the difference between POP and IMAP is to say that with POP, all messages are downloaded from the server to your email client, whereas with IMAP, messages are stored on the server. That’s sort of true-ish, but it’s unfairly misleading in both cases. With POP, you *can* leave messages on the server if you want to, and with IMAP, you *can* download all your messages and store them locally. The simplified “IMAP-means-stored-on-the-server” explanation has led countless people to assume that you can use IMAP only when you have an active Internet connection. But that isn’t the case. For as long as I’ve been using IMAP, I’ve maintained local copies of every single message in my accounts, and have never had trouble reading, searching, filing, or otherwise managing my messages when offline.

The best way to think about IMAP is that the server holds the master copy of every message. Whenever an IMAP client connects to the server, it can synchronize changes bidirectionally — for example, new messages in the Inbox download to the client; changes made in the client while it was offline upload to the server, updating the master records. But the exact behavior is determined by the design of the client and settings chosen by each user. By

default, Apple Mail (like most other modern email clients) keeps all your messages in sync between client and server. But if you prefer, you can configure your client not to cache messages for offline viewing, to cache only some messages, or to cache the text of messages but not any attachments.

I should add that even though the server stores all your email messages, this in no way prevents you from deleting messages. Although, again, the exact behavior varies according to your client and your settings, when you delete a message locally, your client normally tells the server to delete its copy too.

**I’ll File Away** -- Another prominent difference between POP and IMAP is that IMAP lets you define mailboxes (that is, folders for email messages) that are stored on the server and (in most cases) synced with your email client. In general, the effect is that no matter which IMAP client you use, on which platform, it will always reflect the same set of mailboxes with the same contents; you’ll never have to worry that you might have filed a certain message on the wrong computer.

With POP, there’s no such thing as server-based mailboxes, just an Inbox, so any filing you do must, by definition, be done in the client. However, with IMAP, even though server-side mailboxes are supported (and quite handy), if you prefer to store some or all of your messages in local mailboxes, nothing’s stopping you. In fact, if your IMAP provider imposes a storage quota, you may want to move messages from server-based mailboxes into local mailboxes from time to time in order to free up space on the server.

**The Same Thing, Only Different** -- I’ve heard it said that if you configure your POP client to keep all messages on the server — that is, not to delete them after they’re downloaded — then POP becomes so similar to IMAP that you probably won’t be able to tell the difference. But that’s very far from the truth.

Apart from the lack of server-based mailboxes (which, of course, you’re not *obligated* to use in IMAP), leaving messages on a POP server is much different from leaving messages on an IMAP server. Crucially, IMAP servers keep track of which

messages you've read, replied to, and forwarded. So, suppose I connect to a POP account that has 15 messages in the Inbox. I download and read them, but leave them on the server. Now I go to a different client or computer and connect to the same POP account. The same 15 messages will download again (along with any that have arrived in the meantime), with no indication of which ones I've already read. By contrast, if I do the same thing with a pair of IMAP clients, each one will show me the same thing — these messages have been read, those haven't; this one has been replied to; that one was forwarded; and so on. This makes it much easier to switch among clients — something that becomes increasingly important as more of us have not only multiple computers but also smartphones, tablets, and other Internet-connected gadgets.

Speaking of multiple clients, you should be aware that POP permits only one connection at a time per account, while IMAP has no such limit. So, although your three Macs, two iPads, Windows PC, and iPhone can all maintain live connections to an IMAP account, they're forced to take turns with a POP account.

**All of a Piece** -- But now, let me turn that around and address another misconception, that all IMAP servers are created (more or less) equal. Would that it were so, but no. IMAP servers are as frustratingly different from each other as clients are. It all comes down to three words: specification, implementation, and configuration.

The IMAP specification, as I mentioned earlier, has undergone a number of revisions. In addition, it supports the use of optional extensions to provide extra features. When it comes time to implement the specification, one developer might use an older version of the spec, or interpret part of it in an idiosyncratic way, or choose to include or omit various extensions for one reason or another — while the next developer might make entirely different choices. And some developers might decide that the standard IMAP approach doesn't meet their needs, so they leave things out, slap extra things on, and rejigger other things so they work in surprising

ways. (This happens more often than I'd like to admit, although Gmail's flavor of IMAP is arguably the least IMAP-like, which is not surprising since it was an afterthought rather than a part of the original Gmail design.) Moreover, IMAP servers have a variety of settings a system administrator can configure, just as IMAP clients have user-configurable preferences. All these variables can make any IMAP client/server pair behave much differently from any other.

I can't tell you how many times I've had to say things like, "Yes, your IMAP server supports subscribing to specific mailboxes, and so does Outlook, but Apple Mail doesn't," or "Apple Mail supports IMAP IDLE (see "[How Apple Mail May Be Anything but IDLE when Pushing Email](#)," 22 October 2012) but your IMAP server doesn't," or "Gmail's idea of archiving bears only the remotest resemblance to Apple's idea of archiving." One especially troublesome area is the way various IMAP servers and clients handle deleting messages — a messy topic I address somewhat in my books about Apple Mail ("[Take Control of Apple Mail in Mountain Lion](#)" and "[Take Control of Mail on the iPad, iPhone, and iPod touch](#)") but won't delve into further here.

**POP on over to IMAP** -- Notwithstanding the several quirks and annoyances of certain IMAP implementations, my fondness for IMAP is right up there with my fondness for chocolate. (That's *way* up there, in case you were wondering.) Let me summarize the advantages of IMAP over POP:

- The server keeps a master copy of all your data (including mailboxes and message metadata such as read or replied). So you'll see the same thing with any client on any platform.
- You can connect to an IMAP account from multiple clients at the same time.
- If your client supports it, you can have it download only message headers, with full message bodies on demand.
- You can ask your client to search for messages on the server, even if they haven't been

downloaded. (The iOS version of Mail supports this, but the Mac version doesn't.)

The oft-heard objection to IMAP that it takes away one's control is a myth. As long as you have your client configured to cache a local copy of all messages and to delete messages on the server when you delete them locally, you maintain just as much control over your email as you do with POP. Most of the old assumptions that led users to favor POP — such as the expectation that a person will use a single computer for email most of the time, and the belief that online storage is expensive — are no longer valid in today's world.

Are there still legitimate reasons to use POP? Sure. For one thing, it's less chatty than IMAP, so it tends to be better in low-bandwidth situations, especially when lots of users are connecting to an underpowered server. (Having said that, mobile IMAP clients typically manage to do a great job even over slow cellular connections, but that assumes optimization of both client and server for that purpose.) Also, most providers cap each user's IMAP storage quota, so if you have vast amounts of stored email, you may be forced to offload some of it to local mailboxes; by contrast, POP normally holds onto messages only until the user picks them up, so its storage requirements tend to be lower. And, if you're concerned that your email provider can't be trusted or is vulnerable to hacking, you might prefer not to keep unencrypted email on a server any longer than necessary. Finally, not all email providers support IMAP. But that leads me to my final point.

**Stuck in the Past** -- I've heard from a number of people who tell me they'd like to use IMAP, but they can't, because their ISP doesn't support it — or charges extra for it. So, two things here.

First, even if your ISP doesn't offer IMAP for accounts on its own email server, that in no way prevents you from using another IMAP provider. When an ISP says they charge extra for IMAP, that means they charge extra to use *their* IMAP server, not *any* IMAP server. You can go right ahead and use iCloud, Yahoo Mail, AOL, Gmail, or any of a

hundred other services that offer IMAP access to email — many of which are free.

Second, if your main email address comes directly from your ISP, and that ISP doesn't support IMAP, you can usually set up an IMAP account with a different provider and then forward mail from your ISP to the new IMAP account. (Exact directions to do this depend on the provider.) That way, anyone with your old address can still reach you, while you get to enjoy the advantages of IMAP.

If you've weighed the pros and cons and decided that a switch from POP to IMAP is for you, see if your existing email provider offers an IMAP option — sometimes it's as simple as flipping a switch on the server side, although you'll likely have to configure an entirely new account in your email client. For further guidance, I recommend Kirk McElhearn's Macworld article "[How to convert a POP email account to IMAP.](#)"

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## How to Set Up and Use Google+ Hangouts

by [Adam C. Engst](#)

When we came up with the idea of doing [TidBITS Presents](#) and "[Take Control Live: Working with Your iPad](#)," we knew we'd need some serious technology backing it up. Joe Kissell had some strong opinions about features he as a presenter would want, and we set about checking out the many different services that offer webcasting and videoconferencing options. We were rather surprised to discover that Google+ Hangouts On Air had the best combination of features, and as an added bonus, it was free to use. So we did.

But then something funny happened. As much as we had planned on using Google+ Hangouts On Air only for major events, we found ourselves using it more and more for small groups as well, including our staff meetings and even person-to-person calls that we had previously done in Skype.

Why Google+ Hangouts? -- So why choose Google's solution, instead of Apple's FaceTime, or video chat via iChat/Messages (AIM) or Skype? [Google+ Hangouts](#) — and the public Google+ Hangouts On Air — has a lot going for it, and key benefits over the alternatives.

- It supports up to 10 users, on multiple platforms, including Mac OS X, Windows, Chrome OS, Debian-based Linux distributions, iOS, and Android. (Although iOS users cannot participate in public Google+ Hangouts On Air, they can participate in private Google+ Hangouts and watch a public Hangout On Air using the Google Chrome browser.) FaceTime is person-to-person only on iOS and the Mac and iChat/Messages is limited to four participants and is Mac-only. Skype also supports up to 10 users, but...
- It's free. For a Skype video call with more than two users (person-to-person), the person initiating the call must have a Skype Premium account, which starts at \$4.99 per month.
- It's good. Although we switched from iChat audio to Skype for staff calls some years ago because Skype's audio was better then, Skype's audio quality has been highly variable over the last year. Some calls are fine, but many more become increasingly garbled-sounding as they continue, and must be broken down and restarted to bring the quality back to a listenable state. Although Google+ Hangouts hasn't been perfect, its audio and video quality have been more reliable than the alternatives. (We did see more trouble with private hangouts on the iPad than on the Mac.)
- It can be public. When you start a hangout, there's a checkbox that, when selected, turns a normal private Google+ Hangout into a public Google+ Hangout On Air that anyone can tune into via Google+ or YouTube.
- It records. There are of course ways of recording any video call with additional software, but when you run a public Google+ Hangout On Air, Google automatically records the entire presentation to the YouTube account

of the person initiating the hangout. If you want to record a private Google+ Hangout without taking it public, you'll need additional software. But you can always mark a public Hangout On Air recording as private in YouTube later. It's a bit like recording a talk in a university lecture hall. You can't keep people out, but it's unlikely that many people will wander in, and even if they do, they can't watch later.

What Do You Need? -- There are a variety of [requirements](#) to participate in Google+ Hangouts, whether or not they're On Air.

- Fast Internet connection. The minimum bandwidth required is 512 Kbps incoming (down) and 256 Kbps outgoing (up). For person-to-person hangouts, Google recommends 1 Mbps in both directions, and for group hangouts, that's increased to 2 Mbps down and 1 Mbps up. For the best results, you'd want at least 2.5 Mbps down for person-to-person hangouts, and 3 Mbps down for group hangouts. Frankly, the more bandwidth you have, the better, though it's entirely possible that a hangout would work with less bandwidth than specified.
- Although Google says nothing about this, we've seen better luck with the computer-to-Internet connection being made through Ethernet than via Wi-Fi. Although Wi-Fi has plenty of bandwidth, Wi-Fi connections seem to be a bit flakier, particularly with complex networks.
- Supported Web browser with the Google Talk plug-in. This should be easy, since the Google Talk plug-in (you may also see it called Google Voice and Video) works in all recent versions of Google Chrome (10+), Safari (4+), Firefox (3+), and Internet Explorer (8+). To install the plug-in, go to the [Google+ Hangouts](#) page, click the Download Plugin button, open the GoogleVoiceandVideoSetup.dmg disk image (for those of you on the Mac — I'm sure it's similar in Windows), double-click the Google

Voice and Video.pkg file, and run through the installer.

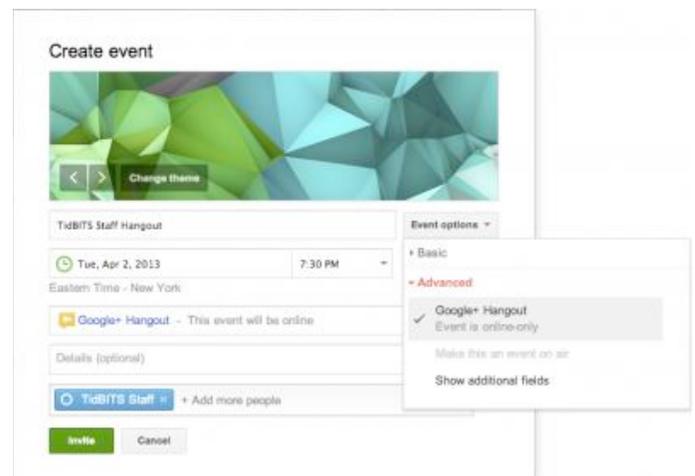
- Recent computer. Google says the minimum processor requirements are any 2 GHz dual core processor or greater, although I've seen it work fine on MacBook Air models in the 1.7 to 1.8 GHz range.
- Video camera and microphone. If your computer doesn't have a video camera and microphone, or if you want a better one, check out the [Logitech HD Pro Webcam C920](#) (several of us have and like its predecessor, the C910). It offers excellent video and decent audio, and while it lists for \$99.99, it's only about \$78 on [Amazon.com](#). [Update: It turns out that the C920 doesn't support the Mac officially, so while it should work for basic stuff, for advanced features, you'll need the \$7.99 [Webcam Settings](#) app.] For even better audio, look at the desktop USB microphones from Blue Microphones — I use a [Blue Snowball](#) that's about \$70 on [Amazon](#) — or try a lapel mic that you clip to your clothing. You can also use a headset, of course, but you may not want the Princess Leia look with big earphones.
- Google account, enabled for Google+. It's likely that you have a [Google account](#), if you've ever signed up for Gmail or YouTube or Picasa or any of a host of other Google services. But you do have to "upgrade" it for Google+, which involves merely going to [the Google+ page](#), entering your desired name, gender (Other is an option) and birthday (for age-related verification).

Setting Up a Hangout -- One of the places we've found Google+ Hangouts to be a bit confusing is in the "call" phase. With Skype and Messages, for instance, you generally make sure everyone involved is running the application and is available, and then starting the call generates notifications that are nearly impossible to miss.



With Google+ Hangouts, though, since it's mostly being used in a Web browser, notifications aren't nearly as obvious. (This is an advantage of having the Google+ app for iOS or Android — it has notifications that alert invitees.) So there are three basic ways to set up a hangout.

- Set a specific time at which attendees will know to visit their Google+ home page, see the hangout invite, and click a Join button.
- Start with an out-of-band text chat in Skype or Messages or Google Talk, and tell people when you're starting a hangout, so they can check their Google+ home page.
- Use [Google+ Events](#) to schedule a hangout in advance (look in Event Options > Advanced for the controls to make an event a hangout). In this case, the hangout will be started automatically, and you and all your invitees will be notified to join at the given time.

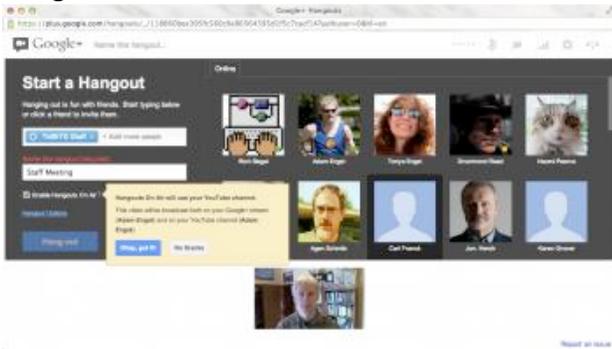


For the first two methods, here are the basic steps you as the coordinator should follow to start your hangout.

1. Visit your [Google+ home page](#) or [the Google+ Hangouts page](#).
2. Look for a Hang Out or Start a Hangout button, and click it.



- 3.
4. A new Hangouts window opens, showing thumbnails for your friends who are online and giving you a few fields to fill in. Click desired thumbnails or type the names of people or groups in the top field (you can make a group by creating a Google+ circle and adding people to it), and in the second field, give your hangout a name.



- 5.
6. If you want your hangout to be a public Hangout On Air, select the Enable Hangouts On Air checkbox, and click the Okay, Got It! button to acknowledge that the hangout will be broadcast in your Google+ stream and on your YouTube channel. Make sure the accounts match what you want — only the initiator of a public Hangout On Air can record automatically to YouTube.
7. Click the Hang Out button to start the hangout and issue invitations to the people you invited.

A few usage tips: If you're doing a public Hangout On Air, you choose when to start the broadcast and recording by clicking the Start Broadcast button in

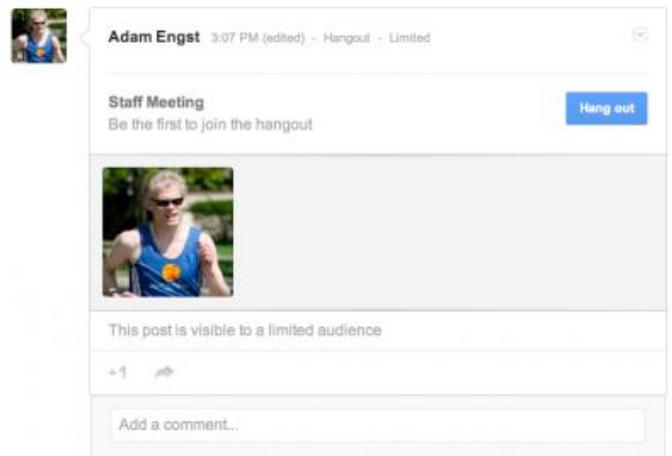
the Hangouts window. Similarly, when you're done, you click End Broadcast. Starting and stopping broadcasting doesn't affect the people in the hangout, so you can talk before and afterwards without fear of being overheard or recorded.

For the most coherent recordings, make sure you have the desired person in the top spot (click their thumbnail in the bottom row — more on that shortly) when clicking Start Broadcast so there isn't a confusing switch right at the start. There's a 10-second countdown before going live, and my experience is that it's best to make sure it's live before starting in on the introduction.

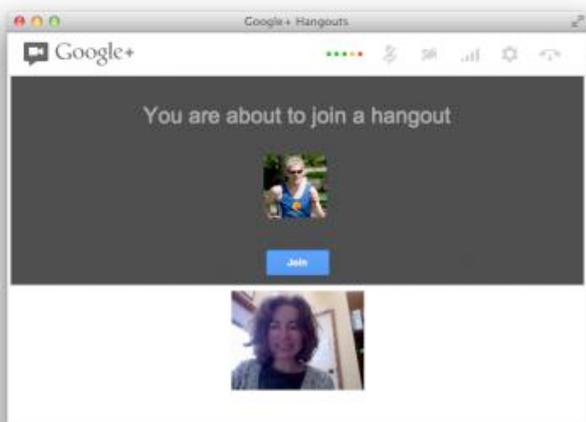
Similarly, before clicking End Broadcast, make sure the top spot is focused on the appropriate person so other people saying goodbye don't cause it to swap among different video feeds.

When you're done with the hangout, click the hangup button (the phone icon) in the upper right corner. If everyone leaves a hangout, that has the same effect.

Joining a Hangout -- On the other side of the equation, when you're invited to a Google+ Hangout, the most reliable way to join in is to go to your Google+ home page and look in your notification stream for the invite. As noted before, the Google+ mobile apps will also notify you, and if you have Gmail's Web interface open, you may also hear a sound and see a Google Talk message box appear in the corner with a Join Hangout link to click.



Once you click the appropriate Hang Out button or Join Hangout link, a Hangouts window opens, showing you a preview of your video image and giving you a chance to adjust audio and video settings via the gear button, before you click the Join button. (In general, the default audio and video settings are fine, unless you want to use a particular headset for audio input and output that's not set as the system default.)



Thumbnails of each participant show up on the bottom of the window, with the large image up top showing the person who is currently talking. If you want a certain person to appear in the top spot, click that person's thumbnail below to lock them in — a blue outline indicates which thumbnail is locked in the top spot. You can click a different person's thumbnail to switch to them manually, or click the locked thumbnail to unlock it and let Google's audio detection code take over again.



A series of buttons along the left side provides access to more functions. (Click the hamburger

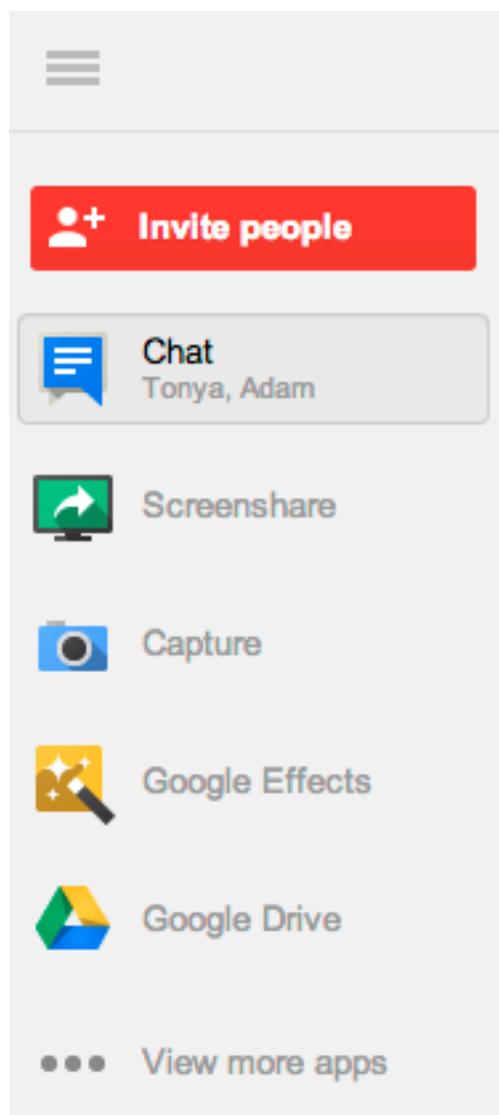
button at the top to toggle between icons and icons with text.) The Invite People button lets you add more people to the hangout, the Chat button opens a group text chat on the right side (handy for sharing links or for maintaining a back channel during a public Hangout On Air), the Screenshot button lets you share your entire screen or a particular window instead of your face, and the Capture button takes a picture of what's happening on screen and saves it to an album that's shared with everyone invited to the hangout. (Fortunately, when someone opens Capture, everyone else is given the opportunity to turn off their cameras.)

The rest of the buttons are apps that you can add or remove — Google Effects is particularly fun, letting you play sounds to all the participants, and add headwear, eyewear, and facial hair to the video image of your head. I've also loaded Google Drive, which promises to provide shared note-taking and sketchpad spaces. There are other apps that you can add, but I've had minimal success in using them.

Two quick observations about the screen-sharing capabilities. First, they're view-only — you can't control someone else's screen through a hangout. Second, you can share your entire desktop (or, in my case, either of my desktops, since I have two monitors), or any particular window that's open. That's key, since sharing a specific window makes for a more-focused presentation that's easier for participants to see.

I also want to share a screen-sharing trick we've used very successfully with our TidBITS Presents and Take Control Live presentations. Once you're invited to a hangout, you can join multiple times from different computers logged in with the same Google+ account with no problem. So you can join once from a computer on which you'll share your face, and a second time from another computer that will be sharing only its screen. That way you can have both your face and a presentation showing in the hangout at all times. Of course, you must mute the microphone and the speakers on the second computer to avoid feedback, and the people

watching will have to lock the presentation in the top spot in the window to be able to read it.



Once you're in a hangout, there's not much to do but interact with your fellow participants. A few more usage tips:

- If something goes wrong and you have to relaunch your Web browser or even restart your computer, you can rejoin an in-progress hangout from your Google+ home page.
- When you're not talking, try to be quiet — don't type on a loud keyboard, for instance — because Google's audio detection code can notice the sound and move your picture into the top spot for everyone else. You can also mute yourself manually by clicking the microphone icon at the top the screen.

- Particularly if there are a lot of people in the hangout, try not to interrupt others unnecessarily, since it makes the top spot change, which can be annoying for others.
- Position the hangout window just below your computer's camera, and try to make a point of looking either at the person in the top spot or, even better, straight at the camera. It's too bad the thumbnails are at the bottom, since they tend to attract attention, and the best video results come from looking right into the camera.
- Light is good — the more light the better, generally. If your room is dark, you can get inexpensive clamp-on shop lights from a hardware store to throw more light on your face.
- If you're the person who initiated the hangout, what you see is what will be recorded, so you may want to do a bit more work to focus the top spot on particular people when they're talking, rather than letting Google's audio detection code swap video feeds.

Watching a Hangout On Air Live or Later -- To watch a public Hangout On Air to which you haven't been invited, the only key is knowing its link, which the people giving the Hangout On Air can copy from within the hangout — there's an Embed link at the top that provides both the raw URL and a snippet of code that enables the YouTube video player to be embedded in any Web page. When we do a TidBITS Presents event, for instance, we always copy that link and share it around on Twitter, Facebook, and Google+. In addition, we embed the video in a particular page that we've told our audience to visit at the appropriate time.

Watching one of these videos after the fact is no different than any other YouTube video, but we've learned some useful tricks for watching a Hangout On Air live.

- For reasons we don't understand, some people have better luck viewing it on YouTube versus in the Google+ stream. Or vice versa. If you have trouble in one place, look in the other.

- Although any modern Web browser should have no trouble viewing a hangout, since it's just video, if you have trouble in one browser, try another. In particular, we recommend Google Chrome, since you have to figure that Google has tested the combination more than anything else.
- Don't want to watch in a tiny window? You can't expand it to an arbitrary size, but you can make it full screen by hovering over the player and clicking the full screen button in the lower right corner.
- What if you need to take a break during a public Hangout On Air? This is really clever on Google's part — it turns out that the Hangout On Air player is like TiVo, in that you're always playing recorded video. As a result, you can pause, go to the bathroom, and resume playing without missing anything. Of course, you're messing with the time-space continuum when you do this, so don't be surprised when your version of the hangout ends after the real one is done.
- If something goes wrong and you get kicked out of the player, you can reload to get back to it. If you just want to pick up where you left off, that's fine, but you can also click the Live button in the player to jump to the present.
- Watching on an iOS device can be tricky. The Google+ app can't do it, and Google's YouTube app didn't work either. We had no luck with Safari, but at some point recently the free [Google Chrome](#) browser started working fine. We had one report that Safari now works as well, but we haven't been able to confirm that yet.

Give It a Try! -- I'll be honest. It took us a couple of tries to become comfortable with Google+ Hangouts, in part because it's not nearly as app- and call-centric as Skype or iChat/Messages. But it's more reliable than either, and has become our go-to solution for group calls, and even some person-to-person calls. Google+ Hangouts may not be the ultimate video chat service ever, but it's pretty darn good, and we

haven't found anything better on today's Internet, particularly for the price.

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## Apple User Group Bulletin • 15 April 2013

Submitted by [Bruce Thompson](#)

Recent Highlights from the Apple User Group Resources website:

<http://appleusergroupresources.com>

AUG Special Offers for User Group Members:

- GroovBoard iPad Lap Desk: 15% Discount
- TechTool Deluxe 3.1.4 Update Now Available Free
- Que Publishing Products: 35-45% Discount
- tiny lightbulbs Products: 20% Discount
- MacTech BootCamp II: 40% Discount
- Transporter Social Storage: 10% Off
- Atomic Training Video Tutorials: 20% Off
- Mac|Life: Updated – Mac|Life: Now 65% Off
- SlideShark iPad PowerPoint Viewer: Free App plus
- AgileBits 1Password and more: 25% Discount
- O'Reilly: Wonderful Discounts for User Group Members
- Eltima Software multimedia products: Pay 20% less
- Take Control Books: 30% Discount on All eBooks
- Peachpit Press: 35% Discount
- Macworld Magazine and more

- Offers for User Group Leaders:

- Tropical Software: Free Leader Offer
- Camtasia for Mac and Snagit for Mac: Leader Offer
- IGG Software iBank4: Leader Offer
- Prosoft: Products Review Special

- Offers Expiring Soon:

- ReAuthored iPad “Book” Cases: 20% Off

All offers and codes are on one easy-to-cut-and-paste page for newsletter editors:

<http://appleusergroupresources.com/special-offers-with-codes/>

Password from November 15, 2013 - May 15, 2013  
*ugcoolbuys*

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## Tom's Hot Links:

Compiled by [Tom Ostertag](#)



### [Apple, Inc.](#)

[Apple Reports Second Quarter Results](#) | *Apple Hot News*

[How Famous Logos Have Changed Over Time](#) | *Gizmodo*

[As Windows 8 Flops, Apple Makes 45% Of All PC Operating Profit](#) | *Cult of Mac*

[Apple's Macs Make More Profit Than The Top 5 PC Makers Combined \[Report\]](#) | *Cult of Mac*

[Apple's iPad, iPhone sales skyrocket as Mac and iPod falter](#) | *AppleInsider*

### [Mac Software](#)

[Now You Can Use Mailbox App With No Reservations](#) | *Macworld*

[Aperture, iPhoto Lead Parade Of Apple Software Updates](#) | *Macworld*

[Apple Releases iPhoto Update With New Photo Stream Features](#) | *Cult Of Mac*

[Make Mail And Gmail Play Nice](#) | *Macworld*

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[Product News: Apple Patches More Mac Security Flaws With Safari Update](#) | *The Mac Observer*

[Sneak Peek Of Photoshop's New Shake Reduction Tool](#) | *Cult Of Mac*

[Replace Google Reader With A Star Wars RSS Crawl](#) | *Gizmodo*

[How To Make Lightroom And iPhoto Libraries Both Exist Together On Your iPad \[Feature\]](#) | *Cult Of Mac*

[Mailplane Puts Gmail And Google Calendar On Your Mac Desktop](#) | *Cult Of Mac*

[Apple's AirPlay Is Most Popular Screen-sharing Tech, But Still Largely Unused](#) | *AppleInsider*

### [Mac Hardware](#)

[Optical Drive — Repair Or Replace?](#) | *MacNews*

[This Simple Tool Is How Geniuses Decide To Void Your MacBook Warranty](#) | *Cult of Mac*

[Apple tops the list for best performing Windows laptops](#) | *TUAW*

### [iPad/iPod/iPhone/iTunes/iOS/iCloud](#)

[Audible iApp](#) | *MacNews*

[Apps for your TV Watching Pleasure!](#) | *MacNews*

[Create Your Own Passbook Pass](#) | *MacNews*

[News: Easy Access to iCloud Documents in the Finder](#) | *The Mac Observer*

[Microsoft Thinks Apple's iOS is Boring. Well, Thank Goodness!](#) | *The Mac Observer*

[Google Reader alternatives for iOS](#) | *iLounge*

[iPad Lunch Tray Brings TV Dinners Into The 21st Century](#) | *Cult of Mac*

[Apple's "iRadio" reportedly close to launch, yet labels still have to sign](#) | *Infinite Loop*

[Why Apple Is Making iRadio: To Help Discover Music In iTunes](#) | *Cult of Mac*

[An ode to iTunes DJ, a beloved feature that died before its time](#) | *Infinite Loop*

[Former Google CEO: We Still Really Want Apple To Use Our Maps On The iPhone](#) | *Cult of Mac*

[The iFlash Drive Slurps Excess Photos \\*Off\\* Your iPhone](#) | *Cult of Mac*

[After powering 100 issues of 'Trvl' for iPad, Prss is pitched as 'the software Apple forgot to make'](#) | *AppleInsider*

[iCloud for Families Debuts](#) | *TIDbits*

[Syncing family in the cloud - two ways to set up iCloud with your spouse](#) | *Michael Sliwinski*

[How to configure iCloud if you share an Apple ID](#) | *Mac World*

## [Miscellaneous](#)

[The seven best OS X tricks you're not using](#) | *Macworld*

[Dealing with junk mail](#) | *Macworld*

[Which Apple devices to pack for your trip](#) | *Macworld*

[Hack your old Mac's ADB keyboard to bring it up-to-date](#) | *MacFixIt*

[Delete Time Machine backups from the command line](#) | *MacOSXHints.com*

[Change OS X cursor size](#) | *MacOSXHints.com*

[TMO Quick Tip: OS X: Hiding Items with the Terminal](#) | *The Mac Observer*

[NASA Just Found the Two Most Perfect Planets for Life Yet](#) | *Gizmodo*

[ACS ChemWorx Launches](#) | *Chemical & Engineering News*

[Preparing your backup disk for a backup of Mac OS X](#) | *Bombich Software*

[Happy World Backup Day: Start backing up your Mac today](#) | *MacWorld*

[Kepler Watches White Dwarf Warp Spacetime](#) | *Slashdot*

## Members Helping Members

Need Help? Have a question the manual doesn't answer? Members Helping Members is a group of volunteers who have generously agreed to help. They are just a phone call or an email away. Please

call only during the appropriate times, and **only if you are a current mini'app'les member** and own the software in question.

Apple II / IIGS Software & Hardware.....	NV	Mac OS X.....	NV
AppleWorks / ClarisWorks.....	3, 4	Microsoft Excel.....	5
Classic Macs.....	NV	Microsoft Word.....	2, 5
Cross-Platform File Transfer.....	2, 3	Networks.....	NV
FileMaker Pro.....	NV	New Users.....	1
iMacs.....	NV	PhotoShop.....	NV
Intel-Based Macs.....	NV	QuarkXPress.....	5
iPhoto.....	2, 3	Quicken.....	NV
iMovie.....	NV	QuickBooks and QuickBooks Pro.....	NV
iWork.....	2, 4	VectorWorks.....	NV
Mac OS Classic.....	3		

1. Les Anderson	651-735-3953	<a href="mailto:anderslc@usfamily.net">anderslc@usfamily.net</a>	DEW
2. Tom Ostertag	651-488-9979	<a href="mailto:tostertag@q.com">tostertag@q.com</a>	DEW
3. Bruce Thompson	763-546-1088	<a href="mailto:bthompson@macconnect.com">bthompson@macconnect.com</a>	EW
4. Pam Lienke	651-343-5475	<a href="mailto:plienke@aol.com">plienke@aol.com</a>	DEW
5. Ron Heck	651-774-9151	<a href="mailto:ronheck@comcast.net">ronheck@comcast.net</a>	DEW

D = Days, generally 9 a.m. to 5 p.m.

E = Evenings, generally 5 p.m. to 9 p.m.

W = Weekends, generally 1 p.m. to 9 p.m.

NV = No Volunteer

Please call at reasonable hours and ask if it is a convenient time for helping you. By the way, many of these volunteers can also be contacted on our forums. We appreciate your cooperation.

**Mini'app'les needs more volunteers for Members Helping Members** — If you are willing to be a Members Helping Members volunteer, please send an email message to Membership Director Mike Bertrand or contact him on our forums with your name, telephone number, contact hours, and the software and hardware areas you are willing to support.

## Mini'app'les Membership Application and Renewal Form

Membership cost is \$15.00 for one year. To pay electronically using PayPal, visit the mini'app'les [website](#).

If you prefer to pay by check, use the form below. Please make your check payable to "mini'app'les."

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

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*Your email address will NOT be sold, shared, or distributed. It will be used only for official mini'app'les business such as distribution of the newsletter and membership renewal reminders.*

\_\_\_\_ Check if this is a change of address notice

\_\_\_\_ Check if you want to volunteer

\_\_\_\_ Check if you want to be added to "Members Helping Members"

\_\_\_\_ Check if you were referred by a club member (if so, please give member's name)

Please mail this application and your payment to:

mini'app'les

P.O. Box 796

Hopkins, MN 55343-0796

Thank you for your support!

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### Benefits of mini'app'les Membership

- Access to the mini'app'les online forums. Post questions and/or answers about issues, trouble shooting, products, buying and selling, special events, discounts, and news about Apple and the mini'app'les club.
- Access to our Members Helping Members network of professional and advanced users of Apple technologies. These members volunteer their time to help other members with software, hardware, and other Apple related issues.
- A variety of Mac Special Interest Groups (SIGs) that meet each month.
- Multi-SIG meetings and workshops to help members with computer problems. You can bring your equipment to these events and receive support from knowledgeable Mac users to help diagnose your problem(s).
- Participation in drawings for computer hardware, software, and other computer related materials.
- Discounts from vendors and manufacturers. Refer to the on-line forums for current offers.

# mini'app'les

the minnesota apple computer users' group, inc.

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**Questions** — Members with technical questions should refer to the Members Helping Members section or bring their questions to an appropriate SIG meeting. Please direct other questions to an appropriate board member.

**Dealers** — Mini'app'les does not endorse specific dealers. The club promotes distribution of information that may help members identify best buys and service. The club itself does not participate in bulk purchases of media, software, hardware, and publications. Members may organize such activities on behalf of other members.

**Submissions** — We welcome contributions from our members. Perhaps you're using new software that you just can't live without. Maybe you have a new piece of hardware that you find extremely useful and of high quality. On the other hand, you might be struggling with problematic software or hardware. Why not share your experience with other members by writing a product review? Doing so may steer others towards quality products or help them avoid the problems you may be having.

Submissions must be received by the 15th day of each month to be included in the next month's newsletter. Please send contributions directly to our post office box (mini'app'les, PO Box 796, Hopkins MN 55343), or email them to [info@miniapples.org](mailto:info@miniapples.org).

The deadline for material for the next newsletter is the fifteenth of the month. An article will be printed when space permits and, if in the opinion of the Newsletter Editor or Publications Director, it constitutes material suitable for publication.

This newsletter was produced using Apple's Pages word processor.

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