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iPhone 6s

Your questions answered
about Apple's **NEW** iPhone!

+FIRST LOOK
iOS 8.4 beta 3

PLUS:

Weirdest iPhone
concept designs

Welcome...

Welcome to the latest issue of *iPad & iPhone User*, the only guide you need to the wonderful world of iOS.

This month, we look to the future and Apple's plans for the iPhone – the 6s and 6c. The 5s and 5c have been a huge success, bringing a much-needed splash of colour to the iPhone line-up. There have been rumours that Apple was planning to ditch them in favour of their larger siblings – the iPhone 6 and 6 Plus – but we can't see this happening.

This issue we've got the lowdown on Apple's plans and answer all your questions, and to give you an idea of what the future might hold, we've included concept images from leading designers.

Talking of concept images, we've got 10 weird and wonderful designs for Apple products.

We also look at the world of online scams. We've all seen links to sites that claim to give away free iPhones and iPads. If you think they sound too good to be true, you're right. We explain why such sites should be given a wide berth.

Plus, along with our usual tips and tricks, we've 30 pages of tutorials to help you get more from your Apple Watch. We walk you through the steps you need to follow to get started, and have a bunch of tutorials, including how to send texts, make calls and play music from your wrist.

Concept image by Grisha Gerov

iPhone 6s

A look at what we can expect from Apple's handset

The iPhone 6 and 6 Plus arrived around back in September 2014, so it's no surprise that Apple watchers are looking ahead and wondering what its smartphone plans for this year might be.

Will it have a Force Touch display?

Force Touch features may soon arrive on the iPhone, according to Taiwanese site TechNews (translation). On 9 March during its Spring Forward event, Apple

unveiled a new MacBook, and with it comes the brand-new Force Trackpad, which uses the same Force Touch technology as the Apple Watch, and rumour has it that technology might come to the iPhone 6s' touchscreen.

That would mean new gestures, and that's actually more exciting than it sounds. A Force Touch screen would mean the smartphone could differentiate between taps and presses, and would enable a whole new level of interaction.

The Force Touch technology could be exclusive to Apple's larger iPhone, though. According to Economic Daily News, Taiwanese manufacturer TPK will be the supplier of the Force Touch sensors for the iPhone 6s Plus, but the 6s won't sport the technology. The iPhone 6 already lacks the optical image stabilisation found in the 6 Plus, so it's certainly possible that the newer model will have more advanced features than the 4.7in iPhone, too.

Will it have an aluminium case?

According to Taiwan's Economic Daily News, the iPhone 6s could be made with 7000 series aluminium, which is the same metal that's already being used in the Apple Watch Sport. It's designed to be durable and resistant to scratches but also light, at one third of the density of steel.

Are there any Touch ID improvements?

The Touch ID fingerprint sensor currently resides beneath the Home button, but a patent filed by Apple and published by the US Patent and Trademark Office in February 2015 hints that

Concept image by Nikola Cirkovic

the company is interested in making a Touch ID sensor that's built-in to the display. That sensor could detect the user's fingerprint anywhere on the display, or even identify multiple fingers at once or even the whole palm to further enhance security. This isn't the first time a patent detailing such technology has emerged.

Failing that (it could be a bit of a big jump for the next generation of iPhone, particularly if Apple wants to bring Force Touch to the display, too) the Touch

ID fingerprint sensor itself could be improved in the next iPhone. Analyst Ming-Chi Kuo, says he expects the Touch ID module to be upgraded, with reduced reading errors for more reliable Apple Pay.

When will we get our hands on it?

The most likely release date for the iPhone 6s is September 2015, which would follow Apple's iPhone release schedule history. However, some reports say that Apple will choose to begin releasing new smartphones twice a year, to keep up with the ever-growing and improving competition from rivals such as Samsung, HTC, LG and Sony.

Production of the iPhone 6s is said to be starting in June, according to IHS Technology's China director Kevin King. King claimed, according to reports, that supply chain sources have hinted that production will begin in June. However, since reports appeared making this claim the source linked to appears to have disappeared.

What can we expect from the design?

We're expecting Apple to stick with the 4.7in display for the iPhone 6's successor, as it's a display size that seems to have gone down well with fans so far.

We also don't think that the overall design of the iPhone 6s will be much different to the iPhone 6. Apple tends to keep the same external design for its iPhones for two generations, so expect the same slim, light and rounded design that's sported by the iPhone 6 to be present when the 6s arrives.

The latest rumours to come from The Wall Street Journal about the design of the 6s suggest that, in

Concept image by Martin Hajek

addition to Silver, Gold and Space Grey, you'll also be able to buy a new Pink model. It's not going to be bright pink like the iPhone 5c, but rather a rose gold colour like the colour of one of the Apple Watch Editions. We can imagine the new colour being rather popular.

Martin Hajek has come up with several realistic concept images of what the rose gold iPhone 6s might look like, as shown above.

There have been some rumours to suggest that it'll be more than just an additional colour when it comes to design, though. In particular, one rumour suggests the iPhone 6s' display could wrap around the edges of the smartphone in a similar way to the Samsung Galaxy Note Edge and its Galaxy S6 Edge.

This rumour was inspired by an official Apple patent, which describes "sidewall displays" that extend onto the sides of the iPhone, providing interactive or touch-sensitive portions that provide access to the slide-to-unlock feature, music player controls, messaging readout, caller ID, system controls and more.

How durable will it be?

There's some debate about whether the iPhone 6s will be more durable through the use of new materials including sapphire glass and Liquidmetal, but the bankruptcy of Apple's sapphire partner has put a spanner in the works there, to say the least.

GT Advanced Technologies partnered with Apple to produce sapphire glass at an Apple-owned factory in Arizona that could have been used to manufacture 200 million 5in iPhone displays per year, so without that partnership, the likelihood of sapphire glass being used in an iPhone any time soon is significantly damaged.

Corning, the company behind the durable Gorilla Glass that's used in Apple's current iPhones, has revealed a new type of glass, codenamed "Project Phire," that could be used instead of Sapphire, because it's apparently just as durable.

"We told you last year that sapphire was great for scratch performance but didn't fare well when drop," said Corning Glass president James Clappin. "So we created a product that offers the same superior damage resistance and drop performance of Gorilla Glass 4 with scratch resistance that approaches sapphire."

Tough, yet beautiful.

CORNING
Gorilla Glass

Liquidmetal is still on the cards, though. Apple has an exclusive license to the material, but currently only uses it for the SIM-removal tool, despite its desirable qualities such as durability.

Will it be waterproof?

We're sure that Apple has thought about making the iPhone waterproof to improve durability, but right now it would likely mean sacrificing the premium design it's famous for. However, a patent spotted in early March 2015 shows that Apple is working on a "method for shielding electronic components from moisture," which could help protect future iPhones from the inside.

Rather than making the iPhone's chassis waterproof to prevent water from getting in, the patent describes a method that instead applies a waterproof coating to each of the

vulnerable parts inside the iPhone, leaving the gorgeous design intact.

We hope that Apple will utilise this technology at some point in the near future, ideally with the iPhone 6s. It would be a big selling point, particularly now that Samsung's latest flagship smartphone is not waterproof.

Will the camera be improved?

Rumours that emerged in November 2014 suggested that we should expect great things from the camera in the next generation of iPhone. In fact, the claim is that the iPhone 6s' camera will represent the biggest camera jump in the history of the iPhone.

The rumour comes from reliable blogger John Gruber of Daring Fireball, who said on a podcast that his source claims that the iPhone 6s' camera will have a two-lens system that could help allow users to capture "DSLR-quality imagery."

A separate rumour that hit the web in mid-January also suggests big improvements are coming to the camera in the iPhone 6s. Chinese website United Daily News says that Apple's iPhone 6s will have a dual-lens camera that offers optical zoom capabilities. The aperture is likely to improve, too.

Then, in February 2015, a rumour from Taipei Times suggested the iPhone 6s will keep the 8Mp camera, but we're choosing not to believe this one.

Other camera rumours that emerged following the discovery of a new Apple patent in March suggest that the company may use a new light-splitting, three-sensor camera system, which would improve the quality of photos and videos on future iPhones.
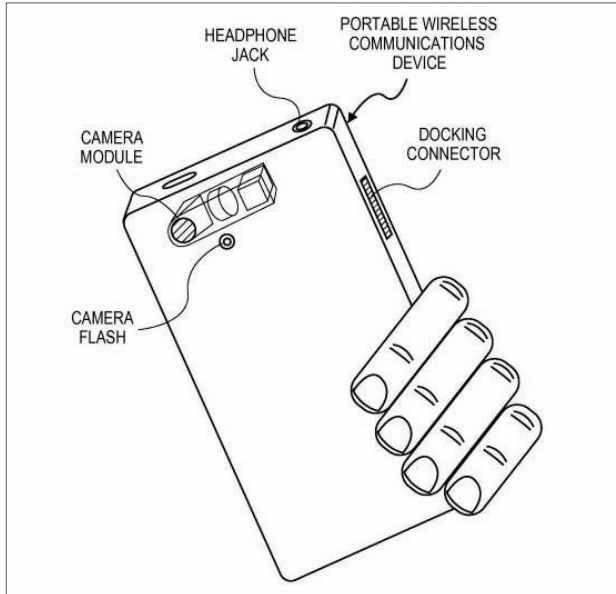
First spotted by Apple Insider, the patent describes a system that uses mirrors and lenses to split light and direct it to three separate sensors, allowing the use of more pixels and therefore improving the quality of the images significantly.

Similar technology is already found in some professional cameras some made by Canon, Philips and Panasonic.

Apple has recently acquired LinX Imaging, a company that makes miniature multi-aperture cameras that are super high-quality.

It sounds like these cameras could be the perfect candidate for the next iPhone. Firstly, they're half the height of standard mobile cameras, which could solve the issue of the protruding lens on the rear of the iPhone 6 and 6 Plus.

Secondly, they're designed to be capable of capturing SLR quality images, which is a rumour we've already been hearing about Apple's next iPhone. The cameras can also be used to create 3D images, so a dual-lens camera might be in store.

Will it get a new processor?

It's highly likely that the iPhone 6s' processor will be named the A9 processor, following on from the already powerful, 64-bit A8 processor. It'll be joined by the M9 co-processor, which handles efficiency by taking all of the jobs carried out by the sensors away from the main processor.

The A9 is rumoured to be being manufactured by Samsung, which was apparently in talks with Apple about becoming the sole manufacturer of its chips, a role it once had before the responsibility was handed over to the Taiwan Semiconductor Manufacturing Company (TSMC).

Those talks have apparently resulted in a deal that means Samsung will instead supply around 75 percent of chips for the iPhone 6s, according to South Korean newspaper Maeil Business. The A9 chip is believed to be being manufactured at Apple's Austin factory, so the processor could be a 'Made in America' component, according to the Korean Electronic Times.

Will Apple boost the amount of RAM?

TechNews believes that the iPhone 6s will have 2GB of RAM rather than 1GB found in the iPhone 6 and 6 Plus, which could indicate that iOS 9 will have better multitasking features that would be possible thanks

to the extra memory. Back in early March Apple Insider reported that person familiar with Apple's future product plans would offer 2GB RAM.

We've been speculating that this would be the case in several previous versions of Apple's iPhone, though, so we can't help but think that it might just be wishful thinking.

This time, the rumour comes from a source who spoke with Apple Insider, who is apparently familiar with Apple's product plans and provided reliable information in the past.

The good news is that ARM holdings, the company behind the technology that goes into Apple's processors, has said that its next generation Cortex-A72 processors will have a 3.5x performance boost but be significantly more efficient.

IHS Technology's China director Kevin King claims, according to reports, that his sources indicate that the new iPhone 6s will feature 2GB RAM. However, since reports appeared making this claim the source linked to appears to have disappeared.

What about facial recognition?

A new patent awarded to Apple suggests that facial recognition could be coming to the iPhone as a means to unlock the device. The iPhone would capture an image of the users face using the front-facing camera, and following analysis, providing it's a match, will unlock the device.

Just because Apple has patented the technology doesn't mean it will use it though – scanning fingerprints seems much more secure. We'd like to be able to point our phone at an acquaintance and

get their ID though, that would save us from those embarrassing moments when you have forgotten who someone is.

Will the home button become a gaming joystick?

This rumour is a bit out there but is completely justified as it comes from Apple itself. A recently discovered Apple patent (see opposite) reveals that the company is considering turning the iPhone's Home button into a gaming joystick.

Yes, that's right, the Home button could have a spring beneath it that allows it to pop up and become a joystick for when you're playing one of the many amazing games available on the iOS App Store. It sounds like a great idea to the iPhone gamers here at Macworld, with one potential downfall being the Home button's susceptibility to damage if it's able to pop up from its standard

1ST MODE: STANDARD HOME BUTTON

2ND MODE: GAMING BUTTON
Home Button Pops Up

FIG. 2A

FIG. 2D
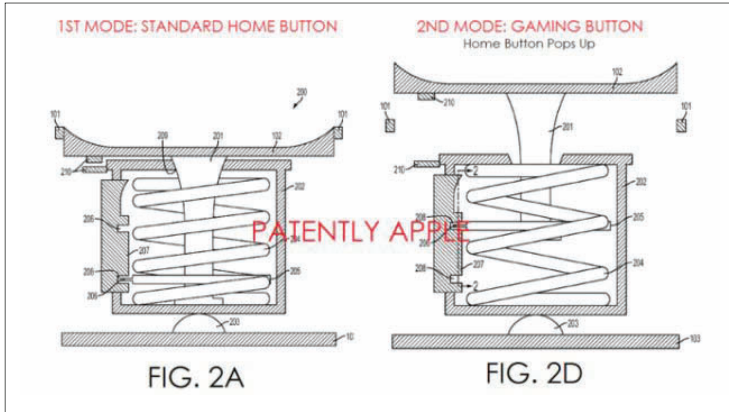
position. It's probably unlikely that this feature will come to the next generation iPhone, but it's certainly a possibility for the iPhone after that.

Will I be able to get an Apple SIM?

The iPhone 6s might also offer Apple SIM, which was first introduced with Apple's latest batch of iPads and means you'll be able to choose a new network for your iPhone without changing the SIM card.

What about battery life?

There have been some rumours about different charging methods for the iPhone 6s, including wireless charging (that didn't arrive with the iPhone 6 as predicted, but was introduced to the Apple Watch as inductive charging), as well as a new, reversible USB charger. In August, rumoured about the new charger emerged on YouTube, thanks to a view that showed a prototype cable in action with a reversible USB connector as well as the already reversible Lightning connector.

Concept image by Martin Hajek

iPhone 6c

Apple's plans for its colourful handset

Apple's iPhone 5c is now more than a year and a half old, and that has led to questions about whether it'll be the first and last model of the colourful, plastic iPhone. Earlier this year, we were convinced that Apple had decided to ditch the 'C' range from its iPhone line-up, but new reports suggest an iPhone 6c might launch this year after all. Here, we've gathered all of the latest iPhone 6c rumours, including release date, design, specs and features speculation. We've also got iPhone 6c concept images and mockups.

There's already a lot of talk about the iPhone 7 and the iPhone 6s, but not so much about the

iPhone 6c, which is what we're calling the 4in successor to Apple's iPhone 5c, the 5s' (marginally) cheaper and (massively) more colourful sibling.

When will it be released?

Evidence has emerged suggesting that Apple is planning to launch a new 4in iPhone in September. On 30 March, photos (reportedly) leaked that appear to show a new iPhone with a colourful plastic chassis, similar to the iPhone 5c, in the smaller size that many are hoping for.

The images (see page 18) suggest that this is a new iPhone because the camera flash has a different shape to currently – oval rather than round – and there are more holes for the speaker at the bottom of the leaked iPhone shots, which were shared by FutureSupplier, a wholesaler of cell phone spare parts based in China.

How much will it cost?

Prior to the launch of the iPhone 5c much of the talk was about Apple launching a cheaper iPhone, although in the end it turned out not to be quite a cheap as people had hoped.

We think that the iPhone 5c is now a good price, but we'd prefer it if it was 16GB rather than 8GB.

As for the iPhone 6c price, there are suggestions that if Apple launches an iPhone 6c it will be cheaper than the iPhone 5c was at launch, addressing the demand for a lower entry-point iPhone.

However, with the iPhone 6c being a new phone, will the current iPhone 6 and iPhone 6 Plus still be sold at a reduced price, and if they are will they be

cheaper than this new phone? Probably not if the new iPhone 6c is a repackaged iPhone 5s.

We can imagine Apple launching the new iPhone 6c at an entry level phone, with 2014s iPhone 6 and 6 Plus remaining at a lower price, and a new iPhone 6s and iPhone 6s (or iPhone 7) at the high end.

An 8GB iPhone 5c currently costs £319 new from Apple (cheaper on a contract). We'd like the new iPhone 6c to come in at £299, the same price as the Apple Watch.

What new features can we expect?

What's the next step for Apple's 'c' series iPhones? Will Apple bring new colours for the iPhone 6c? Will it get new features such as a camera upgrade, a processor boost or a design tweak?

We think that Apple wants to move all its products over to Touch ID so we surmise that the company could decide to repackage the iPhone 5s in a similar polycarbonate case to the iPhone 5c and sell it at a

lower price. Customers would get all the features of the iPhone 5s, but Apple would be able to produce it for less, enabling the company to lower the price.

Will the camera be improved?

We had expected that the iPhone 6c would be a repackaged iPhone 5s, with the same camera as that phone, however, a report from GSM Dome suggests that Apple has placed an order for camera parts for a 4in iPhone – presumably the rumoured iPhone 6c.

The order is said to be with Sony and is for a significant number of camera sensors destined for the iPhone 6c.

According to the report, two Chinese analysts (one of whom is chief analyst at Electronic System Design China) claim that Sony can only meet 50 percent of demand for camera sensors because so many have been bought up by Apple for the new smartphone.

It's not clear why these camera sensors are destined for the 4in iPhone 6c and not another new iPhone, but it would appear that the analysts believe the camera is destined for the plastic iPhone.

Another indication that the iPhone 6c may get a new camera can be seen on the back of what are said to be leaked images of the iPhone 6c. The new flash on the back of the leaked iPhone 6c models, as seen in the photograph below, suggests that Apple will be tweaking this phone.

Apple has also been issued patent for a "digital camera with light splitter". Apple's system would split up red, green and blue light and send each to a dedicated sensor. This should mean images are

clearer and sharper, however, this new camera is likely to only appear in the newer iPhones

Will it get a new processor?

The iPhone 6c is said to have an A8 processor, according to DigiTimes. That's the same processor as is found in the iPhone 6 and 6 Plus, while the iPhone 5s uses the A7 processor.

What about battery life?

Apple is hiring experts to work in its battery division. According to a report on Apple Insider, Apple has advertised nine positions within the last month, some of which are explicitly oriented towards iOS devices, according to the site. However, any new battery technology is unlikely to make it in to the iPhone 6c, instead we expect that this phone will offer the same battery life as the iPhone 5s does currently

Will the iPhone 6c be a repackaged iPhone 5s?

Should Apple follow the format that it did when it introduced the iPhone 5c – repackaging the iPhone 5 in a polycarbonate case – we could expect the iPhone 6c to be a repackaging of either the iPhone 5s.

Rather than introduce an iPhone 6c, a discounted iPhone 5s may become the entry-level iPhone in 2015. The 16GB version of the iPhone 5s may replace the iPhone 5c, but we think that Apple would be wise to repackage in plastic and rebadge the iPhone 5s as the iPhone 6c, perhaps adding an NFC chip while they are at it.
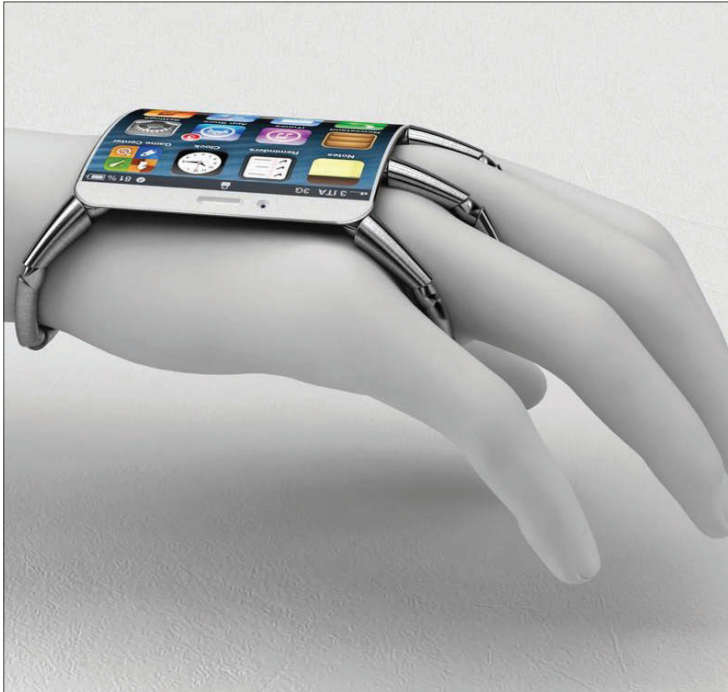
Concept image by Ciccarese Design

Weird world of concept art

The 10 strangest Apple concept art designs

The iPhone claw

Apple itself is famously secretive about its plans for future products, but gossip and speculation naturally rushes to fill the information vacuum – and the web isn't short of ideas about what Apple should make next.

One aspect of that is something we call 'concept illustrations': fantasy designs by artists who feel they've got a strong idea for how the next iPhone,

iPad or whatever should look. And while Photoshop is much easier to learn than actual industrial design, these concepts sometimes offer radical, interesting and challenging ideas about what Apple could do. That's the theory, at any rate. In reality, the world of Apple concept art can occasionally be a crazy and deranged place.
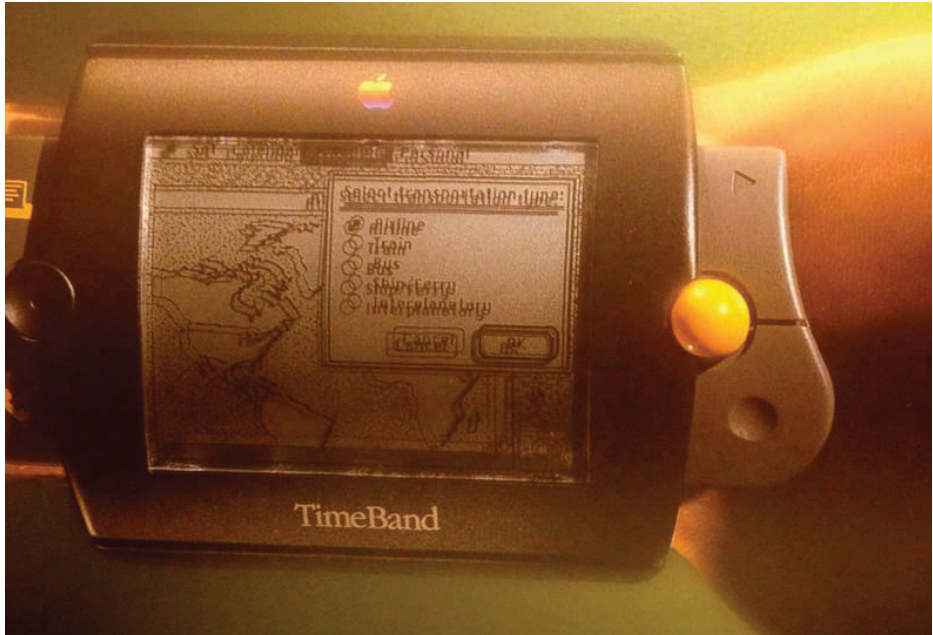
We start our journey through the weird and wonderful world of Apple concept art with this iPhone claw design by Ciccarese Design (page 21). What could be more fashionable than a claw-handed iPhone? Most things, it turns out.

A flat and flexible concept

At first this looks relatively sane; Apple likes thin and flat phones. But then you realise this folds out, origami-style, to transform into an iPad. Curved screens do exist, although this stretches their capabilities somewhat.

New way to switched on

This iPhone is smart enough to understand that you are using it. It automatically switches on when you flip its left screen. And of course it is having a dedicated 'switch on' button on top too.

Concept image by Pritesh Chavan

Time Band

This one isn't just an imaginary Apple product. It's an imaginary Apple product by Apple itself. The Time Band was published in the Japanese magazine Axis back in 1991 by Apple's then CEO John Sculley, no less. We're not wholly sure why he advertised this concept of the Apple watch to the Japanese. It was never made and bears little reality to any Apple product since, or to the Apple Watch.

Projection phone

Why bother with a real phone when you can just project one on to your hand? We can't tell if this is genius or madness.

Ring clock: the watch

The Ring Clock imagines a world in which Apple doesn't just stop at the Apple Watch, but wants to ensure every item of jewellery can tell the time.

Two screens

This Apple Watch/ iWatch concept looks fairly straightforward until you look a bit closer. Why has it got two screens? One's square; one's round. Did they imagine Jony Ive wouldn't be able to choose between the two?

Concept image by James Ivaldi

Concept image by Healthgauge

iPhone Wrist

Imaginary invisible Apple devices do look ever so pretty, but Jony has to squeeze some electronics in there somewhere.

Magic iPhone

The Magic Mouse looks cool; the iPhone is cool. This Magic iPhone should be double cool, but it just looks like it would wobble all over the place.

Concept image by Ciccarese Design

Concept image by Concept Phones

Flip iPhone

Before the iPhone was announced there was no shortage of mobile phone and iPod nano mashups. What makes the Flip Phone interesting is that this was designed after the iPhone was revealed. Inside are two screens. Why? Who knows?

Before the iPhone

It turns out that Apple was thinking about making a phone way back in the 1980s. This early concept for an Apple Phone was by designer Hartmut Esslinger and his firm Frog Design. He designed these concepts for Apple and published them at a later date in his book, Ingeniously Simple. Apple never made this clamshell phone. We rather wish they had.

Concept image by Frog Design

iOS 8.4 beta 3

Third beta version of iOS released for developers

Apple has released a third beta version of iOS 8.4 for developers to play around with. Included in this new beta version is a revamped Music app with a cleaner look and added functionalities. According to 9to5Mac, the updated Music app will also host new iterations of iTunes Radio (see page 28) and a Beats Music-inspired streaming service. The new Music app is expected to be announced at WWDC on June 8 and publicly available later that month.

If you're a developer signed up for the iOS beta program, the update is available now in Software Update as well as in the developer centre. Public beta testers should be getting the iOS 8.4 update 2 on their iPhone, iPad, and iPod touch rather soon.

Additionally, Apple released a new beta build of OS X Yosemite 10.10.4. You need to be a registered beta user running earlier versions of the beta to get this new build, number 14E17e. The Mac App Store's Updates icon should indicate an update ready for download. According to 9to5Mac, Apple notes that the focus areas in this beta update are Photos application, the Migration Assistant, and Arabic and Hebrew language support.

iTunes streaming services

Beats-based music streaming service on the way

● Tunes Radio is a service launched by Apple with iOS 7 back in 2013, letting you set up and customise your own radio stations that stream music tailored to your likes and dislikes. Those in the US have had iTunes Radio for more than a year, but we're still wondering when (or more accurately, if) iTunes Radio will launch in the UK. It arrived in Australia in February 2014 but there's still no sign of

it on this side of the Atlantic, and we now suspect that we'll get an all-new Beats Music service instead. Here, we bring you all of the rumours about Apple's music streaming service including release date rumours and speculation about its features.

Will iTunes Radio come to the UK?

We'd been expecting iTunes Radio to arrive early last year in the UK, but quite clearly our expectations haven't been met. There's still no sign of iTunes Radio in the UK and we're beginning to think it'll never happen.

After all, rumours now are all focused on Apple's acquisition of Beats last year, and how the company planning to use Beats Music to launch an amazing new music streaming service that we assume with replace iTunes Radio.

Prior to Apple's 9 March event, there were some rumours to suggest that the company might debut its new music streaming service then. However, we're now expecting it to be shown off for the first time during WWDC 2015 as part of an iOS 8.4 update, Apple's annual developers conference, which is set to kick off on 8 June.

According to a Billboard report, Apple executives had hoped to see a boost in song sales after launching iTunes Radio in the US, but so far only 1- to 2 percent of listeners are making purchases.

iTunes Radio's success has been described as "underwhelming," according to the report, so it's possible that Apple will wait until the service has seen significant updates before releasing it to additional countries.

What will Apple's Beats Music-based service be like?

In March, 9To5Mac published a convincing report claiming that the Beats-based music service would be introduced, perhaps in beta form to begin with, at WWDC, according to "music industry sources briefed on the launch timeline."

"The new iTunes music streaming service is based on technology acquired from Beats Music," the report reads. "Including curated playlists, cloud-based libraries and offering customised to the musical tastes of individual users."

It'll be similar to Beats Music for iPhone, but will be integrated directly into Apple's iOS Music app as well as iTunes on the Mac. It'll also arrive on the Apple TV as a replacement for the current Beats channel. That report also claims that Apple had planned to launch the new service in March, but that it ways delayed due to the departures of some key employees, and some trouble when it came to integrating Beats human and technology resources into Apple.

Apparently, the new service will be available on Android, too, though it's expected to arrive much later than the iOS version. This might sound crazy, but back in 2003 Apple decided against the odds to introduce iTunes for Windows, so it's not completely outside the realms of possibility.

At the end of April, reports began to emerge to suggest that Apple has been poaching some employees from BBC Radio 1 to help work on its music streaming service, which not only hints that the UK will get the service shortly after launch, but

also adds evidence to its imminent arrival. Four producers from BBC Introducing have reportedly been snapped up by Apple, including James Bursey. Former BBC DJ Zane Lowe is also said to have been employed by Apple recently.

Former Deezer executive is also said to have joined Apple, while Nine Inch Nails frontman Trent Reznor has been rumoured as a major player in the overhaul of iTunes Radio, as he was formerly chief creative officer at Beats.

Apple music streaming service: The competition

If you can't wait to create a custom radio station like the ones in iTunes Radio there are other similar apps available. One of the biggest radio services is Rdio, which enables you to listen to custom radio stations. Although it costs £9.99 per month for an account.

TuneIn Radio is a free ad-supported app that works more like regular radio, but enables you to listen to internet-based stations. Meanwhile, the BBC iPlayer Radio is a good app for catching up on BBC radio shows.

But probably the closest competitor to iTunes Radio is Spotify, which enables you to create a playlist of tracks from a song. Spotify offers a free option if you don't mind ads, and there are apps available for a huge range of devices including iPhones, iPads and Macs.

Reports that emerged in May 2015 from The Verge say that Apple "has been pushing major music labels to force streaming services like Spotify to abandon their free tiers." Apple is said to be hoping to reduce competition ahead of the launch of its own service, and the removal of a free version of Spotify would certainly do so.

Additionally, Apple could be offering to pay YouTube's music licensing fee to Universal Music Group if the label stopped allowing its songs on YouTube, the report says.

Sources claim that the Federal Trade Commission, the Department of Justice and the European Union's Competition Commission have been looking into Apple's business habits surrounding the pressure it's apparently putting on music labels, similar to the investigations that occurred during the ebook antitrust case.

Why hasn't Apple launched iTunes Radio in the UK?

This isn't because Apple is tardy, or because of technical challenges. But it's more to do with licensing deals, these are generally negotiated with the major record labels and Apple has to negotiate with each label for each continent and country. Apple typically starts with the US because it is a

US company and that's where its primary market is. The UK, along with Germany and France typically come shortly afterwards.

The iTunes Store launched in April 28, 2003 in the US and June 15, 2004 in the United Kingdom. So that took just over a year to negotiate. iTunes Radio launched in the US in September this 2013, and while we had expected it to launch in the UK by the end of 2014 it's likely that the Beats acquisition triggered a change of plans for Apple.

There are already services available that perform similar function to iTunes Radio in the US and the UK, as mentioned above. While these are popular services, the integration of iTunes Radio directly into iTunes on the Mac, and especially into the Music app on the iPhone and iPad, must surely be compelling to the music industry. After all, Apple is the leading music store and iTunes Radio aims to encourage people to purchase music that they're listening to.

Apple has a pretty good, if somewhat fractious, relationship with the music industry. So we're hoping the company will be able to bring Beats Music to the UK quickly.
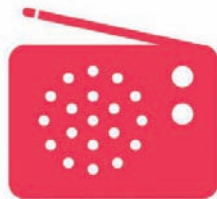
iTunes Radio

ResearchKit apps

Apple's initiative has been a success, so far

Apple offered up the iPhone to medical researchers as a new way to collect hard-to-get health data two months ago, and now we have an idea of how the company's newly open-sourced ResearchKit initiative is paying off.

Mobile health developers LifeMap Solutions worked with New York's Mount Sinai to develop one of the first ResearchKit apps, Asthma Health, and LifeMap CEO Corey Bridges has a few takeaways eight weeks in.

Bridges published the first official ResearchKit blog post with answers to ResearchKit questions like whether users would continue to use the app after the novelty wore off and how they would react to the e-consent process needed to participate in the asthma study. To participate in medical research, participants usually need to read and sign paper documents to consent to being studied. ResearchKit apps transfer that process to an iPhone app.

"Based on preliminary data for the Asthma Health app, over half of our users not only complete the e-consent process, they also come back the very next day to use the app," Bridges wrote.

Sustaining interest in a medical app

Consent is easy. Actually getting people to use the app regularly so researchers can gather meaningful medical data is tough. Asthma Health asks asthma patients to record their symptoms throughout the day and how those symptoms affect their routine. The app also asks people to report their asthma triggers and document their visits to the hospital and the doctor, and to input their medication (and whether that changes).

Asthma Health pushes out a weekly reminder to encourage people to open the app and check in to record all of that information, which keeps engagement rates higher than typical for a health app. Bridges thinks the app's demographic of early adopters could also have an affect on those high numbers.

"Our working theory is that Asthma Health users are motivated by the goal of supporting research

that helps the entire patient community," he said in the blog post. "We plan to test this theory more extensively in the near future."

More than 60,000 people have signed up to use the first ResearchKit apps, which allow patients to track symptoms of breast cancer treatment, Parkinson's disease, heart disease, diabetes, and asthma. More than 11,000 people registered to use Stanford's MyHeart Counts app in the first day it launched, which is more patients than most medical studies find to participate in a whole year. If Asthma Health's data holds true, ResearchKit apps will be able to collect far more information than standard medical studies.

Apple just opened the initiative to all medical researchers, so we expect to soon see a wave of new health apps collecting data on all types of conditions. If recent reports prove true, some of those apps could allow you to submit your DNA for testing and analysis. And once ResearchKit comes to Apple Watch apps, Apple's effect on medical research could be far more significant than anyone ever expected.

Looking to iOS 9

## What Apple should fix in its next mobile operating system

I t's not a shock to learn that Apple is always hard at work on the next big thing. There will always be another iPhone, a lighter MacBook Air, a faster iMac, and new operating systems to run on them. 9to5Mac reports that, according to its unnamed sources, iOS 9 would focus not on new features, but rather on cleaning up iOS and making sure all the bells and whistles added in iOS 7 and iOS 8 work like they're supposed to, every time. Think of it as the Snow Leopard of iOS. When Apple decided to slow the roll of feature creep in OS X 10.6, the result was an OS that didn't boast hundreds

of new features, but turned out to be stable and reliable – and we loved it.

We can definitely live without hundreds of new bells and whistles, but we do have some suggestions for Apple to shore up some existing features that could use a little polish.

Location-based settings

Do Not Disturb can mute your ringer at certain times of day, and Reminders has geofencing support, so it doesn't seem like it would be too hard to build some of that set-it-and-forget-it functionality into other places in iOS 9's Settings app. For example, we'd love to have our passcode disabled when we're connected to our home Wi-Fi network, and enabled again when we leave.
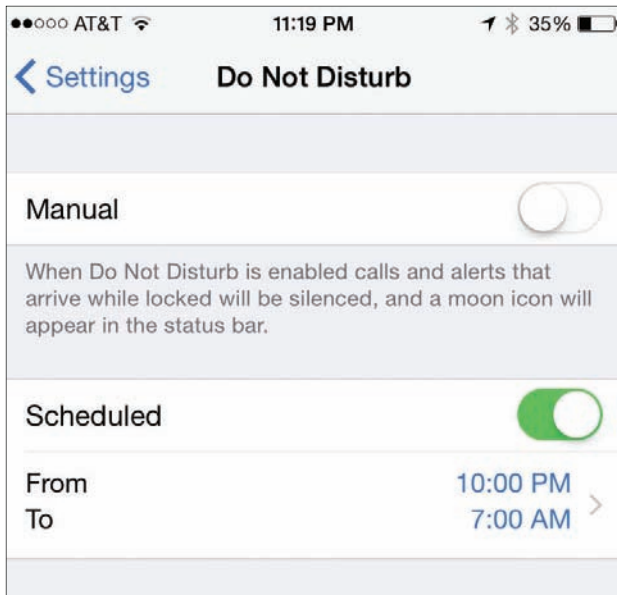
Even the Do Not Disturb feature could benefit from some geolocation support – it doesn't have to go on at 11pm on nights when we're travelling, especially if our iPhone is still out moving around London, being actively used.

Prioritised Notification Centre

Right now, Notification Centre is a good idea with only a so-so implementation. Currently, our notifications show up in reverse chronological order with the most recent on top. That works some of the time, but we'd appreciate being able to reorder the list, so important notifications such as VIP email and Messages always bubble up to the top, even if something more frivolous such as Twitter or Facebook is a little more recent.
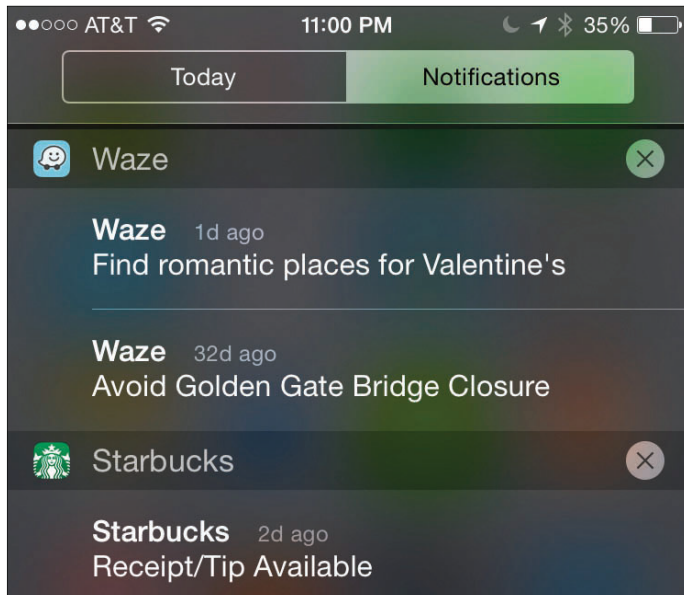
It'd be nice to set expiration dates for some apps' notifications, too. That voicemail can stick around in Notification Centre until we listen to it, but the nudge we just got from Peggle Blast should disappear by the next day. Oh, and here's something to steal from Android: one button to tap that clears the entire Notification Centre.

Shortcuts to Notifications settings

Speaking of Notification Centre, the process of tweaking its settings could really be streamlined. Right now, it's generally easier to delete the whole app when its notifications start to bug us than it is to dig into that huge list in Settings ➧ Notifications and make the tweaks.

We think Notification Centre itself should have a shortcut to those settings. We want to double-tap the app's name in the Notification Centre list to jump right to that app's notification settings, so we can turn off notifications, limit them to one, kill the sound, banish them from the lock screen, and so on.
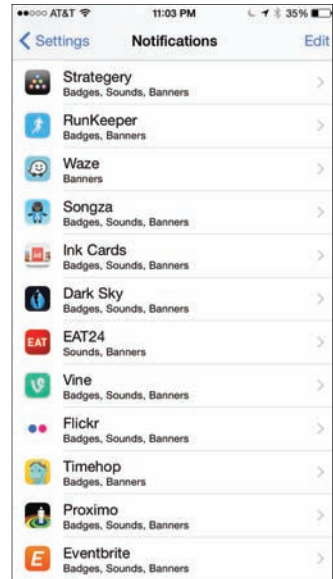
A new Health app

The Health app is terrible. Besides its complete lack of period-tracking support (way to ignore something half the population goes through monthly, Apple), its graphs are the opposite of helpful, showing you

a jagged line scrawled over unlabelled axes. Uh, thanks for nothing.

We do realise that Health is a database and it's not designed to give you insights and actionable advice. Apple does need to let us look inside this database. It's kind of like looking at your medical chart – the info is yours, so of course you have the right to see it, but it's mostly gibberish unless you're a trained medical professional who can parse it. Since Health knows which metrics you're tracking, it could at least suggest HealthKit-enabled apps to help you make sense of those metrics and decide on a course of action. If you track active minutes, Health could suggest Lark. If you're interested in tracking calories, it could suggest MyFitnessPal.

Presently, Health can offer to share data with HealthKit apps you already have installed, but we think in iOS 9, Health should suggest new apps that fill in the gaps and fit with your lifestyle, like how Passbook can suggest apps that work with it, and Maps can point you to transit apps for your area.

Transit directions in Maps

On the subject of Maps, while it is more reliable than at its disastrous launch, it still doesn't have transit directions, which is just bad. We use Google Maps (for walking or public transport) or Waze (for driving) pretty exclusively as a result – but with CarPlay and the Apple Watch tying into Maps and only Maps, that's about to change. We hope Apple will give Maps an overhaul to make it more useful.

Rumours are swirling that a camera-laden Dodge Caravan sighted around the USA could be collecting street-level data to improve the Street View-esque Flyover feature in Maps. We'd rather just know when the next bus.

Siri everywhere

One big advantage of putting those transit directions into Maps is that Siri will be able to tell me when the bus is coming, or if we walk a few more streets to the train station, we'd get home faster. Siri is branching out beyond our iPhones and iPads – it's
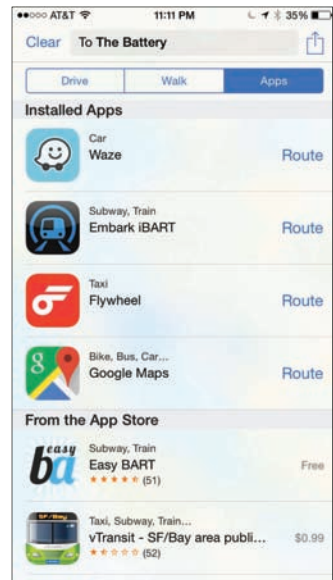
coming to the Apple Watch – and will be a huge part of HomeKit. We believe that it's destined to hit OS X this year, too. (Even Windows 10 has Cortana on the desktop, after all.)

As Siri starts responding to us from new and different devices, we think it could even start predicting what information we need next. Passbook does already, bringing up your boarding pass when you get to the airport, or surfacing your Starbucks gift card whenever you're nearby. CarPlay does a little bit, too. If you drive from your office to your house at around 6pm every weekday, CarPlay will learn that pattern and offer that route to you before you have to ask for it.

Once we start using Siri across our Mac, iOS devices, car and Apple Watch, certainly Siri could learn enough about our patterns to remind us when it's time to leave for a meeting across town, or send a note to our iPhone offering to update software on our Mac when Siri can see we're not using it.
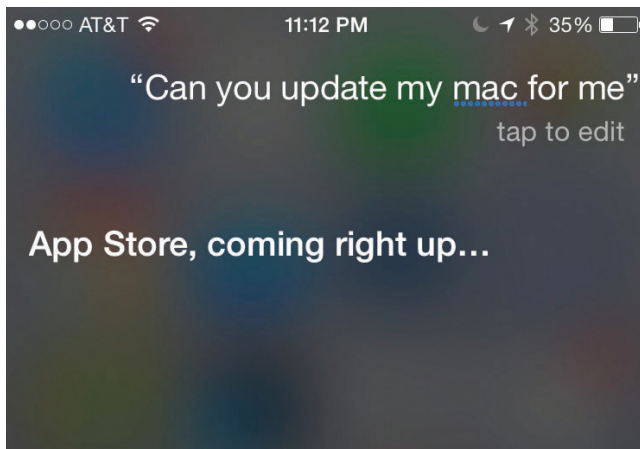
WWDC product launches

As Apple gears up for WWDC, we look at the past 10 events

Apple has announced that WWDC 2015 is set to kick off on 8 June. It should give us our first glimpse at the future of iOS and OS X, along with details of Apple's plans for the Apple TV, and perhaps some new Macs.

Apple's Worldwide Developers Conference has been an important event on the Apple calendar since as far back as the 1980s, but over the past 10 years has become increasingly known for Apple hardware and software announcements. Here, we look back at Apple's WWDC announcements, starting with 10 years ago: WWDC 2005.

WWDC 2005

When: 6 June
Where: Moscone Center, San Francisco
What was announced?
In 2005, Steve Jobs took to the stage to reveal to the conference's 3,800 attendees that, going forward, Apple would be partnering with Intel, with Intel's processors powering Macs rather than PowerPC. OS X was completely rewritten to allow this.

WWDC 2006

When: 7 August
Where: Moscone Center, San Francisco
What was announced?
WWDC 2006 saw the launch of the Mac Pro, which replaced the Power Mac G5 as Apple's professional desktop computer. Developers got their first look at Mac OS X 10.5 Leopard during the conference, though the new operating system wouldn't be

available to Mac users until the following year. Time Machine was also revealed. Around 4,200 developers attended WWDC 2006 as the event's popularity grew further.

WWDC 2007

When: 11 June
Where: Moscone Center, San Francisco
What was announced?
Apple used WWDC 2007 to show off a feature-complete beta of Mac OS X Leopard, which would be released later that year. Safari made its way on to Windows PCs, and developer tools for the iPhone, which had been previewed in January of 2007 at Macworld, were also shown off. The iPhone

launched in the US later that month. There were a record-breaking 5,000 attendees at WWDC 2007.

WWDC 2008

When: 9 June
Where: Moscone Center, San Francisco
What was announced?
WWDC 2008 was Apple's first sell-out event. It saw the unveiling of the iOS App Store, the second

iteration of iPhone OS (iOS 2), the iPhone 3G and a preview of Mac OS X Snow Leopard 10.6. Mobile Me was announced as the rebranded .Me.

WWDC 2009

When: 8 June
Where: Moscone Center, San Francisco
What was announced?
This year's event was another sellout (a trend that has continued right through to 2015's WWDC), and was host to the unveiling of iPhone OS 3.

Further demonstrations of Snow Leopard took place at the event, the 13in MacBook Pro was unveiled, and the 15- and 17in MacBook Pros were refreshed. If that's not enough, Apple also announced the iPhone 3GS during the event.

Apple's marketing boss Phil Schiller took to the stage to present the keynote in 2009, in the place of Steve Jobs due to illness that caused the co-founder to take medical leave from the company.

WWDC 2010

When: 7 June

Where: Moscone Center, San Francisco

What was announced?

In 2010, Apple announced the iPhone 4 and officially renamed its iPhone OS as iOS. The FaceTime and iMovie app for iPhone were unveiled too. WWDC 2010 sold out in just eight days. Not much attention was paid to Mac OS X this year, though, which frustrated some developers.

WWDC 2011

When: 6 June

Where: Moscone Center, San Francisco

What was announced?

2011's WWDC saw Apple give us our first look at OS X Lion and iOS 5. Steve Jobs also unveiled iCloud during the event, which sold out in under 12 hours.

WWDC 2012

When: 11 June
Where: Moscone Center, San Francisco
What was announced?
In 2012, Apple used WWDC to announce new models of the MacBook Air and MacBook Pro, as well as the MacBook Pro with Retina display. OS X Mountain Lion and iOS 6 were shown off, too. The event sold out in under two hours.

WWDC 2013

When: 10 June
Where: Moscone Center, San Francisco
What was announced?
In 2013, Apple unveiled OS X Mavericks, iOS 7, the new Mac Pro, a new MacBook Air, iTunes Radio and iWork for iCloud, making it one of the most exciting WWDCs to date. Plus, it sold out in just two minutes.

WWDC 2014

When: 2 June
Where: Moscone Center, San Francisco
What was announced?
Last year, Apple announced iOS 8 and OS X 10.10, both of which represented significant changes and improvements over the previous versions. There were no hardware announcements, though.

To prevent 2013's two-minute sell-out fiasco from happening a second time, Apple decided to allow developers to register for the conference over a period of five days, after which the company randomly selected 5,000 attendees from the applicants.

WWDC 2015

When: 8 June
Where: Moscone Center, San Francisco
**What is expected to be announced?**
Put your money on previews of iOS 9 and Mac OS X 10.11. The changes aren't expected to be as big as they have been over the past two years, so there could be more than just new versions of Apple's operating systems.

If you take a look at the logo we think there could also be a hint at another product that could be set to steal the spotlight this year, and that's the Apple TV.

We've been hoping for an update to the set-top box for some time now, and with rumours of a new Netflix rival in the works at Apple, WWDC 2015 could be the launch event we've been waiting for.

After the unveiling of HomeKit last year, speculation has suggested that the Apple TV could be the central hub that connects all of your gadgets together, and that the WWDC 2015 illustration (left) seems to tick all of the boxes relating to that rumour, don't you think?
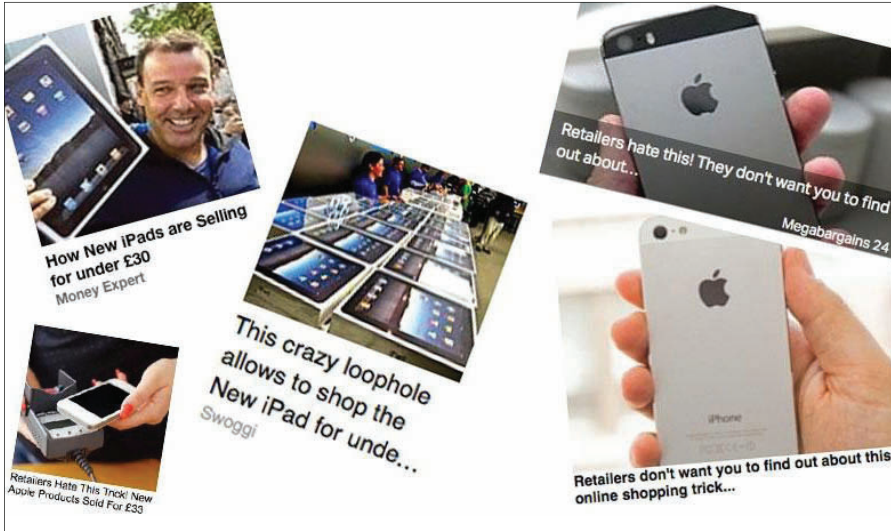
Spot a free iPhone scam

Make sure you don't get caught out by an online scam

I s it actually possible to get free Apple devices? After all: iPads aren't cheap, so people don't just give them away. Or do they? Let's look at the various scenarios.

Facebook iPad promotions

If you see a free iPad offer on Facebook, then it is almost certainly a scam. Back in 2010 security firm Sophos reported on its Naked Security blog that this was a scam, explaining that: "The rogue app instantly posts a message to your Facebook wall, in your name, encouraging your friends to also click for a chance to win an iPad mini."

Rogue Facebook applications can be used to scoop up your personal information, and spread spam and scams rapidly across the social network.

"If you mistakenly installed a rogue app, remove the messages from your timeline, revoke the app's publishing rights and report it as spam to Facebook, and ensure that you have revoked its access to your account," said Sophos.

The original scam pretended to be from Apple (note Apple doesn't ever give away its products). More recently we've seen the same offer from companies such as Megabargains or iPadz, although the names of the companies change quickly.

These are almost certainly the same scam. Facebook rules state that companies can't run competitions in return for likes or sharing – so if you see such a competition, you can be sure that it is not legitimate. The Facebook scam is now so prevalent that we wouldn't advise entering any competition to win anything on Facebook at all.

Stories that claim a loophole means you can get a free iPad

You'll see links to stories around the web claiming that there is a loophole that retailers don't want you to know about that means you can get an iPad for free. These tend to direct readers to a bidding system suggesting that they can bid money for an iPad, and get their hands on the iPad they bid for.

For example, a Megabargains story suggests readers use the MadBid auction site. However, a forum post on MoneySavingExpert suggests that MadBid will take your money: charging you for bid

packages. One post complains that the site started bidding on their behalf without their knowledge.

There is also an auction site called Swoggi that other 'free iPad' stories will promote. To use that auction site you have to purchase credits to bid in an auction. A quick look on MondaySavingExpert suggests that people are buying credits from Swoggi to bid in the auctions and then when they don't win the product they are unable to get their money back.

These sites are said to use BidRobots, or fake bots, to drive up the prices.

How to get a free iPhone or iPad: data capture or phone-in

Another type of free offer is one people refer to as 'data capture'. The data is your information: phone number, address, email, age, hobbies, interests. That is worth a large amount of money to companies.

Lots of companies offer a free iPad in return for data. We say 'offer' but we don't believe many, if any, of them ever deliver. All you do with these links is fill out forms of personal information and are then encouraged to get your friends and family to offer their own details.

You give away your personal data all the time, so you might think it's worth a shot. But we don't think you'll get an iPad this way. We don't recommend filling out endless forms randomly in the hope that an iPad will one day appear.

The other approach is to enter a phone-in competition where you have to dial a number. These phone calls can be quite expensive, so we'd advise you to avoid phoning in to win a prize.
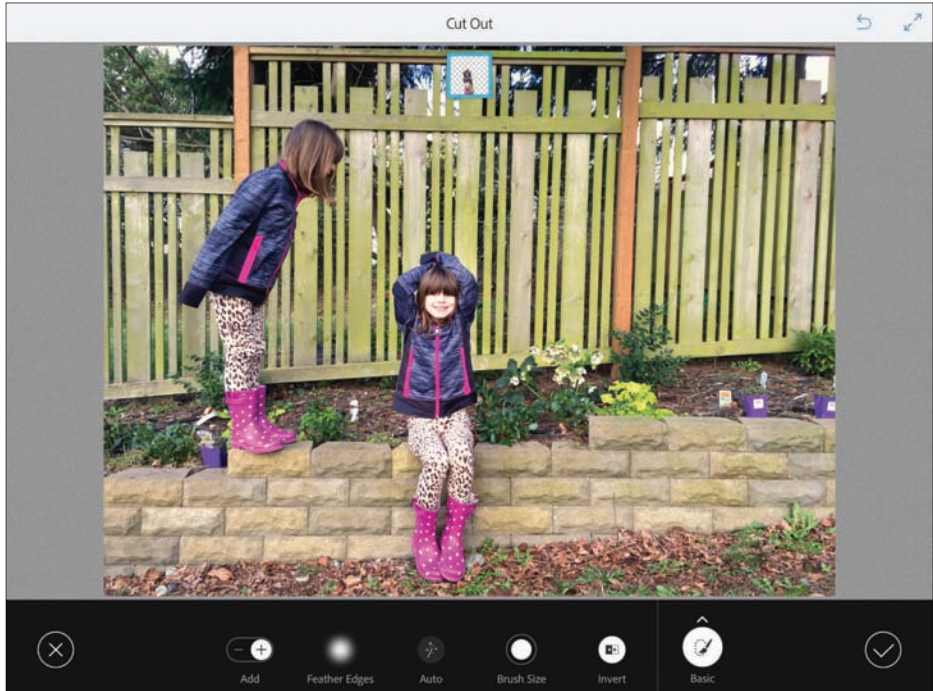
iPhone photo ideas

Spice up the pictures you take with an iOS device

Trapped inside due to weather? Itching to take creative photos but too busy to go anywhere scenic? Or do you just have a few hours to kill? It's easy to think you can't capture photos unless you wake up before dawn to welcome the sunrise or travel to picturesque locales, but fun photos can be made anywhere.

They also don't require expensive, dedicated photo gear. Here are three photo ideas for boring

days that you can create with an iPhone or iPad that you probably already have at hand.

Fun with long exposures

iOS cameras are designed to capture the best possible image in a fraction of a second, without you worrying about the individual capture settings. But it's within those particulars, namely the shutter speed, that you can have fun.

Using an app such as Manual (£1.49, tinyurl.com/nr2pzgv), Long Expo Pro (79p, tinyurl.com/myd627r), or Slow Shutter Cam (79p, tinyurl.com/koxmjwp), you can play around with longer shutter speeds. Generally, a longer speed is used in dark situations to bring more light to the image sensor. There's a drawback, though: if anything moves in the frame, it ends up blurry.

But on a boring day, that's where things get creative. Keeping the shutter open results in interesting visuals when you move something in

front of the camera lens (or move the device itself). Manual can keep the shutter open for up to half a second; Long Expo Pro for 16 seconds; while Slow Shutter can wait a leisurely 60 seconds before it stops recording the image. Both of the latter apps also include a Bulb mode that keeps capturing until you press the shutter button again.

Long Expo Pro and Slow Shutter also include modes that are designed to enhance motion blur or star trails, even in daylight where normally a long exposure would wash out the image.

Clone yourself and others

It's not possible to clone ourselves, but we can photograph whimsical scenarios where we appear multiple times. The trick is to take multiple photos and combine them into one.

To save yourself a lot of hassle when merging the photos later, put your iOS device on a tripod or other stable mount so it doesn't move between exposures. Then, capture two or more photos where the subject appears in different locations within the frame. Make sure you don't place the person where they might overlap one of the other positions, and keep an eye out for shadows.

To combine the images, open Photoshop Mix (free, but requires an Adobe ID, which you can get for free online or in the app). Create a new project by tapping the '+' button, and then choose two of the images you shot.

Next, use the Cut Out tool to draw over the subject. Don't forget to select any shadow areas created by the person's placement. When you

release your finger from the screen, the app creates a mask, hiding everything in the photo except for the area you selected. The other photo shows through, combining the two into one image.

Mix works only with two images at a time; if you want to add more clones, export the combined image to the Camera Roll, and then create a new project with that as the base.

Create a time-lapse movie

Fun photos don't need to be limited to still images. Apple's Camera app has a time-lapse feature that captures one image every eight seconds, then stitches those shots together to make a video.

This is another example where having a tripod is handy. In the Camera app, frame your subject and swipe the screen to switch to Time-Lapse mode. It's a good idea to lock the focus and exposure by pressing and holding an area of the screen until you see a yellow indicator that reads AE/AF LOCK. This prevents unexpected colour and exposure shifts during the course of the recording.

Wi-Fi Calling on an iPhone

We take a look at EE's new Wi-Fi Calling service

Traditionally, if you've had a weak signal at home there hasn't been much you can do about it. That's no longer the case if you use EE's Wi-Fi Calling service, which lets you send and receive calls and texts via Wi-Fi. The service is free to all EE 4G customers, with calls and texts coming out of your monthly allowance.

Other networks such as Three and O2 have similar features, but differ to EE's offering. Both

Three and O2 provide apps that let you make calls and send texts, whereas EE allows you to make calls without first having to open an app.

What are the benefits?

The most obvious benefit is that as long as you're connected to Wi-Fi, you can make and receive calls and texts when you've got very little or no signal.

Those who live in London will also be able to connect to Wi-Fi on the underground and make calls on the platform while waiting for the next train. We decided to check this out and didn't encounter any problems in our tests.

What are the drawbacks?

As it stands, you can't make a call on your cellular network and have it switch over to Wi-Fi automatically. That's because in the UK, we use 2G/3G signals to make calls, and while it should work once EE switches over to VoLTE (Voice over LTE), we may have a while to wait. It's also UK-centric at the moment, so you can't go on holiday, connect to Wi-Fi and avoid the extra charges.

The main drawback for Mac users is that if you enable Wi-Fi calling on your iPhone, it disables the Continuity features. Introduced with iOS 8 and OS X Yosemite, Continuity allows you to make and receive calls and texts from your iPhone on your iPad or Mac. You'll still be able to make FaceTime calls and text iMessage users on your iPad or Mac, but regular calls and texts won't work. .

There have also been issues regarding Visual Voicemail when using Wi-Fi calling. You'll be alerted

that you've got a new voicemail, but instead of being able to listen to it via EE's Visual Voicemail service, you can only access it by calling your voicemail.

Which iPhones are compatible?

Only those with an iPhone 5s, 5c, 6 and 6 Plus can use the service. Anyone with an older handset will have to upgrade.

How do you set it up?

You'll first need to make sure that you're running iOS 8.3 – head to Settings ➜ General ➜ About to find out what version of iOS you're running. If you are on iOS 8.3, make sure your Carrier version is 19.1 from the same menu. Once your iPhone has been updated, tap Settings ➜ Phone ➜ Wi-Fi Calls and enable the feature. It'll take up to 24 hours to activate and you'll receive a text message from EE when you're ready to go. Once the service has been activated and you're connected to Wi-Fi, the network name should change from EE to EE Wi-Fi Call. If it has, you can now make calls over Wi-Fi. If not, the service hasn't activated yet.
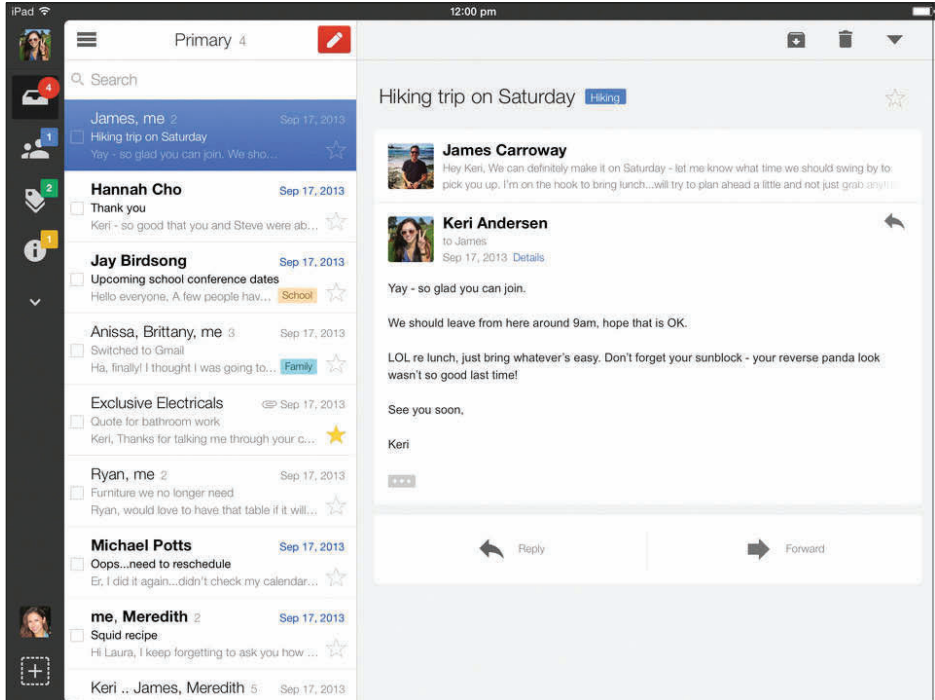
Gmail for iOS

Four tricks every Gmail for iOS user should know

There's more to the recently revamped Gmail app for iOS (tinyurl.com/n8tkcjd) than looks alone: it also comes with some new features that will make users' lives a lot easier. You can respond to a message straight from Notification Centre, open attachments in other apps, and more. We've got four tricks that will help improve your Gmail experience.

1. Set a holiday response

You can set a holiday reminder directly from the app, perfect for letting friends, family and colleagues know that you won't be replying for a while.

Tap the menu button in the top-left corner of the page, then tap the Settings button (the one shaped like a gear) next to your email address. Flip the Vacation Responder switch, then fill in the blanks – you know, start and end dates, subject line, message, and so on. Tap the Save button.

Bonus tip: Any holiday message you set in the web version of Gmail will automatically sync with the Vacation Responder settings for the Gmail app, and vice versa.
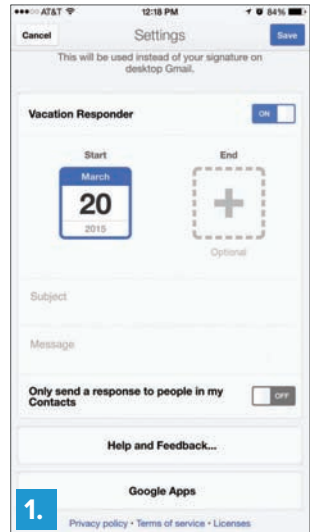

2. Swipe between message threads

If you want to read the next message thread in your inbox, swipe from right to left (for older threads) or left to right (for more recent threads).

3. Mute an email thread

Some group messages are helpful, but other times you'll find yourself wondering how you got thrown into to a conversation that just won't end. Gmail makes it easy to 'mute' an annoying message thread. To do so, open the thread, tap the down-arrow
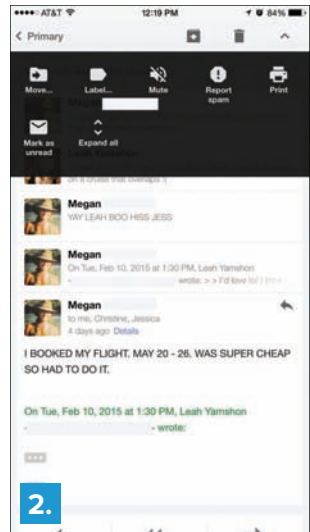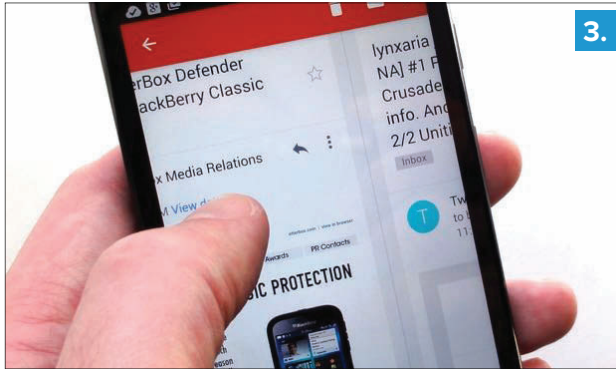
menu in the top corner of the screen, then tap Mute. If you change your mind and want to rejoin the thread, search for 'is:muted', open the muted message you'd like to unmute, then move it back to the inbox. That'll clear the thread's Muted label, and you'll once again receive every message sent to the group.

4. Attach Google Drive files to messages

With a little help from Google Drive, you can send a file that's more than a few GB in size to a friend via email, or deliver a large batch of files. (If you use Gmail, you'll have a Google Drive account.)

First, you'll need to load the files you want to send into Google Drive. Open your Google Drive account, then drag the file you want to send onto the web page. The file should begin uploading automatically. Next, open the Gmail app, compose a new message or reply to an existing one, tap the Attach button (it looks like a paperclip), then tap Insert from Drive. Find the file you want to send, tap it, then tap the Attach button again.

Contact manager apps

Two apps that are better than the default option

We've said it before, and we'll say it again: the iPhone's contacts app isn't the best contact manager around. A wide variety of third-party options are available, making it easier than ever to keep track of all those names and numbers. And just like your list of contacts, these apps are constantly being improved.

FullContact
Price: Free
URL: fullcontact.com
Previously, FullContact was a web-based contact manager. However, last year its developers acquired

Cobook (the company behind Cobook Contacts) and added that app's mobile functionality into FullContact's feature set. The result is a well-designed app with the power of a desktop client.

You can sign up for FullContact on your iPhone, iPad or on the internet. Once you're logged in, you can add contacts from Facebook, Google, iOS (including iCloud) and Twitter. FullContacts pulls all of those contacts together, adding social media profile pictures, and cleaning and removing duplicates from your contact list.

What may be concerning to some users is that it does this automatically. Initially, we were hesitant to hand over control, but soon found the app effective at cleaning up our contact lists. We still had a couple of duplicate contacts left, but we appreciated the fact that it didn't automatically merge contacts when it wasn't sure.

The basic version of the app is free. It allows you to store up to 5,000 contacts, offers a two-way sync with Google every 24 hours, and provides 10 free Business Card Transcriptions (this is when you take a picture of a business card, and FullContact has a real person transcribe that card and send it back to your phone as a contact). The £7.99 per month Premium version allows up to 25,000 contacts, real-time syncing with Google, and 50 Business Card Transcriptions per month. Both versions allow you to purchase extra transcriptions as needed.

PureContact

Price: 79p

URL: purecontactapp.com

PureContact is very different from any other contact managers we've tested. The app values quality over quantity, and because of that, it's best thought of as a favourites app, not a full-fledged contact manager. If you're going to be using it to stay in touch with a select group of people, it's incredibly handy, but if you're looking for an app to manage hundreds of contacts, this is not the app for you.

That's because you have to add all of your contacts manually. PureContact doesn't scour your various address books and services for people with whom you've been in touch. Instead, it accesses your phone's address book and lets you select who you'd like to add. All of the contacts you choose are given their own circle, which you can tap or swipe to access or take action. PureContact lets you assign actions to behaviours, such as a right-, left-, up- or down swipe, or a double-tap. You can have the app email your contacts on a right swipe, but call them when you double-tap. It's a nice touch that you can personalise these actions in a way that makes sense for you.

We also like PureContact's simple design. It's clutter-free and easy to use. At 79p it's affordable, but that price tag may be hard to justify when the app is simply serving as a souped-up version of the 'favourites' function your phone likely already offers.
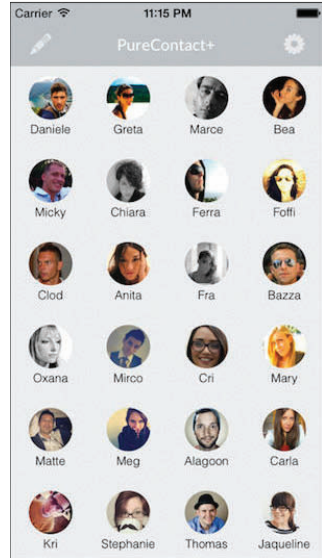
Back up your iPhone

Keep your contacts, photos and data safe

B acking up is easy to do (sorry), and it's also incredibly important – if we had to give three pieces of advice to iPhone owners, they would be back up, back up, back up. So listen up, as we explain how to back up an iPhone.

Why backing up is so important
Our iPhones are one of the most important possessions we have. Putting aside their financial worth, these little slabs of silicon and glass have become the central repositories for our memories, be they photographs of once-in-a-lifetime events or

important documents. Making sure that this precious data is backed up somewhere is a crucial safeguard against theft, damage, or leaving our worlds behind on the back seat of a taxi. Then, of course, there's the more joyous occasions of upgrading to a newer model and being able to transfer all of your data quickly and simply by using a backup.

Thankfully there are many ways to store your information on the web or your Mac, all of which are free and easy to use.

Apple's iCloud service means your iPhone can constantly sync important data with web-based servers, and iTunes also offers a simple one-click backup facility. And there are third-party services that offer a variety of options these days. As a safety precaution, we recommend using at least two of the available solutions, because if the worst happens and your iPhone backup is somehow corrupted, you'll have another version to fall back on.

Each Apple ID has 5GB of storage available, in which you can store bookmarks, contacts, calendars, iCloud documents, mail message, notes, and your iCloud photo library. If you take lots of pictures and videos, you may need to upgrade the storage capacity, as it will soon fill up. Apple offers 20GB for 79p per month, up to 1TB for £14.99 per month.

While iCloud backups are handy, they're best used in conjunction with iTunes. iCloud backups are easy to set up and once done they will automatically run in the background each time your device is plugged in and on a Wi-Fi connection.

To create and use iCloud backups you'll need an iCloud account, which are usually created when

you first set up your device. On your iPhone go to Settings → iCloud → Backup and you'll see the option to toggle on iCloud Backup. That's it, you're good to go. Now your phone will automatically look after your data without any need for you to get involved.

Use Mac and iTunes

Having a local backup is always a good idea, as it means you at least know that you have a copy that you control, rather than trusting to the all-powerful cloud. Making a local backup is very easy thanks to that old favourite iTunes. Years ago you would have regularly plugged your iPhone into your PC to sync music, but with the advent of iTunes Match it's maybe fallen a little out of favour. iTunes still remains a very useful piece of software, though, and will give you a complete backup in a matter of minutes.

First off, plug a connector cable into your Mac or PC and then your iPhone. In the top left-hand corner, under the play controls, you'll see a little icon of a phone appear: click this and you'll be taken to the menu for your device. Ensuring that Summary is selected in the left-hand column, you'll now have three boxes in the main pane, the middle of which is entitled Backups.

There are two main sections – automatic and manual – and the iPhone is usually set to automatically back up to iCloud. If you prefer that each time you connect your phone to the Mac it immediately creates a new, locally stored backup, then click the 'This computer' option below.

Moving over to the right-hand side of the box, there is the option to create a backup manually.
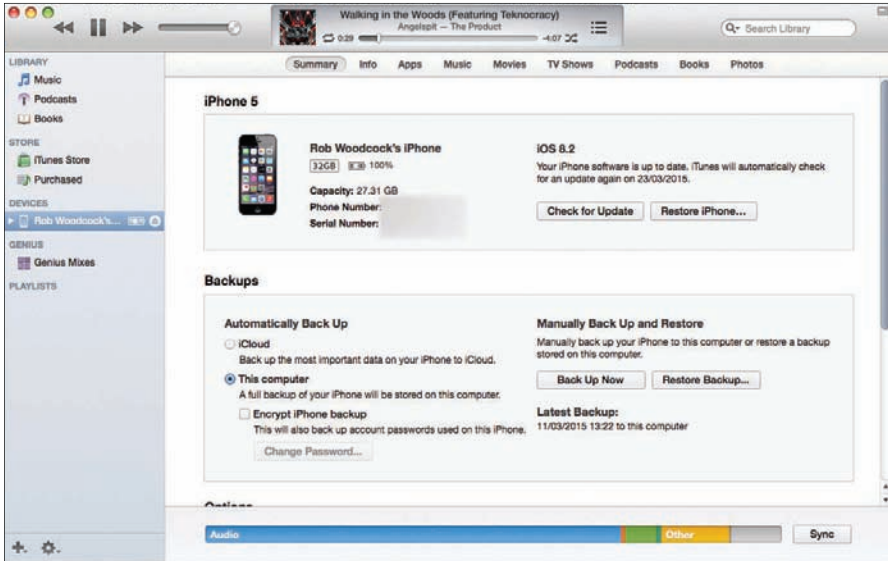
Clicking the 'Back Up Now' button will do exactly that, with the length of time it takes dependant on how full your phone's storage is at that moment. Next to this is the Restore from Backup option, which is where you would head if you wanted to reinstall everything after replacing your iPhone.

You may be asking yourself exactly what is included in the backup? Any photos currently on the device will be stored, as will contacts, calendar accounts, Safari bookmarks, notes, call history, profiles, and several other types of data. Apple has an extensive list of all the things contained in a backup, which you can read here.

The iTunes backup doesn't make extra copies of any media files, though, so films, music, and apps bought from iTunes will need to be downloaded again from the site or your PC.

Create an encrypted backup in iTunes

There is one additional type of backup available in iTunes, which is an encrypted one. If you have sensitive data on your phone or are safety-minded, then this option will give you an added layer of security by making the backup accessible only through a password that you'll be prompted to create. Remember, though, that this password will not be known to Apple, so if you forget what it is, your backup will become useless. Due to the extra security levels of an encrypted backup, Apple adds additional data which is withheld from the standard version. This includes information from the Health app, alongside your password keychain.

Use third-party backup services

There's a sage piece of advice in security circles that states: "If something is only backed up once, it isn't backed up at all." Creating multiple copies of data is the only way to really guarantee it won't get lost.

Signing up for free accounts with Dropbox, Flicker, Google Drive, OneDrive, or one of the many other options around gives you an easy way to keep your photos and documents safe without too much effort. Pretty much all of them offer automatic syncing, and it won't interfere with iCloud.

So download one, or a few of the apps, follow the instructions, and you'll have another safety net running in the background. One word of warning, though. Be sure to check the settings for each app, and slide the Use Cellular Data option to off, otherwise you might get a nasty surprise when your next phone bill arrives.

Set up an Apple Watch

Guide to getting started with your new Apple Watch

Unbox the watch and fit the right strap
Open the box and take out all the components: the Apple Watch itself, the spare strap piece, the charger and the basic documentation. The Sport Band comes with a spare piece. Try the watch on as it comes, and see if it fits properly. If your wrist is too small or large, swap in the other piece that also comes in the box. Remove the section of strap with holes on it by pressing the button on the watch's body, then slide the new piece in.

Power on
The button on the side of the Apple Watch provides a shortcut to your favourite contacts – but if you

press and hold it, you can also power on and off. Do this now to wake up the watch. As when waking up an iPhone, you'll see the Apple logo for a moment or two, before the interface starts up. It should also arrive at least partially charged up. On the off chance it doesn't, and for the future, we'll briefly discuss how to charge up your Apple Watch in the next section.

Charge up

Apple Watch charging works via wireless induction. The charger is the small white circular unit (see image, opposite); plug it into the mains and then place the Apple Watch on top of the charging unit – it will snap on to the unit magnetically. An icon will appear saying 'charging', and then disappear; after this there will be a lightning bolt icon at the top of the watch screen to indicate that it's charging.

The Apple Watch doesn't need to be plugged into the charging unit, but the black circle on the bottom of the watch does need to be in contact with it.

Pair the Apple Watch with an iPhone

The rest of the setup requires the iPhone you plan to use with the Apple Watch. Start up the Apple Watch app on your iPhone (this arrived with iOS 8.2) and you'll be prompted to switch on Bluetooth if you haven't done so already. The app will talk you through the next few steps.

First of all, it will prompt you to line up the screen of the Apple Watch in the crosshairs of the iPhone's camera as directed. You'll have noticed that the Apple Watch has automatically detected the presence of a nearby iPhone ready for pairing, and

is now showing an attractive image that acts as a sort of QR code for the iPhone camera to pick up.

Options and preferences

First, you need to tell the app whether you're going to be wearing the Apple Watch on your left or right wrist. Then you'll be shown Apple's terms and conditions, which you'll need to agree to. Read the document first. Then you'll be asked to enter the password for the Apple ID used on your iPhone.

Now we need to run through a few optional features and services for your Apple Watch. It's up to you how you respond to each of these.

Do you want to use Location Services on your Apple Watch? This can use up battery life, but enables apps to adjust their behaviour or offer different options based on your location.

Do you want to use Siri? Apple's voice assistant may not be your cup of tea but it's constantly

evolving, and we can't see any down sides to at least having it as an option.

Do you want to automatically send diagnostics back to Apple when there's a problem? This is the public-spirited thing to do, and will in a small way help Apple to find solutions to bugs and flaws, but you're not under any obligation to do so.

Set a passcode for the watch and confirm it. You can choose between a short passcode – four digits – or a longer code that will have to be input on the iPhone every time you want to unlock the watch.

Finally, decide if you want to unlock the Apple Watch with your iPhone. What this means is that, if both your Apple Watch and your iPhone are locked and you unlock the phone, the watch – provided it's on your wrist – will unlock too automatically.

Install apps

The last option you get is whether or not to install all the apps that are on your iPhone on your Apple Watch. If you agree to this, expect to wait a little, while this is all synced. In future, if there are any apps you want to use on the watch, you'll need to install them on the iPhone first. Then you can go into the Apple Watch app on the iPhone, scroll down to the app you've just installed, and choose 'Show on Apple Watch'. You can also decide whether it should show up in your glances.

You're done

That's pretty much it. Your iPhone will 'warn' you that a new device is using your Apple ID. Acknowledge this, and the app will tell you that setup is complete.

Boost a Watch's battery

Tips to ensure your Apple Watch's battery lasts longer

1. Running out of power

Our first day with the Apple Watch was disappointing. By 6.15pm our iPhone had run out of power, and just half an hour later the watch gave up the ghost, too. Perhaps our first day's use had been a little excessive – we'd been checking out the apps and settings, but it's not as if we had run a marathon.

Apple says that the watch will offer an "all-day battery life" – that's up to 18 hours of normal use. It describes this as: "90 time checks, 90 notifications, 45 minutes of app use and a 30-minute workout with music playback from Apple Watch via Bluetooth, over the course of 18 hours." We made it to almost 11

hours on the watch, not that it was much use to us after our iPhone died.

We think it's likely that a lot of background processing is going on, and various communications between the watch and the iPhone are using power. Unfortunately, it isn't easy to close an app once it's open on the Apple Watch – you need to open the app in question on the watch, press and hold the side button (below the Digital Crown) until you see the Power Off screen, then press and hold it again to quit the app and return to the home screen. However, we found it difficult seeing what apps are running in the background. We assumed that Glances would show these, but it appears that some apps will always run in Glances.

Luckily, you can remove apps from Glances in the iPhone app. Go to My Watch ➜ Glances, tap on the red circle next to the app you wish to erase from Glances and tap Remove. We removed Maps and Heartbeat as we thought they would use up a lot of power.

Fetching Mails to the Apple Watch is also pretty power intensive. We set it to notify us of any VIP emails, but decided to switch this off and stop showing email alerts, presuming that this would stop the watch from constantly pinging the iPhone for details of new email.

2. Battery remaining

Wondering what your battery usage is like on your watch and iPhone? Launch the Apple Watch app on your iPhone and go to General ➜ Usage. Here you can view how much power your watch

has used since its last charge – if you think that figure looks high, the chances are that something is grabbing battery life while you aren't using the watch.

To see how much battery has been used up on the watch itself, open Glances by swiping up on the clock face, and look for Power Reserve. Here you can see what percentage use the battery is on.

To see your iPhone's power usage, go to Settings ➜ General ➜ Usage ➜ Battery Usage and see much power the Watch app is using.

After a morning of accessing various settings in the Apple Watch app our Battery Usage indicated the Watch app had used 14 percent of our iPhone battery and our phone was down to 49 percent, while the watch had 76 percent left.
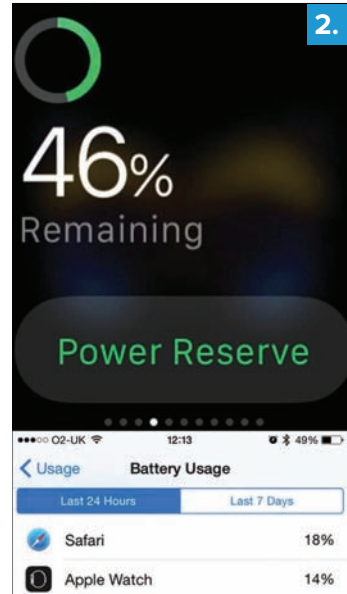
3. Best watch faces for battery life

Pick the most minimal watch face you can – the darker, the less power hungry. We quickly ditched the pretty butterflies for the X-Large clock face in purple, though the least detailed and colourful 'Simple' clock face would probably be the most battery efficient option.

4. Accessibility features

In a similar vein, you can use certain accessibility features to improve the battery life of your watch.

In the Apple Watch app, go to General ➜ Accessibility ➜ Reduce Motion and turn off Motion, this will limit animation and automatic resizing of the Apple Watch user interface on the Home screen when you open and close apps.

5. Turn off wrist raise

Are you the kind of person who is often raising your arm? Perhaps you drink a lot of tea, or when you talk you wave your arms around gesticulating. If that sounds like you, it's a good idea to turn off Activate on Wrist Raise.

You can stop your watch switching on whenever you raise your wrist in the Watch App on your iPhone. Tapping General and sliding off Wrist Detection will stop the watch from showing you the time and your alerts when you raise it. If you turn it off, you will find that some activity measurements won't be available and your watch may not lock or unlock automatically, so you need to be sure that this is the best option for you.

Alternatively, you can turn Wrist Activation off on the Apple Watch itself. Tap the Settings icon ➜ General ➜ Activate on Wrist Raise, and switch the slider to off. Now if you wish to activate the screen, you will have to tap it.

6. Stop your watch beeping

Another way to preserve power is to stop your Apple Watch beeping whenever you receive notifications. To do so, go to the Apple Watch app on your phone, choose Sound & Haptics and mute Alert Volume.

7. Digital Touch

Another way to avoid an excessive amount of haptic notifications is to not get caught up in a Digital Touch interaction with another Apple Watch user. We were tapping away and sending drawings and heart beats, and both we and the recipient noticed that battery life suffered.

8. Notifications

Just as with your iPhone, don't sign up for every notification going if you want to save battery life.

In order to get notifications on your Apple Watch, the device has to be in almost constant communication with your phone, so be selective about what you need to be notified of.

You can use the Apple Watch app on your phone turn off any notifications you don't need. Go to Notifications and go through each of the apps listed that can send notifications to your Watch and adjust the settings.

9. Mail notifications

Of the notifications there is one that you should pay attention to: Mail. If you choose to see alerts from Mail, then expect your battery to run out quicker as the watch will be constantly pinging the iPhone to see if you have any emails to be alerted to.

If you desperately need to be alerted to an email then leave alerts on – you can even fine-tune it to
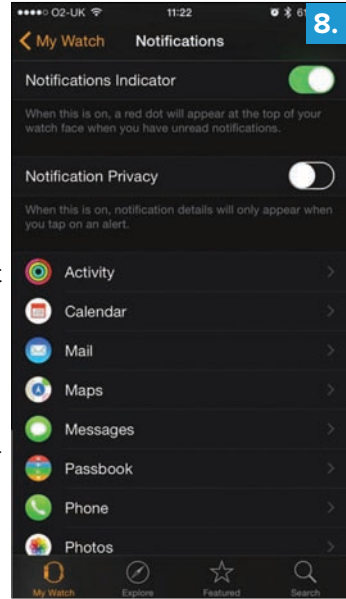
alert you if one of your VIPs (set up in Mail) emails you. But for the best battery life we recommend turning Mail alerts off.

10. Activity-related notifications

You can also switch off notifications for the Activity app. For example, you can turn off Stand Reminders, so that your watch doesn't remind you every hour to stand up, although we can't imagine this is particularly battery intensive.

You could similarly turn off the other Activity-related notifications, but in all honesty it may be better to stop the watch from Activity monitoring.

Unfortunately, this doesn't appear to be possible, though. (You'll see the same options for adjusting Activity if you go to the Apple Watch app, and scroll down to Activity.)

11. Power Saving mode

While you can't turn off Activity monitoring as such, you can turn on a Power Saving mode that makes the Apple Watch conserve battery life by disabling the heart-rate sensor during walking and running workouts. If you do this, the calorie burn calculations won't be accurate, though.

To switch on Power Saving Mode, go to the Watch app, scroll down to Workout, and select Power Saving Mode.

12. Force quit apps

If you suspect an app is using too much power, you can force quit it. Force quitting an app is not as obvious as it is on the iPhone, however. To do so,

open the app, hold down the side button until you see the power off message, and then hold the side button again until you return to home screen.

Because you can't see what apps are open on the watch, you can't be sure that it has really closed. We have, however, been assured that this will quit any open apps. We tried it out in Maps and sure enough when we re opened the app it had to load up again, although the route we'd planned was still there.

13. Turn off Maps

Speaking of Maps, once you have planned a route, make sure you Stop Directions when you are finished. To do so, hard press on the Map app and tap on the cross labelled Stop Directions.

14. Remove apps

Another tip is to get rid of apps on your watch that you don't need. Apple says that there were 3,500 apps available for the Apple Watch at launch, but
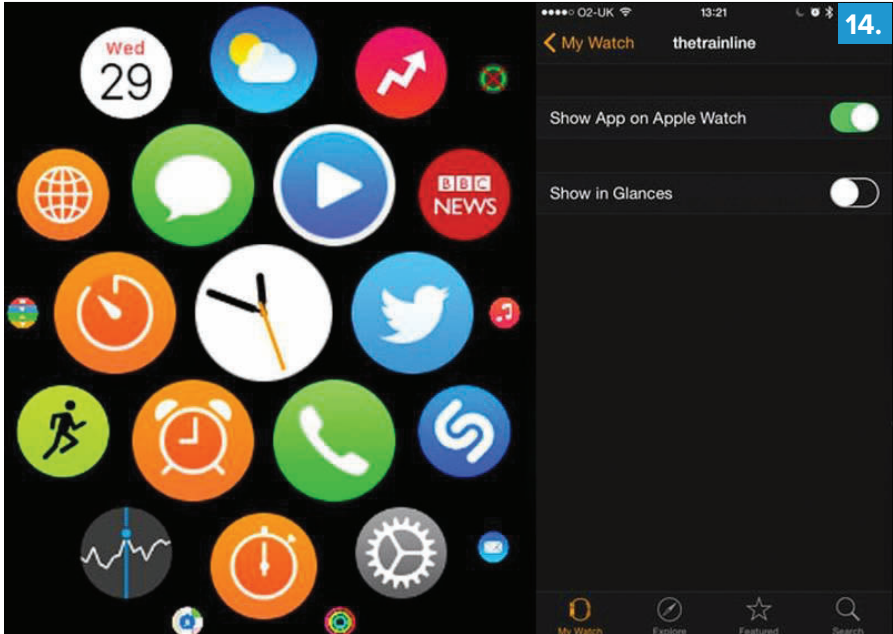
we certainly don't recommend that you install all of them. This is because each one will be transferring information between your iPhone and Apple Watch. So be selective about what apps you add to your watch. You can only remove third-party apps, however. If you want to remove them from your watch, go to the Apple Watch app on your iPhone, scroll down to the app you wish to remove, and toggle to Show App on Apple Watch to off. You can also remove them from Glances here.

15. More power

What about those desperate times when you really need to squeeze the last bit of power out of the battery? There are various last minute tweaks

to extend the battery in the watch a little further.

16. Greyscale Apple Watch

If you were really desperate to stretch out battery power go to Accessibility and turn on Greyscale and remove any colour from your life.

17. Do Not Disturb

Turn on Do Not Disturb to prevent notifications causing your watch to light up, tap your wrist, or beep at you. To do so, swipe up on the Clock Face to enter Glances, and swipe along until you reach the Connected screen, then tap on the crescent moon icon.

18. Airplane mode

You can also turn on Airplane Mode on the Connected screen, which means that any communication between your watch and iPhone will be barred.

19. Bluetooth

When it comes to saving the power on your iPhone, you may be inclined to turn off Bluetooth. However, without it, the Apple Watch won't offer much in the way of functionality. For example, you won't be able to load up your latest emails without switching on Bluetooth on the iPhone and you won't receive any text or call alerts.

If you need any more convincing, Apple states that in order to maximise battery life on the watch, you should keep Bluetooth enabled on the iPhone as it enables "more efficient communications".

20. Power Reserve mode

Your final port of call is to turn on Power Reserve Mode. To do so, press and hold the side button and when the power off screen comes up choose power reserve. Or you can swipe up on the clock face to see the Power Reserve glance and turn it on there.

From this point on your watch will only work as a clock. When you want to go back to using the watch normally, hold the side button again. The Apple Watch will always give you the option to switch into this Power Reserve Mode when it is close to running out of battery and Apple says you should get a couple of days use as a clock in this mode.

21. Reset Apple Watch

Done all the above and convinced that something is wrong with your Watch? Some have suggested that a hard reboot will fix things. To reboot your Watch, hold down the Digital Crown and side button until the screen goes dark.

Use Digital Touch

How to send a Digital Touch from your Apple Watch

One of the Apple Watch's key features is Digital Touch. This lets you communicate with your friends and family using the watch in unique ways. Some of which can only be received by another Watch.

How to send a Digital Touch

From any Apple Watch menu, you can press the side button (underneath the Digital Crown) to go to 'Friends'. From here, you can view and contact the people you speak to most. You can add or

1.

remove contacts from this list using the Apple Watch app on your iPhone.

By using the Digital Crown, you can browse through your contacts and select the one that you want to connect with. A new menu will open, displaying the contact's photo and a series of icons underneath. Tap the phone icon on the left to call them or tap the message icon on the right-hand side to send them a message. If they also have an Apple Watch, you'll see a third, central icon – Digital Touch. When you tap this, you'll be presented with a largely black screen. There are three types of Digital Touch.

Sketch
Your first option is to draw a picture on the Apple Watch's screen. Your scribble will disappear after a few seconds of inactivity, and be sent to your friend. Your drawing will then appear on their screen (see image 1).

Tap

The second way to communicate via Digital Touch is to tap them on the wrist (see image 2). To do this, tap a pattern on the screen. This will then be sent to your friend, and they'll feel it on their wrist thanks to the watch's Taptic Engine. Taps can be a way to discretely communicate – three taps could, for example, be code for grabbing some lunch.

2.

Heartbeat

The third option, is to send your friend your heartbeat using the Apple Watch's heart-rate sensor. To initiate this, place two fingers on the watch's screen (see image 3). You'll know that it's working thanks to the visual heart-rate feedback on screen, which pulses in time with your heart rate. This is then sent to your friend, who will feel your heartbeat on their wrist and see it on their screen.

If you miss a Digital Touch message because you are busy, tap on the arrow icon in the top right of their listing to access it. Note that once viewed, it will vanish never to be seen again.

3.

Apple Watch faces

Ensure your watch face matches your mood and style

The Apple Watch has hundreds of brilliant features, so much so that it's easy to forget that its most basic of jobs is to tell you the time. It is a watch, after all. Here, we talk you through how to choose, change and customise a watch face.

Choose your watch face

There's a huge selection of faces on offer, and we're sure that this will grow over time. When you first get your Apple Watch, though, there will be a set of Apple-made watch faces already installed. There are traditional options, modern designs, and brand-new ways to visualise the time.

1.

Watch faces can be changed whenever you fancy, too, so if you get bored of one or feel like it doesn't suit your mood, it's an easy process to swap it for something more fitting. To do so, you'll need to press firmly on your current watch face to bring up the Faces gallery. Swipe left and right to find the watch face you want. Once you've picked one, you can either tap it to make it your new face or customise it further by tapping the 'Customize' button at the bottom of the screen.

Customise your watch face

Once you've tapped Customize, you'll come to the customisation screen. The dots along the top represent how many customisation panels there are for the Face you've chosen. On the Utility watch face there are three panels, for example.

You can customise anything that's within the green outlines. In this instance, the first panel (see image 1) lets you add more detail to the Face. Turn the Digital Crown (the circular button found on the side of the Apple Watch) to add hours and minutes (see image 2). Swiping to the next screen will bring

2.

you to the next element you can customise. In the case of Utility, you can change the colour of the second panel – here it's only the colour of the second hand that is customisable.

The third screen offers various areas that you can tap to customise. For example, you can add different useful information in each area, such as your calendar and the weather (see image 3).

Press the Digital Crown when you've finished customising and then tap the screen to set it as your watch face. You can now tap on the temperature on your watch face (if you've chosen to display it) to go to the weather app, or your next appointment to go to your calendar, for example. And that's it.

3.

Apple Watch phone calls

Keep in touch with friends and make calls from your wrist

I t's something straight out of Dick Tracy, but now fiction has become a reality and you can talk to friends and family from your wrist. Here, we reveal how to make calls on the Apple Watch.

Answer a call

If someone calls you while you're wearing your Apple Watch (and it's paired to your iPhone), you'll be alerted by a subtle vibration, as well as an audible ringtone if you haven't set the device to silent.

Look at your watch and you'll see who's calling, along with an answer or decline button. If it's someone you want to talk to, tap the green answer button. There's a built-in speaker and mic, so you'll be able to chat without getting your iPhone out of your bag or pocket.

Should you wish to take the phone call on your iPhone (don't forget that everyone else will be able to hear the other side of your conversation if you're speaking through your wrist unless you are using a Bluetooth headset), you can transfer the call from the Apple Watch to your iPhone by scrolling up using the Digital Crown and tapping 'Answer on iPhone'. If you are in a busy meeting, for example, you can mute an incoming call simply by covering the Apple Watch with your hand.

Make a call

You can also make a call directly from your Apple Watch. Press the side button to bring up your circle of Friends. You'll see their initials and thumbnail images, which you can tap to call using the microphone and speaker. Tapping the call button at the bottom left of the screen beneath the person's thumbnail will bring up a list of numbers associated with that person, which you can tap to make the phone call. You can also use Siri to make a call by saying "Hey Siri" and then "Call Mum", for example.

If you want to call someone who isn't in your shortcut list of friends, you need to open the phone app on the watch and select your contact from that list.

Apple Watch texts

How to send text messages from your Apple watch

The Apple Watch is here and it's packed full of handy features. One of the most useful allows users to receive and respond to texts, so here, we talk you through how to reply to a message on Apple Watch, and how to send a text.

Reply to a text
When you receive a text, you'll be alerted to the message with a gentle 'Tap' using Apple's 'Taptic' technology, and an alert will sound if you're not

using the device on silent. Raise your wrist and you'll be able to see who the message came from, followed by the message itself. Lowering your wrist will dismiss the message.

If you want to reply, though, scroll down with the Digital Crown to find the Reply button. Tap Reply and you'll find a list of short, smart replies that Apple thinks are relevant to the message. You can also add your own smart replies in the Apple Watch app on your iPhone for replying to future messages.

Instead, you could dictate a response by tapping the dictate icon and speaking into your Apple Watch, which should recognise what you've said using its built-in microphone and Apple's voice-recognition software. Then, press send to bring up the 'Send as audio message' or 'Send as text message' options.

Alternatively, Apple has made new animated emojis, hearts, and hands, which you can access by tapping Reply and then tapping the smiley face icon. Use the digital crown to scroll through the various expressions and animations until you find a suitable one and press Send.

Send a new text

If you want to send a brand-new message to a contact, you can do so using the Apple Watch without needing to touch your iPhone. First, press the Digital Crown to go to the Home screen, then tap messages. You'll be taken to a list of recent messages. Press firmly, then tap New Message.

From there, add a contact and create your message in the same way you would when you're replying to a message.

1.

Apple Watch's Workout app

Get the most from the Apple Watch's Workout app

Get started
Open the Workout app (press the Digital Crown to go to the Home screen, then tap the green icon with the running man on it) and select the type of activity: run, cycle, row or whatever. Just tap the option you want (see image 1).

Set a calorie target, time or distance to aim for
This takes you to a screen where you set the calorie-burn or (if you swipe left) the time target for the workout. Set the figure you want to aim for by scrolling up and down with the Digital Crown.

In certain cases, such as walking and running, you can also set a distance to aim for. If you want to set a distance rather than a specific time, swipe left once

more and press hard on this screen to select miles
or kilometres (see image 2).

Alternatively, swipe left one more time to start
exercising without a target to aim for – a sort of free
session. Your performance will still be measured, of
course. Tap Start to begin your workout.

View progress during a workout

By default, the Workout app displays progress
towards your goal as a ring on the left-hand side
of the screen.

The time of day is shown at the top right of the
watch's display, the type of workout is shown top
left, and your current running/walking pace, as a
time per mile, is shown at the bottom.

But these are the default settings. If you want to
show the numerical measurement of your progress
towards the goal rather than the ring, you need to
open the Apple Watch app on your iPhone, scroll
down and tap the Workout icon, then tap 'Show Goal
Metric' so it turns green. The ring will be replaced
with a number, in miles, calories or minutes.

Changing the other information displayed around
the screen during your workout is easier – swipe left

or right on the bottom element, or tap on the top-right element, to see other options. Tapping the time of day at top-right, for instance, will cycle through speed and the time you've been exercising.

The Workout app will remember the display options you select. The next time you start the same type of activity, the Apple Watch will show the same metrics.

Pause or finish a workout, and see how you did

At any point, you can press firmly on the screen, and you'll get the option to End or Pause (image 3). This screen also shows your goal, and how close you are to completing it, which may help motivate you to keep going for a bit longer.

Do you need to take an iPhone with you on your workout?

Not necessarily, but Apple recommends it for accuracy. After you've done a few runs with both iPhone and Apple Watch, the latter will start to learn your stride and be able to make accurate estimates of distance run on its own.

1.

Apple Watch's Music app

Play music directly from the Apple Watch's Music app

The Apple Watch comes with the ability to remotely control your iPhone's music, so you can wave goodbye to the days of fumbling around for your mobile on your commute just to change the song. It doesn't stop there though, as you can add music directly to your Apple Watch so you won't need your iPhone connected to listen.

How to use the Music app

There are two ways to access the Music app on the Apple Watch. First, you can go to the home screen by pressing the Digital Crown, and then tapping the Music icon to open the app. Alternatively, if you're already listening to music, you can access the music controls via Glances by swiping up on the watch face screen.

If you want to play a new track but don't want to search for it on the Music app, you can use Siri to find it and play it for you. Activate Siri, either by saying "Hey Siri" or pressing the Digital Crown, then ask it to play the song of your choosing.

If you want to browse your music, tap the icon duration in the top left-hand corner of the Now Playing screen. This will take you to a menu where you can make a selection from either Artists, Albums, Songs or Playlists by using the Digital Crown or tapping on your choice (see image 1). You can then scroll through your music collection using the Digital Crown and select the song that you want to listen to.

You don't have to just listen to music from your iPhone, as your Apple Watch comes with 2GB onboard storage ready for you to fill with music. In order to do this, you must first put your watch on charge to make sure your battery doesn't run out during the syncing process, and then open the Apple Watch companion app on your iPhone. Once you've opened the Apple Watch app, tap 'Music' and then tap 'Synced Playlist' to select the playlist that you'd like to store on your Apple Watch.

Once you've done that, you can choose to listen to either music from your iPhone or Apple Watch. To do this, you have to force touch (press firmly) on the display of the Apple Watch when the Music app is open and tap 'Source'. Then all you need to do is select 'Apple Watch', then connect your Bluetooth headset by tapping Settings (you'll be prompted to go to Settings once you select Apple Watch as your source) and selecting your headset from the list. It's that simple.

1.

Maps on the Apple Watch

Find your location and get directions with the Maps app

Get started

To open the Maps app, press the Digital Crown to access the home screen, and then tap on the Maps icon. You can also open the Maps app by tapping on an address in a text or email, or by accessing Maps via Glances by swiping up from the bottom of the watch face screen.

By default, your location is displayed when you open the Maps app (see image 1). You can zoom in and out of your current position by scrolling with the Digital Crown, or panning around the area using your finger just as you would do in the Maps app on the iPhone.

To find a new location, you'll have to 'force touch' by pressing firmly on the watch's display. This will reveal the screen. You can either get directions to

a contact's address by tapping the Contacts icon, or you can search for an address manually using the Search icon.

If you choose to search for a location, you'll be provided with a list of recent places that you've searched for – both on your Apple Watch and iPhone. If you want to find somewhere new, you can use the dictation tool to search for the location. Next, choose whether you want walking directions or driving directions, then click Start. The Apple Watch will display the relevant instructions, vibrating on your wrist when a turn is approaching (see image 2).

Alternatively, if you search for a location and directions on your iPhone, they will appear on the Apple Watch, which may prove easier.

How to stop directions in Maps

One of the most important steps to take, if you don't want your Apple Watch battery to run out, is to stop the directions once you are no longer following them. To do so, press down on the map until you see the words Stop Directions and tap on the X.

2.