

iPad & iPhone **user**

iPad Pro

A bigger, faster iPad?

**+ BEST
GAMES
APPS
OF 2014**



+ HOW iOS 8 & THE iWATCH WILL GET YOU FIT



Welcome...

Second-guessing Apple is a fool's game. But Apple has perfected the art of seeding sufficient information to get people talking in keen anticipation of a new product. And the iPad Pro appears to be the next big name off the production line. A bigger iPad would be more of a productivity machine than a consumption device, and an answer to the challenge of Windows devices that offer creativity and portability.

A more powerful iPad than the mini and Air, aimed at productivity and creativity rather than just consumption. The iPad Pro will showcase the best tech Apple can offer, with a larger, high-res display.

The ability to run full-featured versions of Final Cut Pro, Logic Pro and Photoshop will be critical to making a bigger iPad Pro a true productivity and creativity device. Expect other professional features such as a Touch ID fingerprint security device, too.

The iPad Pro could well be a game changer, linking up the MacBook and iPad lines. In this issue of *iPad & iPhone User*, we look at just what you can expect from Apple's upcoming mega tablet.

So whether you're a dedicated iPad or iPhone user, new to Apple's portable devices or just interested in getting into iOS, we think you'll be interested in the upcoming iPad Pro, as well as our usual mix of the latest iPad and iPhone reviews, features and invaluable tips and tricks.



Get ready for the iPad Pro

Ted Landau looks at what we can expect from an iPad Pro

Apple's iPad Air has received overwhelming praise as the best full-size tablet you can buy, and it racked up sales records. And why not? It's lighter, thinner, smaller, and faster than its predecessor. In fact, it's so 'impossibly light' that *Macworld*'s Jason Snell described handling it as being "like picking up a movie prop". Thus the rationale for adding the word Air to the iPad's name.

Still, it's tempting to consider a potential second implication of the name change. Apple sells another product with 'Air' in its name: the MacBook Air. It's marketed as an entry-level laptop, with the MacBook Pro as the alternative for those who crave more power and higher-end options. While predicting Apple's future product releases is often a fool's errand, we believe the introduction



of an iPad Air suggests that an 'iPad Pro' is in the works for 2014.

That's the easy prediction. The hard one is describing exactly what an iPad Pro might be. In particular, how would Apple distinguish an iPad Pro from the iPad Air and iPad mini? Understanding that we are about to go so far out on a limb that it might well break beneath me, here's my speculation.

A larger display

This would almost certainly be the primary distinguishing feature of an iPad Pro. How much larger? There are rumours that Apple has already settled on a 12.9in display. This strikes us as just about right. It places the iPad Pro at around the same display size as 13in MacBooks. Furthermore, it would allow for a clear separation between the three iPad models: 7.9in mini; 9.7in Air; and 12.9in Pro.

Touch ID

Apple's Touch ID fingerprint detection debuted on the iPhone 5s. The handset remains the only Apple product to include this feature thus far, and while many people had hoped to see Touch ID on the iPad Air, that didn't happen. Apple might well reserve the option for the debut of an iPad Pro, but if so, it will almost certainly be only a temporary distinction. Within a year or two, we anticipate that Touch ID will be included in almost all iOS devices.

Laptop/tablet hybrid

There's been much debate about the ideal mobile computer: if you can have only one, should it be a laptop or a tablet? Or is neither sufficient on its own? A potential solution to this dilemma is for one device to serve as both, as Microsoft has attempted with the Surface.

Some have envisioned an iPad Pro that goes in this same direction, functioning as an iPad/MacBook hybrid. At one point, we imagined a hybrid that would have a detachable display (as opposed to, say, a 180-degree swivelling display). When the display was attached to the keyboard, it would function as a MacBook running OS X. When detached, it would instead serve as a touchscreen iPad running iOS. While some might see this as combining the advantages of both worlds, others view it as merging the drawbacks of each platform. Apple is





clearly in the latter camp. At Apple's October media event, Tim Cook said: "Our competition is different. They're confused. They chased after netbooks. Now they're trying to make PCs into tablets and tablets into PCs." He went on to assert that Apple has no intention of going in that direction. In other words, despite predictions of an OS X/iOS hybrid device this year, our expectation is that an iPad Pro would remain purely an iOS device.

Physical keyboard

Although an iPad Pro might not be a hybrid, it needn't eschew a physical keyboard altogether. Keyboard cases and covers for iPads, from companies such as Logitech (see above) and Zagg, are already popular options, and it's easy to see why. If you do a lot of typing, a physical keyboard goes a long way toward making that task easier.



Make no mistake, however; there's a downside here. Even the thinnest, lightest keyboard cover adds significant heft to an iPad. And a keyboard case too often gets in the way when you want to use an iPad for tasks where no keyboard is required. Still, for the intended market of an iPad Pro (more on this in a moment), a physical keyboard would probably be a welcome addition.

Then again, Apple could continue to market its Bluetooth stand-alone keyboard as an iPad Pro accessory, leaving keyboard cases and covers to third-parties. However, we believe that Apple will offer something new, such as a keyboard case and/or keyboard cover that's specific to the iPad Pro.

Pro-specific hardware features

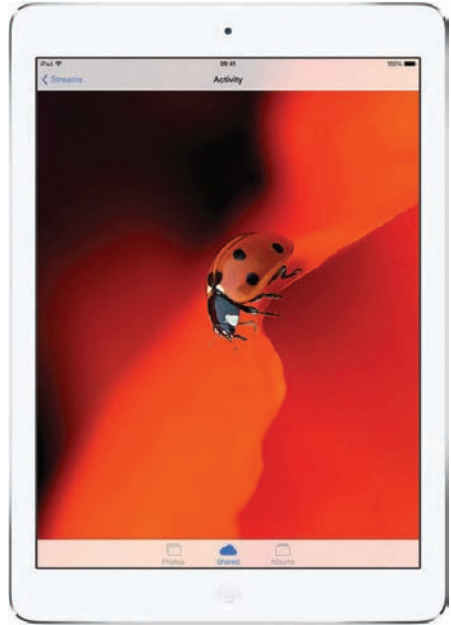
For us, this is the biggest question of all. Will an iPad Pro simply be an iPad Air with a larger display?

If so, we'll be surprised and disappointed. For an iPad Pro to carve out a niche for itself, we believe it needs to differ in some more significant way.

Of the features we'd most like to see, the top one would be external connectivity. In particular, an iPad Pro should expand beyond the ubiquitous Lightning connector, offering a fully functional USB and/or Thunderbolt port. This would allow for options such as directly connecting an external drive to the iPad, which is essential to enable full local backups without requiring a Mac. A USB port would also make it much more practical to access peripherals such as portable scanners. We know that the future is all about wireless connectivity, but we're not there yet.

Unfortunately, given the company's history of avoiding any moves in this direction – by restricting access to file storage on iOS devices as well as keeping ports to a minimum on all Apple computers – we have little confidence the company will implement such a change.

If not external ports, then what? We don't know. In the end, this has us thinking that an iPad Pro could turn out to be little more than a larger Air after all.



Target audience

At this point, we can imagine many readers throwing up their collective hands, decrying: “This makes no sense. The iPad market is moving toward smaller displays, not larger ones. The iPad mini’s market share continues to grow. It’s expected to eclipse the sales of the Air. No one wants an iPad that is even less portable than the iPad Air.”

These are excellent points that are hard to argue with. Still, we see a potential audience for a larger iPad. Apple could target it at iPad users who value a larger display more than maximum portability. If you plan to use an iPad primarily in just one or two locations, with an emphasis on productivity tasks, you might fit the profile. Bear in mind that, even with a 13in display, a hypothetical iPad Pro qualifies as portable; it would still likely be smaller and lighter than a MacBook Air.

Mac replacement

The web is overflowing with articles about the shift away from traditional computers and toward tablets. For a significant minority of users, a tablet is already their primary or only computing device. An iPad Pro would likely further that trend.

Still, for the vast majority of professional users, with their emphasis on work and productivity over leisure and consumption, a Mac would likely remain essential for the foreseeable future. Yes, you can



get work done with an iPad; that debate has largely been settled. And, as this Apple video makes clear, there are already many “work” situations where an iPad functions better than a MacBook.

Still, there’s no way any iPad can compete with the raw power of a Mac Pro or even a top-end iMac. At least not yet. Until an iPad can run Final Cut Pro, Logic Pro, Photoshop CS, BBEdit, Terminal, and other ‘pro’ apps; until an iPad’s touchscreen interface is as effective as a Mac’s trackpad for working with these apps; until iOS adds features that close the file system gap with OS X; and until you can develop iOS apps on an iOS device, pro users will continue to need Macs.

That aside, an iPad Pro would up the ante. Accelerating a trend that has already begun, many desktop Mac owners would potentially choose an iPad over a laptop as their secondary computer. For an increasing number of non-pro users, an iPad will suffice as their only computer. Whatever an iPad Pro turns out to be – even if it turns out to be more rumour than reality – the iPad itself will remain at the core of Apple’s future.





Which iPad is right for you?

Dan Moren walks you through your different options

Apple offers four iPad models, each available in several permutations. You'll have to think about the capacity you're willing to pay for, whether to get the version with cellular networking, and even the colour you want. Here we help you figure out which model is right for you.

iPad Air

Referring to the Air as the Rolls-Royce of iPads may be a slight exaggeration, but it's the biggest, most luxurious option. Its features are first class across the board, from the 64-bit A7 processor to the high-definition cameras on its front and back.

But its biggest selling point is the roomy 9.7in Retina display. Although it has the same 2048x1536-

pixel resolution as the Retina mini, sometimes a bigger screen is better. If you don't want to worry about squinting to make out text on a smaller screen, the Air may be a more comfortable option. Digital magazines, comics and videos look fantastic, too. And with the larger screen, you're likely to find that tasks such as typing are more comfortable.

Of course, those features come with a higher price tag. The Air starts at £399 for a 16GB Wi-Fi model, and increases in £80 increments to £639 for the 128GB model.

iPad mini with Retina display

Apple's latest mini has almost everything you'll find on the Air: a high-resolution Retina display; a 64-bit A7 chip with M7 coprocessor; capacities of 16-, 32-, 64- and 128GB; cellular options that work with all the major network providers; a FaceTime HD camera on the front and a 5Mp iSight camera – capable of



recording up to 1080p HD video – on the rear. And then there are trappings such as Wi-Fi, Bluetooth, a Lightning connector, a headphone jack, speakers and a microphone.

Deciding between the Retina mini and the Air comes down to two factors: size and price. If you prefer smaller and lighter, then the mini wins, though, not by as much as the older version (which weighs 308g); the Retina mini weighs 331g to the Air's 469g.

Its small size may be even more of a selling point, if you want a tablet that you can carry around with you: about the size of a paperback, the Retina mini can fit comfortably into a small bag. And even though the Air is light enough for you to hold in one hand, the Retina mini beats it hands-down in that category.

With prices ranging from £319 to £559 for the various-capacity Wi-Fi models, the Retina mini costs £80 less than a comparably equipped Air, which is worth considering if you're on a budget.

Original iPad mini

The main reason for anyone to look at the first-generation mini is that it's the cheapest iPad around. Priced at £249, the 16GB Wi-Fi-only model manages to pack a pretty decent punch, too. It includes high-definition cameras on the front and back, Siri, and most of the same



capabilities of newer iPads. It's great for those who just want to use it to get on the web, check their email and download a few apps.

That's not to say there aren't some trade-offs. The A5 chip is three years old, so its performance can be a bit slow, especially in intensive applications such as some games. And the only capacity option – 16GB – though adequate for a casual user, will fill up rapidly with even a modest collection of digital music, videos and photos.

Finally, it lacks a Retina display. The screen on the first-generation mini is respectable, but its lower resolution can make reading some text harder, and images don't pop quite as impressively as they do on the Retina display. Then again, you're here for the appealing price, not for top-of-the-line specs.

iPad 2

The iPad 2 has been blessed with surprising longevity since it was introduced in 2011. At £329 for the Wi-Fi-only model, it costs £80 more than the first-generation mini; and though it shares that model's A5 processor, it lacks many of the niceties



of its smaller counterpart, such as Siri, high-definition FaceTime camera, 1080p video recording (and low-quality still shots), LTE and an older version of Bluetooth. Like the original mini, it also comes in just one capacity, 16GB.

On the other hand, this is the option for you if you have accessories that require the 30-pin dock-connector port, if you're looking for a bare-bones iPad or if you need the biggest screen for the smallest price. In almost every other respect, though, the mini is a better choice.

Capacity

If you've worked out which model to pick up, then you've done the hard part. But you still have to decide how much storage you need.

There's no operational down side to getting as much storage as you can afford. Every time you double the capacity of the iPad Air or the Retina mini, you'll have to pay another £80. Consequently, a 128GB Air will set you back £639, while a top-of-the range mini costs £559.

That said, unless your needs are truly minimal, the 16GB models are difficult to recommend these days. If you maintain



a digital media library of a significant size – bear in mind that this includes photos – you’ll soon have to start deciding which items you want to have taking up space on your tablet.

On the flip side, that 128GB capacity won’t be necessary unless your iPad is your sole computer. If you plan to use it to store your photos, music, movies and documents, along with any apps you need for your personal and work life, you’ll be looking for as much capacity as you can get.

But most users will be happy with either a 32- or 64GB model. Before you purchase an iPad, it’s worth taking a quick inventory of your iTunes library, video collection and photos to see how much space you need. And remember, you have the option to offload some of those items – photos to your Mac, using Photo Stream; iTunes Match for your music; and iTunes in the Cloud for video purchases. Consider



using those and other services if you're looking to save a little bit of cash on in-tablet storage capacity.

Cellular or not?

You're almost ready to click through to checkout. But before you take the plunge, you need to decide whether to add cellular networking capabilities to your iPad. The cost for this is £80 extra across the board, regardless of which capacity version you choose. For every iPad model, you can choose a service from any of the four major providers: EE, 3, O2 and Vodafone.

What's the advantage of cellular networking? Well, if you're in a location that doesn't have Wi-Fi and you need to check your email, then this is your best bet. Cellular networks offer broader access than Wi-Fi; and with the move to LTE networks, speeds are comparable, too. Also, although there's an extra cost, the no-contract model means that you can pay for a chunk of data when you need it, without locking yourself into a monthly service fee.

iPad speed tests

	GEEKBENCH SINGLE-CORE	GEEKBENCH MULTICORE	PEACEKEEPER HTML5	SUNSPIDER 1.0.2
Retina iPad mini	1389	2514	1770	411
iPad mini	262	493	536	1296
iPad Air	1480	2683	1844	375
iPhone 5s	1416	2562	1794	405.6
iPhone 5c	709	1279	907	752

Higher score is better in every test, with the exception of SunSpider. The best results are shown in bold.



Will Apple kill the iPod?

Simon Jary hopes the end isn't nigh for the iPod

It's not a claim as great as Douglas Adams being the first owner of an Apple Macintosh in the UK (Stephen Fry was the second), but I might have been the first non-Apple employee to own an iPod in the UK.

It just so happened that I was sitting next to the Apple PR when he handed out boxes of the brand-new MP3 player on UK launch day back in 2001.

I remember that I was first to unbox it – we didn't video such things in those days – and switch it on because everyone else in the room was still eating their breakfast. I'd already eaten. On such tiny details is history made.

Since then I've owned a bunch of the iconic portable music players – updating either to review

them for Macworld or bought them as my iTunes library outgrew the old one.

I owned the original 5GB iPod (2001), the 20GB second-generation iPod (2002), the weird iPod with the silly buttons (2003), the 60GB iPod Photo (2004), the first iPod shuffle (2005), the fifth-generation 80GB iPod (2005), the clip-on iPod shuffle (2006), and the 160GB iPod classic (2007).

That last one is still going, making it my most-used Apple product of all time – with the possible exception of one of those Apple logo stickers that I stuck on a door in 1994.

I didn't like the look of the super-popular iPod mini (both girly and awkward), and despite its waif-like looks I never bought an iPod nano (looked like it might snap). I didn't bother with the iPod touch for a few reasons. Indeed I have something of an irrational disliking of the touch. Here's a few reasons why I've avoided it.

Why the iPod touch is no classic

1. It's too expensive. The current 64GB touch costs £329. The 160GB classic is £199.
2. Its maximum capacity for ages was 32GB and still only offers the same storage as the iPod I owned a decade ago. The 160GB iPod classic can hold, according to Apple, 40,000 tracks. Check your iTunes. That's a lot. And you can stuff the classic full of movies and TV shows, plus your photos, too.
3. I already own an iPhone.





4. It's not really an iPod. It's an iPhone that can't make phone calls. A cheap knock, I know, but a true one.
5. You get to the music much faster on a classic than on a touch. The iPod is ready as soon as you switch it on. On a touch music is just another app.
6. You don't have to turn the iPod classic sideways to browse Cover Flow.
7. The classic doesn't annoy you with notifications.
8. The iPod is smaller than an iPhone or touch and can just about hold all my music.
9. The battery life is great – despite powering an actual moving hard drive it lasts longer than the flashy SSD in an iPhone. There's no point in creating a battery case for an iPod. Apple's tech specs suggest the iPod touch has better battery life but that's only if you promise to not touch another app, and switch off Wi-Fi, and so on.

10. It fits all my speakers at home. If I moved my music to an iPhone I'd have to buy two Lightning adapters, which together would cost me more than the price of a new iPod shuffle.

11. Okay, it's in a case that's fraying at the edges but the iPod classic is so old it's kind of retro. Yes, it could stop working at any time – at seven years old it's surely on borrowed time.

12. It's outlived about six pairs of headphones. Not Apple earbuds – proper headphones.

Out of all the iPods I've owned the current classic is one of the best designs – the original is hard to beat, though, for true iconic and tech-ironic status points. But for years pundits have been predicting the demise of the iPod proper – mainly because of the stupid iPod touch.

Why Apple might kill the iPod

1. To show it's still innovative and young at heart Apple must sacrifice its old in a Logans Run demonstration of tech virility.

2. The iPod accounted for less than two percent of Apple's total revenue for the past quarter, down from four percent the year before. That, friends, is known in business as a trend.



3. For the first time in more than a decade, the iPod's revenue was less than billion. Apple counts in billions, not millions.
4. Apple CEO Tim Cook calls the iPod "a declining business". That is not a ringing endorsement from the man who makes the decisions.
5. Apple's CFO Peter Oppenheimer thinks that decline will continue: "We would expect [iPod sales] to continue to decline year-over-year in the March quarter". That trend thing again – not from an analyst, from the numbers guy at Apple.
6. Apple hasn't updated the iPod classic since 2009, and Jony Ive probably raised only his eyebrow during that rejig.
7. The iPod classic still uses Apple's old 30-pin connector. Anything without Lightning or a Thunderbolt connection has one foot in the Cupertino municipal graveyard.
8. Everyone is streaming their music via services such as Spotify. Let Spotify store all the music and just download what you need when you need it.
9. Apple likes to keep a lean product matrix.
10. Even Samsung hasn't bothered to copy it.

Why Apple won't kill the iPod

What gives me hope about the at least medium-term survival chances of the iPod in Apple's line up of stellar products?



1. The iPod is still the second product family in the Apple website's top tabs, right next to the Mac and before the iPhone or iPad. That's significant surely, unless Apple has a satanic reverse alphabetical product line-up strategy. Remember, though, that this is the company that sold its first product for
2. The iPod range still generates massive revenues – £587m in the last quarter. That's close to billion a year. That should pay for a few windows in the new corporate spaceship.
3. Apple sold six million iPods from October-December 2013, with an average price of – which suggests the pricier models are more popular than the cheapo shuffle. Apple hasn't broken down the numbers to separate the classic and the touch, mind.
4. The iPod saved Apple. Forget the kooky Bondi Blue iMac. The iMac enabled Apple to limp on until it discovered its next game changer and that was the iPod – from which came the iPhone, which took the rescued company and propelled it into the big time.
5. Apple has plenty of cash. It's not looking at cutting costs right now, as far as we can tell.
6. Streaming services such as Spotify rely on large Internet data downloads – no good when you're on holiday without limitless Wi-Fi. Music stored locally on your iPod wins every time.
7. Lossless. If you want the highest-quality music you need an enormous storage capacity. Only the iPod classic will do.



8. Apple didn't do much with the Mac Pro – The Mac That Time Forgot – for even longer. For an entire decade Apple left the Pro in effectively the same case, tinkering with the processor and storage, and every now and then switching the FireWire around. Then out of the blue we get a new Mac Pro that no one else but a Cube-era Apple could have dreamed up. Apple's been even lazier with the iPod classic but who knows what it has up its sleeve? See: Latest Apple rumours

9. Tim Cook hasn't yet mercilessly killed off a product line. Steve Jobs used to relish such murder. Has Tim got it in him to strike down the iPod? Has anyone called Tim ever been nasty?

10. Pop stars won't bother turning up at Apple product launches any more. What will they be left to entertain the media with – jugglers and dwarves?

If Apple is mad enough to ditch the iPod, I only hope that it gives us all a chance to update our music players to the latest model, and not just suddenly stop selling it.



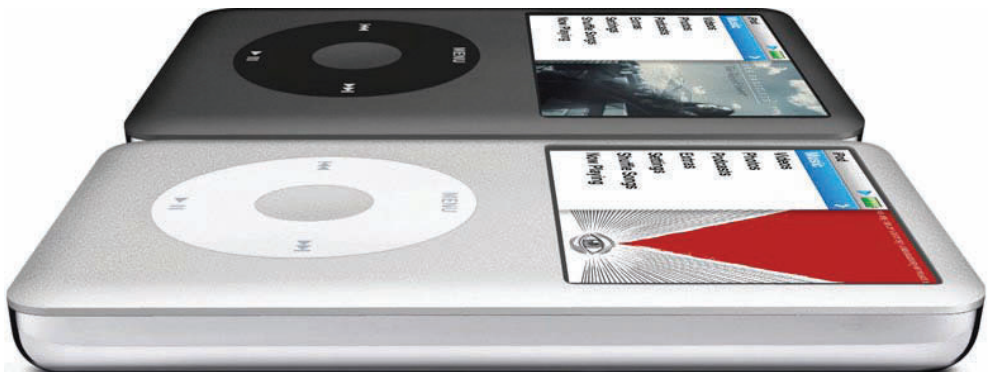
I expect new, boxed iPod classics to jump in value when Apple pulls the plug on the non-Flash players – with diehards like me resisting the pricier iPod touch and its feeble capacity. Even if Apple releases a 160GB iPod touch, imagine the cost!

The iPod classic is well named. It carries more music at a higher quality. It doesn't do much else – ever played one of the iPod games? – so you can listen to music properly and not do so while playing Ninja Fruit or tapping in Facebook updates. It's cheaper than the iPhone that can't phone – and 19.9mm shorter.

I'm not a Newton nut who thinks the MessagePad is better than the iPad, or even an idiot who's sticking with iOS 6 because of the new font.

I will gladly switch to something that's a different shape, does other things, and is called something else even if it's not made by Apple – as long as it has a larger capacity than 160GB, works just as well, looks as good, and costs under £200. And is made by Apple.

But I'd rather that was a new iPod.





The latest iOS 8 news

Ashleigh Allsopp looks at what we can expect to see

The release of iOS 7 caused a buzz among the Apple community in 2013, as it came with a radical redesign, bringing a new look and feel to the iPhone, iPad and iPod touch software. Now that the excitement has died down a little, users are looking to the future, imagining what could be in store for the next version of iOS, presumably called iOS 8 if Apple's naming convention continues.

We're certainly excited about 2014 as a whole for Apple, not least because CEO Tim Cook has revealed on multiple occasions that the company has "big plans" that it believes we are going to love.

Speculation about iOS 8 - which is believed to be codenamed "Okemo" after a ski resort in Vermont - skyrocketed as February 2014 arrived, with reports that Apple is working on a 'Healthbook' app for the new operating system, which could change mobile

health and fitness tracking for good

Touch ID

During Apple's earnings call for the first quarter of 2014, CEO Tim Cook spoke about Apple's Touch ID fingerprint sensor, which was introduced in September 2013 with the iPhone 5s.

"The mobile payments area in general is one that we've been intrigued with - that was one of the thoughts behind Touch ID," he said. "But we're not limiting ourselves to that. I don't have anything specific to announce today, but you can tell by looking at the demographics of our customers and the amount of commerce that goes through iOS devices versus the competition that it's a big opportunity on the platform."

Cook's comments suggest we should look out for new services that work with the Touch ID in future versions of iOS.

Notifications

One of the areas of iOS 7 that we expect to get addressed in iOS 8 is Notifications. We think that it feels a bit clumsy at the moment. For example, replying to an iMessage requires the launching of the app, rather than a simple dialog box as in OS X's Notification Centre.

We'd like to see a universal control to clear all of the past notifications at once. In iOS 7, the user has to manually delete each app's entries.



We love Sam Beckett's interactive Notifications concept, as shown below. It's a perfect example of what we'd like to see in iOS 8 when it comes to the Notification Centre.

We'd also like to be able to quickly unsubscribe from app Notifications that we've accidentally signed up to within the Notification Centre.

Apple made an interesting acquisition in 2013, for a small software house called Cue. Cue specialises in smart assistant programming. With Google Now becoming an increasingly impressive service on Android, it's possible that Cue could be how Apple will catch up. It could help Apple add smarter push notifications, providing us with the information we need when we need it.

Siri

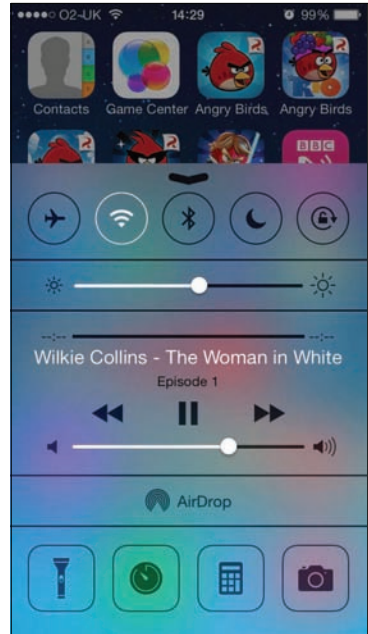
We're sure that Apple will bring some new features to Siri, the voice-activated virtual assistant, with iOS 8. It looks like we'll be getting more voices



within Siri in the UK. We currently only have access to a male voice, but the iOS 7.1 beta suggests we'll be getting a female voice for Siri, possibly even before iOS 8 comes out.

Control Centre

We loved the addition of Control Centre with iOS 7, and we think Apple could take it even further in iOS 8. Perhaps it will give users more control over the Control Centre, by letting them decide which apps they want easy access to.



Multiple accounts

A sought after iOS feature from Apple is the ability to add additional accounts to iPads and iPhones. For iPads that are shared among a family, this would allow each member to have their own private iOS account, particularly useful for parents with young children for better parental control.

Multitasking

Apple made some changes to Multitasking in iOS 7, but we'd like to see these changes go even further. Split screen is something we'd love to see in iOS 8, as it would increase productivity significantly and is a feature we're constantly craving while using our iPad. We'd also like to be able to close all of the open apps at once.



FaceTime

FaceTime hasn't seen much love from Apple in recent updates, apart from the addition of FaceTime Audio. We'd like to see Apple introduce the ability to call multiple people at once in FaceTime, for group calls. Skype already offers the ability to conduct group calls, so the addition of the feature for FaceTime would be a big plus for Apple users.

Default apps

We've been saying this for years, but we'd like to delete the annoying Apple default apps that we're not interested in or never use. It's unlikely that Apple will grant this wish, though.

Subscription service

An interesting idea shared with us by a colleague is the introduction of an iOS iTunes Store and/or App

Store subscription service. The service could allow users to pay a set fee per month to get access to unlimited films, TV, books, apps and more (think Netflix or LoveFilm). We think this would be a brilliant idea that we could imagine many Apple users signing up to if it's priced right. It would be a huge blow for competitors, though.

Default third-party browser

Many of our colleagues use Apple Macs, but almost none of them use Safari as their default web browser; most favour Chrome or Firefox instead. So why does Safari maintain such a stranglehold on iOS? Because you still can't make a third-party browser the default. We'd love to see Apple add the ability to change the default browser to a third-party one in iOS 8.

Customised autocorrect

Since before iOS 7, we've been asking for the ability to turn off autocorrect on an app-by-app basis, to prevent those embarrassing errors we so often see.

Battery life

Battery life issues plague iOS users. We asked our readers what they'd like to see in iOS 8, expecting whizzy features but it



was battery life that took the top spot. One of the ways Apple could help preserve battery life is to add a battery emergency feature to devices. How about a set of customisable actions set to kick in when your iOS device reaches 20 per cent power? Instead of just popping up with the warning, the device could be programmed to automatically lower the brightness, switch off 3G, Bluetooth and location services, and generally do everything in its power to stay alive.

iTunes Radio in the UK

Since its release back in September 2013, UK Apple users have been waiting for iTunes Radio, a new service from Apple that allows you to stream any song available on iTunes. It's possible that we'll see iTunes Radio launch in the UK before iOS 8, though, with some rumours pointing to an early 2014 launch.



Release date

Apple has traditionally used its Worldwide Developers Conference to unveil new versions of iOS, so we expect that tradition to continue this year. WWDC is usually held in June, but we'll update you as soon as we find out specific dates for the conference. While we expect iOS 8 to be shown off for the first time in June, it's unlikely to be released to the public until the next generation iPhone comes out, probably in September. Between June and September, iOS 8 is likely to be in beta form for developers to test and begin working on their apps ahead of the public release.





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Latest Apple iWatch news

Ashleigh Allsopp rounds up the latest rumours

Rumours about an iWatch have been circulating since as far back as 2011, when it was believed that Apple had employed several new wearable computing experts to work on such device. In 2013 though, the speculation soared, with reports suggesting that Apple has a team of 100 people working on an iWatch, other reports claiming Apple has hired the Nike FuelBand developer, and rumours that two sizes of iWatch are in the works.

Additionally, the wearable tech market is exploding. Companies including Samsung, Pebble, LG, Wellograph, Razer, Sony, ZTE and more have released or unveiled wrist-worn smart-devices, and 2014's Consumer Electronic Show was dominated by wearable devices. This begs the question: is it too late for Apple? If Apple does decide to launch an iWatch now it will be way behind its rivals, at least time-wise (no pun intended). Apple will need

to make its iWatch exceptional with all-new, never-before-seen technology that blows competitors out of the water. Thankfully, the rumours suggest that's exactly what Apple intends to do. We've heard that the iWatch will have wireless charging capabilities and a curved display, and that it will change mobile health and fitness tracking forever.

Wireless charging

On 2 February, the *New York Times* published a report that suggested Apple's iWatch will have inductive wireless charging technology, as well as a curved display and maybe even solar panels.

The report cites people familiar with the project, who say Apple is investigating ways to make its iWatch energy efficient. "Apple has been testing a method to charge the battery wirelessly with magnetic induction," the report reads, pointing to similar technology used in Nokia's Lumia 920.

The *NYT* also suggests that Apple has been experimenting with ways to charge the iWatch battery using the movement of the wearer's arm. An Apple patent filed in 2009 covers such technique, which involves pushing power generated by the swinging of a person's arm into the device's battery.

Health and fitness tracking

In addition to the reports of new charging techniques in the iWatch, rumours have been circulating the web about a new health application that could arrive with iOS 8 and work with the iWatch.

Apple plans to introduce a health and fitness tracking application with iOS 8 later this year,

according to sources cited in a 9To5Mac report. This application is likely to work closely with Apple's rumoured iWatch, which the sources say is "well into development."

The sources claim that the iOS 8 app is codenamed 'Healthbook' and will be used to collect data such as how many steps you've taken, how many calories you've burned and the distance you've walked. The app will also allegedly be able to monitor blood pressure, hydration levels, heart rate and more. In addition to the monitoring and tracking features, the report claims Apple's Healthbook app will offer users the ability to set medication reminders.

The rumours of a Healthbook app arrive alongside reports that Apple executives have been meeting with medical officials including the Food and Drug Administration. Apple has also hired several people from the medical field. Most recently, Apple hired former chief medical officer at pulse oximeter firm Masimo Corporation Michael O'Reilly. Apple has also hired Nike FuelBand developer to join its team.

Apple experts have noticed that Apple has poached staff from Accuvein (a medical sensor firm), C8 MediSensors (which monitors blood) and Senseonics (whose work focuses on glucose monitoring), all of which point to health-related features on the iWatch.)

In addition, Apple has hired Nancy Dougherty from startup Sano Intelligence and Ravi Narashimhan from general medical devices firm Vital Connect, reports 9To5Mac. Both of these new hires could benefit the iWatch team thanks to their expertise.

It's also believed that hires absorbed into Apple's iWatch team during its Authentec acquisition will bring their fingerprint scanning expertise to bear on the iWatch project.

Perhaps the strongest evidence to support the theory that Apple is looking into introducing a health app is the M7 chip it introduced with its latest iPhone. The M7 chip measures motion data, enables the accelerometer, gyroscope and compass, and, as pointed out by Apple when the chip was announced, enables a new generation of health and fitness apps.

Apple could use similar technology in the iWatch, with the addition of further health monitoring capabilities, which would work with iPhones and iPads running iOS 8.

Manufacturing issues

It's not all good news, though. The first iWatch reports to hit the web in 2014 claimed that Apple is struggling with iWatch manufacturing issues. On 2 January, Digitimes published a report that claims that the Apple is suffering from weak yields of



the iWatch due to the difficult process of applying surface treatments to the metal injection moulded chassis (MIM).

Later in January, further reports surfaced to suggest that screen technology, battery problems and manufacturing issues have been plaguing Apple's iWatch. Sources cited by The Information say that there are several snags in Apple's iWatch plan, but that the company has a "sizeable team" working on the device.

Plus, reports have been speculating about the price of the iWatch, which could pose a problem for Apple. Find out why by scrolling down to the "How much will the iWatch cost" section of this article.

Launch date

Rumour has it that Apple's iWatch could arrive this year, many suggesting the latter half of 2014.

In December 2013, Chinese analysts C Technology claimed that the iWatch would launch in October alongside the iPhone 6. C Technology claims that sources have said Apple is testing two prototypes of the wearable device. Earlier in 2013, reports from DisplaySearch suggested that Apple has put the rumoured Apple Television on hold while it focuses on the iWatch for 2014.

Apple CEO Tim Cook has hinted that Apple is working on new product categories ahead of a 2014 launch, too, and in December sent out an email discussing "big plans" for 2014 that it believes its customers will love.

One rumour is that there could be a three year wait for Apple's iWatch. This speculation is based

Corning, which makes the Gorilla Glass used in Apple's iPhones, doesn't expect its new flexible Willow Glass to find its way into consumer products until at least 2016. However, some suggest that Apple will need to be quicker than that, and ex-CEO John Sculley believes Apple is experiencing a "lull in innovation" and needs a "creative leap", which could arrive in the form of an iWatch.

Cost

The CIMB Group analyst who believes that the new Apple iWatch will launch in the second half of 2014 also expects the iWatch to be priced between \$149 to \$229 (£95 to £146).

However, it's unlikely that Apple will want to price its iWatch higher than its flagship iPhone, which starts at £549 (\$649), so it could find that generating profit from a smartwatch difficult. However, this is Apple, so launching a product into the watch market will shake things up significantly and is likely to change the shape of the watch industry.



iWatch rivals

Some companies have previously experimented with wearable technologies, including watches. Microsoft, for example, launched a smart wristwatch around a concept called Smart Personal Object Technology it unveiled in 2002, but withdrew it after a lacklustre performance.

Toshiba also unveiled a prototype smartwatch that can pair with an iOS or Android phone and provide notifications during CES this year. The watch can alert users to calls, emails and calendar notifications, and can pull in news, weather, or GPS directions. It can also recognise the user's pulse pattern to disable the smartwatch's functions should a thief attempt to access it.

Other similar devices already on the market are the Pebble (page 39), Nokia and Fossil Bluetooth 4.0 watches, and the Sony SmartWatch that pairs with Android devices. A Bluetooth smartwatch was also demoed by Martian Watches at CES in 2013.

Apple's biggest rival, Samsung, launched its Galaxy Gear in 2013 (below), but the device was deemed a flop by many.



In June, rumours that Google is working on a smart watch, as well as an Android gaming console, surfaced on the web, suggesting that the company wants to widen Android's reach beyond smartphones and tablets and stay ahead of competition such as Apple.

In addition, Foxconn, a major supplier for Apple, is believed to be working on its own smart watch.

Cantor Fitzgerald analyst Brian White has said that he believes the wearable tech market won't reach a 'meaningful' level until Apple's iWatch arrives.

We imagine that Apple is learning from the current market and its failures, and will only launch its iWatch if and when it becomes something that people will be amazed by.

Name

Apple recently grabbed the rights to the iWatch name in several countries, but two countries conspicuous by their absence were the UK and the US. Why? Because the iWatch name is already taken there. We did some detective work to find out who owns the iWatch trademark in the UK and Europe, and what Apple's chances are of nabbing the iWatch brand in the US too.

In other words, Apple most likely faces a tricky choice: fight for the iWatch trademark here and in the US, or think of something else. And the iWatch could be called... iBand? Suggestions on a postcard.

Sales forecast

The CIMB Group analyst referred to by Digitimes believes Apple's will ship 63.4 million iWatch units in

2014. In March, estimates indicated that Apple could make more from an iWatch than it would from an Apple television set. However, one report has even suggested that the rumoured iWatch might not be a watch at all. Instead, the article, written by Benzinga Insights, suggests that iWatch could be the name that Apple gives to its rumoured television set, dubbed iTV.

Flexible display

Corning, the maker of the iPhone's Gorilla Glass, has already unveiled Willow Glass, the bendable glass that can wrap around cylindrical objects such as a wrist. The company's chief technology officer Pete Bocko told NYT: "Right now, if I tried to make something that looked like a watch, that could be done using this flexible glass."

In April, an Apple patent filing and job listing hinted that the company is interested in flexible displays for products that could include the iPhone, iPad and the iWatch.

Then, in June, Apple won a patent for a curved battery that could be used for the iWatch.

Research firm DisplaySearch has suggested that the iWatch could use an AMOLED display technology, with a flexible 1.3in or 1.5in display with a 320x320-pixel resolution equating to a pixel density of 348- or 278ppi.

Alternatively, a separate rumour from Korea's Digital Daily suggests LG will be making 1.52in flexible P-OLED displays for the iWatch, with production set to begin in the second half of 2014. Former Apple designer Bruce Tognazzini has

said in a blog post that the iWatch's value will be "underestimated" at launch, but will "grow to have a profound impact on our lived and Apple's fortunes." He has several ideas about the features he thinks Apple's iWatch will have, including:

Siri

Tognazzini also thinks that Apple will remove the need for buttons and menu trees in the iWatch by including Siri functionality. He believes that there will be some touch aspects to the device, but that Siri will handle the more complex tasks such as setting a timer or alarm, or forecasting the weather in particular locations.

NFC

Near Field Communication (NFC) "belongs in the iWatch, not in the iPhone!" says Tognazzini, who says that such feature would allow users to quickly and easily pay for things. Alternatively, perhaps the iWatch will have AirDrop instead, as introduced to iOS with iOS 7.

Music features

It seems likely that Apple will incorporate some sort of music feature into its iWatch, what with the popularity of iTunes. Tognazzini suggests that the device could act as a controller for an iPhone to enable users to choose tracks, rather than storing music itself.





Best iOS games of 2014

Lou Hattersley reveals the best games of 2014

If you got a new iPad, iPhone or iPod touch for Christmas, then you'll want to know what the best games on the App Store are. This guide to the best games for iPad and iPhone has all the entertainment you need.

Last year was a bumper year for iOS gaming. It saw iOS gaming move up a gear and iPad and iPhone owners have a range of high quality games to choose from. In recent years iOS gaming has been mostly puzzle and indie games designed for the touchscreen, or console classics using on

screen buttons and controls. Some of these have been amazing games, but in the last year we've seen superb games with high production values and impressive graphics designed specifically for the iPad and iPhone. These games are even better than those costing 10 times as much on other consoles.

Republique

Price £2.99

Republique has only just been released on the App Store, but is such a good game we had to sneak it. This is a great example of a world-leading game that has been designed from the ground up for iOS. This Metal-Gear Solid-esque stealth game sees you viewing a complex through the CCTV cameras, and guiding a mysterious girl as she escapes. You guide her through the levels, tapping to tell her where to hide while tapping to control and hack the security systems. It has world-class visuals and a control scheme custom built for the iPad and iPhone's touchscreen interface.





XCom: Enemy Unknown

Price: £6.99

This tactical war game sees you controlling a squad of soldiers hunting, capturing and fighting aliens. It's an almost perfect recreation of the console classic, and its controls work just as well on the iPad as on the big screen. In-between battles you can research and develop new weapons, armour and upgrade your squad. Decisions are all permanent too, so if you lose a member of your team in battle they're gone forever. It's a visual feast and the perfect game for armchair generals. One of the best games to arrive in 2013.

The Room Two

Price: £2.99

The Room is a fantastic 3D puzzle game where you can pick up, examine and manipulate objects in a room. All with a view to escaping. It's a good looking game but it's the tactile nature of the experience that makes it special. You really get the feel that you can



pick up and use the items in the room. The Room Two is a truly immersive game that tests your mental and spatial abilities.

Star Wars: Knights Of The Old Republic

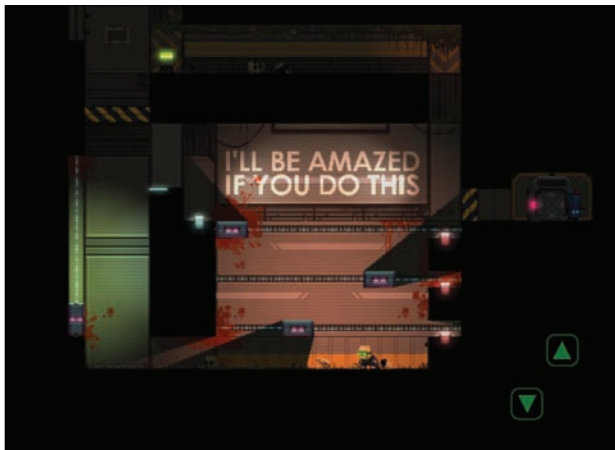
Price: £2.99

BioWare creates some of the most amazing role-playing games in existence. Its Star Wars Knights Of The Old Republic is one of the best that it's ever made, and also one of the best Star Wars games. It's set in the Star Wars universe, but you don't play Luke or Han or any of the usual characters. The storyline is fantastic, you get a real sense that your choices have consequences, and the combat is surprisingly in-depth.

Deus Ex: The Fall

Price: 99p

Deus Ex is another console classic that has become a great iOS game in its own right. With huge environments this first-person sci-fi shooter blends



action with role-playing gameplay. While it features console controls translated to iOS it manages to do so with a level of quality beyond most other conversions (and even most games on any platform). More than anything this is an amazing game for the price. Well worth downloading.

Stealth Inc.

Price: £2.99

Most of our favourite games from 2013 are bombastic console classics with high quality visuals. But Stealth Inc is an indie classic developed for both the iPad, iPhone and console machines at the same time. It's a platform game, but has detailed stealth gameplay with you jumping around 80 levels. It's sublimely easy to start out, but soon becomes devilishly challenging. It lacks the visual aplomb of other games here (apart from Papa Sangre, of course) but we love the cutesy visuals and fast-paced gameplay on display here.



iPad vs Kindle

Lou Hattersley looks at what each has to offer

Should I get an iPad mini or an Amazon Kindle. Most of our readers here at Macworld would plump for the iPad mini with Retina Display over a Kindle, but there are still many questions to ask. Is the Kindle better for reading books than an iPad mini, and will it be easier for non-tech savvy relatives to use an Amazon Kindle or an iPad mini.

In this article, we'll take a look at the various iPad models available, and compare them to the Amazon Kindle devices. We'll look at what the iPads and Amazon Kindles have in common, and how the iPad and Kindle are both different.

Amazon Kindle

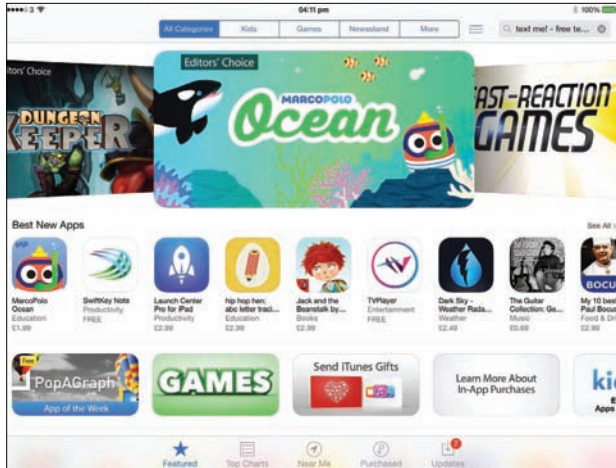
The original Kindle pre-dated the iPad and was a pure text reader. It delivered black and white text, and rough images, which you could read on a screen.



This Kindle still exists today in the form of the Kindle and Kindle Paperwhite. To this device has been added a second kind of Kindle, known as the Kindle Fire. The Kindle Fire is a more iPad-esque device that the original Kindle, with a full-colour display running on Android operating system. It's closer to the iPad but also loses some of the pure focus and functionality of the original Kindle. Not to mention it's more expensive.

Apple iPad

Apple's iPad should need little introduction. It's the original and most popular tablet device on the market. There are two main models available, the iPad and iPad mini. The first has a large 9.7in colour screen, the second a 7.9 inch display. Some iPads feature a Retina Display, which packs pixels so closely together you can't tell any difference between them. This makes text much easier to read.



Amazon Kindle vs Apple App Store

The iPad comes with an app store that enables you to download apps. Apps can be just about anything, and Apple's app store has a legendary amount of apps available. There are over a million apps available on Apple's App Store. According to Google results, there are just over 129,000 apps available on the Kindle App Store. That's still a lot of apps, and you'll find big hitters like BBC iPlayer on both stores. However you don't get apps like GarageBand or iPhoto, and you won't find apps that are causing a stir like Sunrise arrive on Kindle until long after they have been on the Amazon store .

Buying books and entertainment

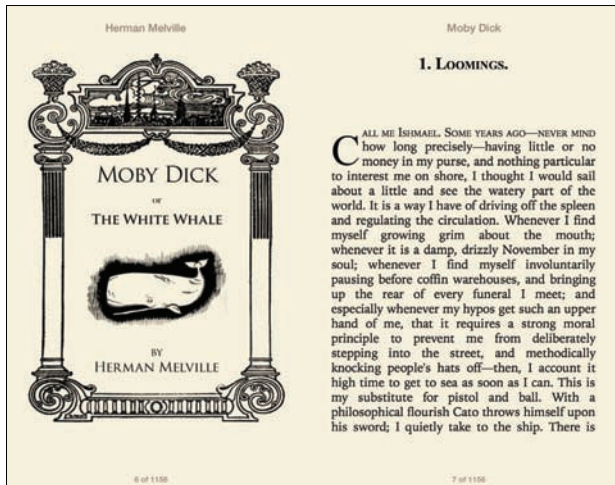
Both the Amazon Kindle and Apple iPad have vibrant book apps. The Amazon Kindle itself enables you to buy and read a range of bestsellers from the Amazon Kindle store. You can also subscribe to a

range of newspapers and magazine articles that are specially formatted for the Amazon Kindle.

The Apple App store has, undeniably, the upper hand here though. Apple has a vibrant iBooks app with its own iBooks Store; this has a huge range of best sellers and free books formatted for the iPad. Not only that but you can also buy the Amazon Kindle app for the iPad, which gives you access to any Kindle books, magazines and newspapers purchased or subscribed to from the Kindle Store. So on top of that you can access Apple's Newsstand, which enables you to read magazines that are either in the original print format, or specially redesigned to make the most of the iPad display.

Reading

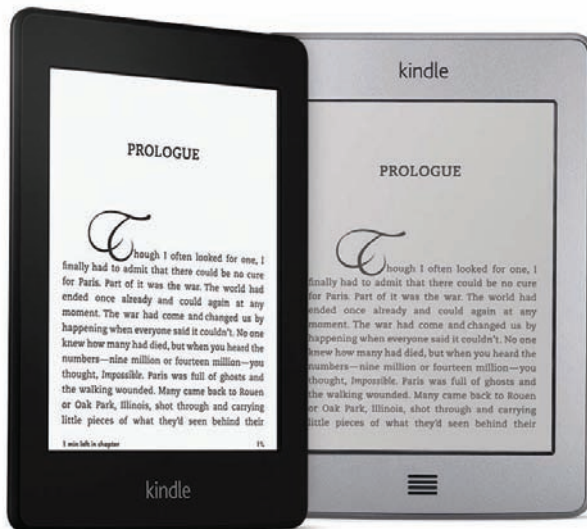
The original Amazon Kindle and Kindle both use e-ink (electronic ink.) This only refreshes when you move to the next page, this compares to the



constant refreshing found on most tablets (or a computer). Some people believe that it is easier on the eyes to read on an e-ink display. However, we find it easy to read on an iPad with Retina Display for prolonged periods of time.

We also find it easier to flick around books on the speedy and responsive Apple iPad, whereas the Kindle can seem a little clunky when you do anything more than move to the next page.

The stock Kindle and Kindle Paperwhite both have a distinct battery advantage over the Apple iPad or Kindle Fire HD. Amazon advertises the Kindle as having a one-month battery life, so it's great for taking on holiday; likewise the Kindle Paperwhite battery lasts for weeks, according to Amazon. The Apple iPad has an impressive battery life of around 10 hours, but it's measured in hours, not days. The iPad needs recharging every day.



Technology

Both the Kindle Fire and Apple iPad mini share a lot of similar properties. Both are small devices with high resolution tutorials. They both run on ARM processors and run similar amounts of storage. The key difference is the operating system. The Amazon Kindle Fire runs a locked-down variant of Android, whereas the iPad runs iOS.

Where the iPad shines is Apple's iOS operating system and the App Store. A wide range of apps available for the iPad ensures that you can do all kinds of things. The iPad has a lot of creative software like GarageBand, iPhoto and iMovie; plays with a wide range of business and presentation apps it's considered a vital tool for the modern worker. So all this is on top of the usual books, movies and games that you can use as entertainment.

Price

Amazon has a big lead on price, with the Kindle Fire starting at £119. Although it's the Kindle Fire HDX that Amazon wants you to buy. This is £199 but has a faster processor and newer operating system, along with Amazon's heavily touted Mayday service (where it has built in connection to a video chat helpline).

For its part Apple has the iPad mini which starts at £249, but really it's the iPad mini with Retina Display (£319) that's closest in terms of hardware. This higher-quality Retina display makes it ideal for reading. You might be wondering why anybody should pay so much extra for the Apple iPad? It's a valid question. A lot of the answer lies



in the software, and what you can do with an iPad, rather the hardware.

Conclusion

In most cases, we'd advise you to go for the Apple iPad over the Kindle. If all you want to do is read books then the Kindle makes a good book reader, but its limitations soon become clear. Most technology users treat the Amazon Kindle and Amazon Kindle Paperwhite as a second device that augments their iPad, rather than a main device. While the Amazon Kindle Fire HD and HDX both offer functionality more similar to the iPad, we'd rather have the range of creative apps that Apple offers on its device. We think it's all this extra functionality that makes the iPad worth the money.

iPhone 5s vs iPhone 5c

Karen Haslam puts Apple's phones through their paces

Wondering whether to upgrade your iPhone and which new iPhone to choose? Here are our answers to some of your questions about Apple's two new smartphones: the iPhone 5s and iPhone 5c.

Price

In the run up to Apple's launch of the iPhone 5c and iPhone 5s the rumours suggested that the iPhone 5c would be a cheaper iPhone, but the price difference is really minimal. In fact, when you look at the off

contract prices of the iPhones, the new iPhone 5c isn't much cheaper than the iPhone 5 was last year when it launched. A 16GB iPhone 5c costs £469 while the 16GB iPhone 5 was £529.

There's not really much difference between the price of the iPhone 5c compared to the iPhone 5s either. The 16GB iPhone 5c is £469. Pay just £80 more and you can get a 16GB iPhone 5s for £549.

If you want the 32GB iPhone 5c, the price is the same as for the 16GB iPhone





5s, which is £549. The 32GB iPhone 5s is £629 and the 64GB iPhone 5s is £709.

Wondering why Apple's iPhone 5c isn't cheap? Read our article: [Why Apple didn't launch a low-cost iPhone 5C](#). However, Apple may have made a mistake in pricing the iPhone 5c so high, the sales of that iPhone were much lower than it had anticipated, with the iPhone 5s proving to be the more popular option. It may well be the case that Apple could drop the price of the iPhone 5c in the future.

If you want to pay your cash up front, you will be able to grab yourself an iPhone 5c or an iPhone 5s without a contract (aka unlocked) from Apple's online store, from its physical stores and, of course, from mobile phone stores like Carphone Warehouse. Some people who have an existing contract that they don't want to lose, or those who prefer the pay-as-you go model may choose to do this.

Buying an iPhone 5c with a mobile contract is a more complicated business thanks to the huge variation tariffs and networks on offer. However, it is likely that the networks will start a war amongst themselves to undercut each other on pricing.



Colour options

The most striking difference between the iPhone 5s and iPhone 5c is colour. These new iPhones mark the first time the iPhone has come in anything other than black and white.

The iPhone 5c is available in pink, yellow, blue, green, or white. The colours are bright and vibrant. According to a Macworld poll, the most popular colour for the iPhone 5c is blue (43% of the vote).

The iPhone 5s looks a little more like the iPhone 5, but there is a new colour option: gold, along with silver and gray (or Space Gray as Apple is calling it). The silver is comparable to 2012's White & Silver option, and the Space Gray reminds us of the Black & Slate iPhone 5 option in 2012. The gold isn't



as ‘blingy’ as we expected and has proven to be popular, although the Space Grey option is said to be the most popular.

Size

Both the iPhone 5s and the iPhone 5c have a 4in Retina display. However the dimensions and weight of the two phones are slightly different.

The iPhone 5c measures 124.4x59.2x8.97mm. It weighs 132g. The iPhone 5s measures 123.8x58.6x7.6mm, and weighs 112g. This means the iPhone 5c is slightly longer and thicker than the iPhone 5s, and a little heavier.

The iPhone 5 measurements were identical to the 5s, so you may find that your existing iPhone 5 cases are compatible with the iPhone 5c.

4G

The iPhone 5c and iPhone 5s will support more LTE 4G bands than any other smartphone in the world, according to Apple. That’s support for up to 13 LTE wireless bands. Initially there was some concern

when the information page on Apple's website suggested that only EE and Vodafone would be able to provide 4G, however nearly all the networks are offering the iPhone 5c and iPhone 5s on their 4G network (except for T-Mobile and 3 at present).

The iPhone 5s and iPhone 5c will run on the following bands, in the following MHz according to Apple's notes: 1 (2100MHz); 2 (1900MHz); 3 (1800MHz); 5 (850MHz); 7 (2600MHz); 8 (900MHz); 20 (800 DD).

Camera

The iPhone 5s camera uses a new, five-element lens that Apple designed specifically for the new iPhone. This new lens offers an f/2.2 aperture, the sensor has a 15 percent larger active area, and the pixels on this sensor are 1.5 microns in size, larger than the iPhone 5 and larger than other smartphones. The iPhone 5s also includes a new dual-LED True Tone flash that Apple says is the first of its kind on a phone or a standalone camera. One flash is cooler white, while the other is amber with a warmer colour temperature. The phone monitors ambient light and then fires the two flashes together to match that light. Together, Apple says, the two flashes provide more than 1000 unique light combinations, for flash lighting that's brighter and more natural. The 5s also includes improved image stabilization features, a new burst mode and slow-motion video recording.

Like the iPhone 5s, and like the iPhone 5 before it, the iPhone 5c offers an 8Mp camera. However, this 8Mp camera is inferior to the camera in the iPhone 5s which offers an f/2.2 aperture.

Battery life

Apple claims that both the iPhone 5s and iPhone 5c offer battery life equal to or greater than that of the iPhone 5. Specifically, the company says the new iPhones offer 10 hours of 3G talk time, 10 hours of LTE or Wi-Fi browsing, or 250 hours of standby time. Compare that to Apple's claims for the iPhone 5 when that model was released: eight hours of 3G talk time, 10 hours of Wi-Fi browsing, or 225 hours of standby time.

Storage options

There are two versions of the iPhone 5c available: 16GB and 32GB. The 5s is available in 16GB, 32GB and 64GB versions. For many the extra storage offered by the iPhone 5s will be the deal breaker. However, with iCloud, and the potential offered by external storage devices, you may not need as much storage as you think.





Top travel apps

Nick Spence looks at the best apps for travelling

Travelling around the UK and beyond can be problematic at any time of the year, but the winter months are particularly vulnerable to the weather, especially with the promise of rain, snow and floods. Delays to your journey are stressful, so here we round up some of the best apps, to hopefully ensure your journey is as speedy and safe as possible. As well as checking travel arrangements, we've also picked our favourite apps for bagging a bargain, including cheaper flights and train journeys. We also highlight some of the best travel companions, including language tools and

currency convertors, although you are best to stick to free Wi-fi spots then get hit by excessive roaming fees. Feel free to add your favourite travel related apps in the comments below, we'll likely add them in a future update. In the meantime, happy travelling.

Airbnb

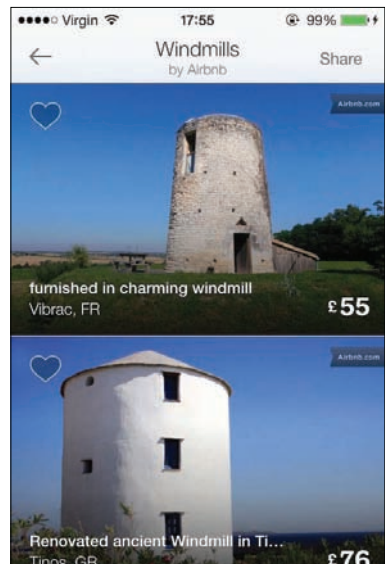
Price: Free

For the slightly more adventurous traveller, Airbnb offers a: "trusted community marketplace for people to list, discover, and book unique accommodations around the world." These are essentially B&Bs, flats, homes and even long-term sublets potentially undercutting the cost of staying in a hotel. The app uses a message style system so that guests can chat directly with hosts, along with host supplied photos so that you can gauge the quality of the let before your visit. Airbnb provides a hospitality standards section, but a system like this could be open to abuse so it's a good idea to read user feedback.

Citymapper

Price: Free

Former Apple Editors' Choice, Citymapper takes a variety of available data including information from Transport for London (TFL), and combines it seamlessly to ensure speedy travel in major cities - currently London, New York and Paris.



The app includes an impressive array of features including A to B journey planning, real-time travel information, weather forecasts and much more. Crucially, Citymapper is great to navigate on the go, with an interface which is unfussy yet stylish. The app consistently receives five star reviews, and we are impressed enough to suggest this is a must have app not only for travellers, but for anyone living and working in those locations.

Hipmunk Hotels & Flights

Price: Free

A relatively recent arrival, Hipmunk was launched in 2010 backed by some high profile, hip founders and investors, including actor Ashton Kutcher, who played Steve Jobs in the 2013 biopic of the former Apple CEO. Hipmunk essentially compares travel

sites to hopefully find the best deals on a range of services, including flights, trains and accommodation.

It does this visually to great effect, which is particularly easy on the eye for iPad users and makes searching and planning a trip much more simple and pleasurable. Reviews provided by TripAdvisor are also available to browse, while flights can be sorted by 'agony' to best avoid long journey times and layovers.

The screenshot shows the Hipmunk app interface on an iPad. At the top, the status bar shows 'Virgin', signal strength, time '22:30', and battery '84%'. The app header displays 'LON ↔ PAR' and '31 Jan - 31 Jan'. Below this, it says 'Select Departure - 31 Jan 2014' and 'London, Uni... → Paris, France'. The main content area is a table of flight options:

Roundtrip price/person	LHR	11am	2pm	6pm
£179 Air France	CDG	12pm	3pm	7pm
£179 Air France		LCY	ORY	
£201 Air France		LCY	ORY	
£298 British		LCY	ORY	
£323			LHR	CDG
			LHR	CDG

At the bottom, there are three buttons: 'Fare Alert', 'Sort', and 'Only Nonstops'.

iTranslate

Price: Free

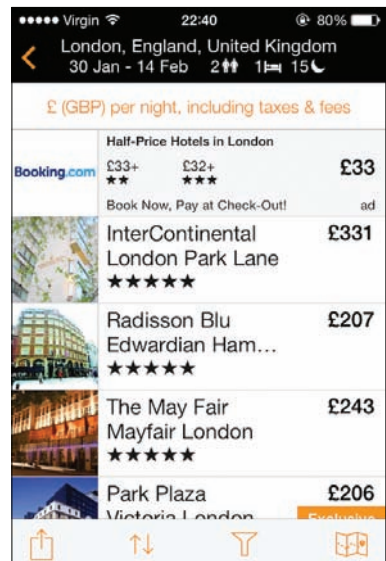
Impressive translation tool offers support for a wealth of languages, currently over 80, as long as you have an internet connection. Free users type in words or phrases for fast and seemingly accurate translation, while you can listen to the translation being played back to help perfect your pronunciation. iTranslate comes with 'Top In-App Purchases,' which essentially removes ads and unlocks the voice recognition function, an extra well worth investing in. Rather than type users speak, which is turned into text without the need for voice training the app and then translated. iTranslate Voice (tinyurl.com/p37r5va, from the same Sonico team, is also worth considering promising the ability to 'instantly speak another language.'

Kayak

Price: Free,

69p for Pro version

Well reviewed, Kayak compares hundreds of travel sites to seek out the best deals on hotels, flights and car rentals worldwide. An attractive and intuitive user interface helps improve the search function, which does get a little muddled at times due to the amount of information available and the diminutive iPhone screen. Kayak also lets you book from



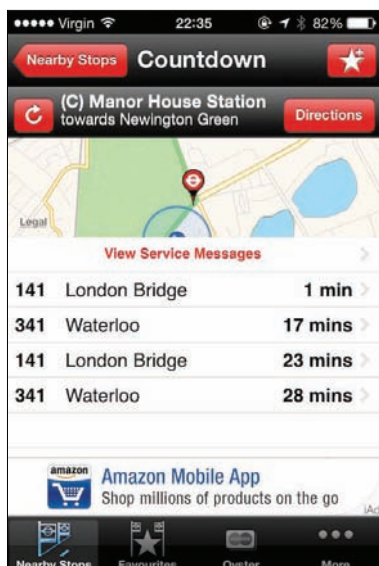
within the app, track flight status, check baggage fees and view and manage your trip itinerary with My Trips. Kayak Pro includes airport terminal maps for over 100 airports, which may be useful for those who travel frequently and widely.

London Bus Live Countdown

Price: Free, £1.99 for ad-free version

If you travel around London chances are you need to use the buses, at the very least it's a scenic way to get around town and discover points of interest you might otherwise miss. London Bus Live Countdown uses data directly from Transport for London (TFL), the local government body responsible for the capital's transport, to take the guess work out of when buses are due to arrive at your stop. Users can also find local bus routes using the iPhone's GPS

function, explore maps and check which routes may be cancelled or delayed. For those with Oyster travel cards, the app also displays your balance, a useful reminder for when you need to top up.



National Rail Enquiries

**Price: Free,
£4.99 for ad-free version**

This official app provides customer information for all passenger rail services on the National Rail network in England, Wales and Scotland,

promising detailed, real-time train data including delays and disruptions. As well as viewing live train arrivals and departures, you can plan and save journeys although you need to visit a third-party website, or app, to actually buy tickets. National Rail Enquiries has received mixed reviews from users, not least because the rather cluttered design, for now at least, isn't the easiest to navigate on the go.

Simply Declare Travel App

Price: Free, 69p for ad-free version

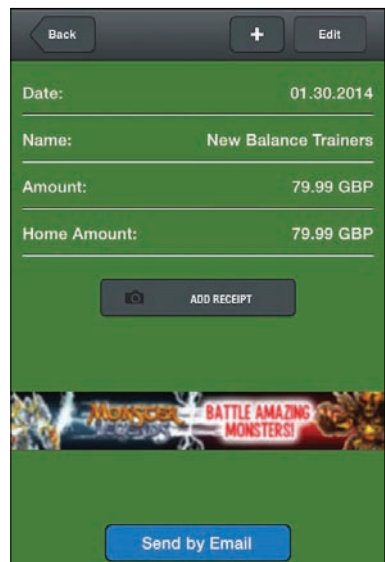
Useful, Wi-Fi only Simply Declare is part currency convertor, part way of keeping tabs on purchases when abroad and, for those visiting the UK, claiming refunds on tax free shopping. Claiming back money isn't the most user friendly experience but Simply Declare helps bring some order to spending despite a less than attractive user interface, which looks dated despite iOS 7 compatibility. The app offers the ability to photos and store receipts, and produce an itemised list of purchases, while a modest outlay removes the ads, a good option if you are a regular traveller.

Skyscanner All flights, everywhere!

Price: Free,

£1.49 for ad-free version

Simple app for finding and indirectly booking via the



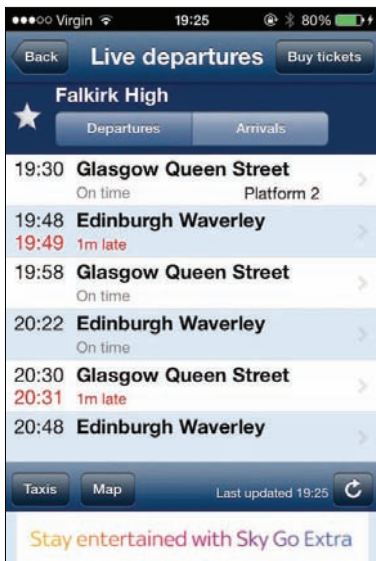
provider, cheaper flights, with the ability to search millions of flights from 1000 airlines worldwide. Users can search by specific destination, date or, for more impulsive travel, view an interactive globe to see current 'indicative' prices. Once a destination is selected, users can easily see the cheapest days to travel, which is great if you have a flexible travel agenda. iTunes App Store feedback is generally very good, with users highlighting the chance to discover genuine discounts on flights. Additionally, the Skyscanner website offers deals on hotels and car hire, with a dedicated Skyscanner.

The trainline

Price: Free

Billed as the UK's leading independent train ticket retailer, thetrainline is essentially a one-stop shop for

booking a train at the cheapest price available, although a modest fee is added to all transactions. You can search and save train journeys well in advance for the best deals, although the actual process is a touch fiddly compared to using a computer. The app also excels as a way to check live train times, including a 'next train home' and arrivals, including when possible platform numbers. Additionally, users can buy train tickets up until 10 minutes before

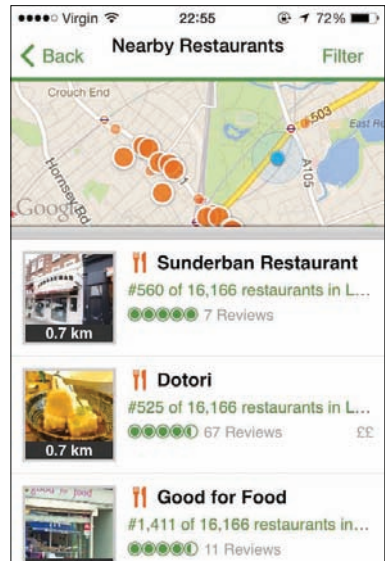


boarding, download train timetables for browsing offline and view local maps.

TripAdvisor Hotels Flights Restaurants

Price: Free

Loved and loathed in equals measure, the popular TripAdvisor website is for many an essential stop-off when booking a holiday, planning a visit or even tucking into a meal. With 100 million plus users generated reviews and photos from users covering hotels, restaurants, flights, attractions and shops. The TripAdvisor app packs a lot in, including maps, local attractions, the ability to save, email and call contacts, yet it seems clear from iTunes Store reviews that information is often outdated or simply wrong. TripAdvisor also has its fair share of angry and odd reviews, best viewed with caution, while the sheer venom of some comments can be an unwanted distraction.



XE Currency

Price: Free, £1.49 for ad-free version

XE Currency, as the name suggests, is an excellent tool for converting currencies around the world, so you can better budget on your travels and gauge the likelihood of a bargain when the sun or sherry

has gone to your head. Live rates and currency charts, including historic rates, are also useful when deciding when to best buy your euros and more. For investors and city observers, the app also includes details on precious metals rates and can be used offline. XE Currency Pro junks the ads and adds the ability to simultaneously monitor twice as many currencies – 20 compared to 10 – which for road warriors and those investing is likely to be a plus.

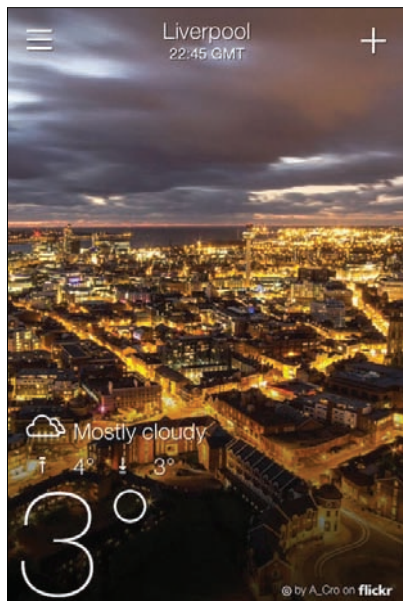
Yahoo! Weather

Price: Free

Winner of an Apple Design Award, Yahoo! Weather is an attractive, essential app not just for travellers but for anyone ready and willing to step outside and face Britain's unpredictable weather. Yahoo!

offers the usual location-based reports, providing hourly forecasts over a 24-hour period along with a 10-day daily forecast.

You can enter and save further locations by simply searching via 'city or ZIP code,' which is ideal when planning a journey. Locations extend to the rest of the world and generally results appear impressive, with accurate forecasts complimented by stunning photography provided by participating Flickr users.



Best iPad Air cases

Ashleigh Allsopp reveals how to protect your iPad

Apple's iPad Air is a stunning piece of kit. If you're the proud owner of the newest iPad, you'll want to keep it in tip-top condition. There are plenty of cases and covers to choose from, each of which will help you do just that. Plus, some of them can double as an iPad Air stand for watching FaceTime or typing, and some come complete with a Bluetooth keyboard, too. Here, we bring you a selection of iPad Air cases so you can find one that's right for you.

Apple iPad Air cases

Smart Case: £65

Smart Cover: £35

First up is Apple's own iPad Air case offerings. Apple has two, reasonably similar cases available. One is the iPad Air Smart Cover and the other is the iPad Air Smart Case. Both protect the front of the iPad using a folding cover that doubles as a stand and will



automatically wake your iPad when you open it or send it to sleep when you close it.

Where the two cases differ, however, is in the protection of the back of the iPad Air. The Smart Cover protects only the front of the tablet, and attaches to the side of the device using a



magnetic hinge. The Smart Case, on the other hand, protects the back and sides of the iPad thanks to the additional back cover.

The Smart Cover is available in Polyurethane and comes in black, pink, yellow, blue, green or red. The Smart Case is made with leather and comes in black, brown, beige, yellow, blue or red.

Twelve South BookBook Travel Journal

Price: £89

The latest addition to the BookBook family is the Travel Journal, and we rather like it. It's designed as a case for your iPad – either the iPad Air or iPad mini – but it also has lots of pockets and space to allow you to carry loads more within it. In addition to your iPad, you could fit headphones, a mouse, a stylus, a

battery pack, cables, batteries and more, to keep everything you need in one place.

As always, we love the bookish design, which lets you disguise your tech as a hefty



old-fashioned novel. Plus, made from real leather, the BookBook has a luxury look and feel.

Proporta Stephenson Satchel

Price: £89

Proporta's stylish Satchel features a removable iPad compartment that doubles as a case. There are even adhesive pads that allow you to attach a Bluetooth keyboard for typing while out and about. The Satchel has been designed to allow you to charge the iPad without removing it from the case, thanks to small openings through which cables can pass. The Satchel, which comes in Navy or Brown, has a main compartment large enough to fit a 13- or 15in MacBook, plus other personal belongings.



LE Littoral Folio for iPad Air

Price: £39.99

The simple and stylish LE Littoral Folio from be.ez covers the front and back of the iPad Air, and also acts as an adjustable stand. The holder fitted inside the case is made from TPU soft plastic designed for shock absorption.



ZaggKeys Folio for iPad Air

Price: £99.99

The ZaggKey Folio is a Bluetooth keyboard and case that enables you to type comfortably on your iPad Air. It has an adjustable hinge that lets you position the iPad at your preferred angle, and the keyboard also has elegant backlit keys. The folio itself provides sturdy protection for the iPad Air, and Zagg claims the built-in rechargeable battery should last up to three months.



Everything Tablet iPad Air Case

Price: £29

We've always found Everything Tablet's cases to be sturdy, practical, stylish and affordable, and find the 360-degree rotation functionality particularly useful. Now, Everything Tablet has extended its range to cater for the iPad Air. Available in Cherry Red, Vibrant Orange or Black Carbon, the iPad Air case allows you to position the tablet in portrait and landscape views at three different angles. The case also has a magnetic sleep and wake function, an elastic strap for added security and cutouts for all ports and functions.



Proporta iPad Air Cover

Price: £34.95

Proporta's Leather Style iPad Air Cover comes in black or red, and is made with faux leather. It has cut-outs for all ports and functions, including the rear-facing camera, and doubles as an adjustable stand with two viewing angles.



Griffin Back Bay Folio for iPad Air

Price: £30

Griffin's Back Bay Folio for iPad Air protects both the back and front of the iPad Air, and fastens with a clip for added security. There are openings for all ports and functions, including the rear-facing camera. The Back Bay Folio for iPad Air is available in a series of colours, including fun polka dot styles.



Maroo Kope for iPad Air

Price: £49.99

Maroo's leather Kope iPad Air cases feature the case-maker's patented SG Bumper technology

(we've seen these cases flung from a catapult with iPads inside and survive thanks to the Bumper tech). They have a hand strap on the back for more secure carrying and an interior pocket ideal for receipts, notes and cards. The elastic loop is handy for stylus users, and there's a camera cutout so you'll be able to take pictures without removing the iPad Air from the case. The designs available are Obsidian Black, Candy Red, Power Purple, Saddle Brown and MOKO.



Cygnett Paradox for iPad Air

Price: £19.95 to £49.95

Cygnett's new iPad Air cases have a cover that can fold in multiple ways to provide various viewing or typing angles, including portrait. There are various versions of the Paradox available. The first is the Sleek, which has a smooth, rubberised cover and is available in black, pink, yellow or light grey. The second is the Paradox Texture, which has a soft touch finish that is textured to give a cracked granite effect. The third is the Paradox Lux, which has a shinier, more stylish finish.



Otterbox Defender for iPad Air

Price: £55

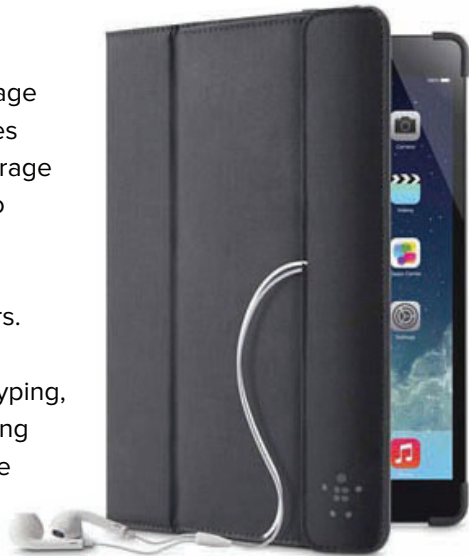
Otterbox has extended its Defender Series to cover the iPad Air. The Defender case for iPad Air is a rugged case that features three layers of protection: A screen protector, a polycarbonate inner layer and a silicone outer layer. It's likely that it'll add a bit of bulk to your otherwise super-skinny iPad Air, but it'll certainly do the trick if you drop your iPad, helping to minimise damage.



Belkin Storage Cover for iPad Air

Price: £29.99

The smart-looking Storage Cover for iPad Air comes with an expandable storage pocket to enable you to store your accessories with your iPad, such as headphones or chargers. The cover doubles as a stand for FaceTime or typing, while the soft inner lining and elastic strap closure add extra protection from bumps and scratches.





Wipe data from an iPhone

David Price shows how to safely remove data

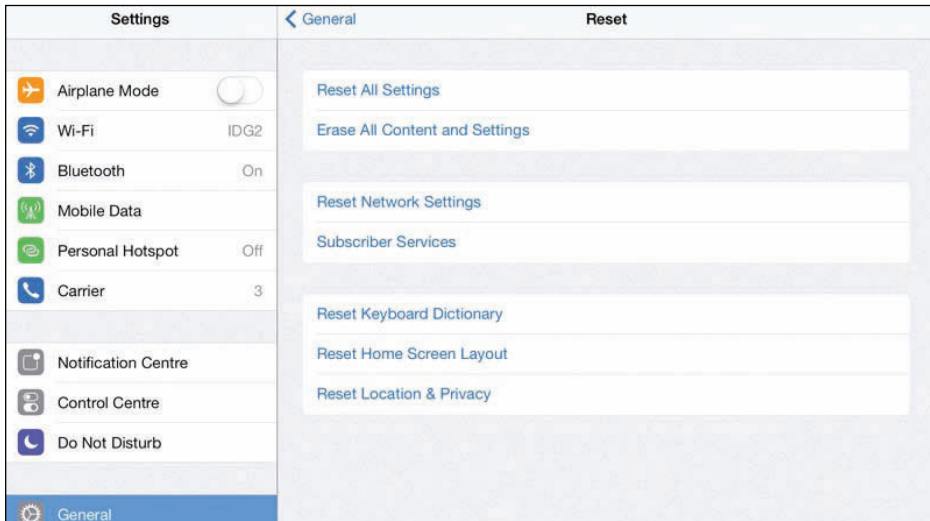
When selling an iPhone or iPad, it's absolutely vital that you delete all the sensitive data stored on it. If not, an unscrupulous buyer could gain access to your social media profiles, your financial information and even your personal photos and videos, enabling them to browse through your private moments or steal your identity.

Luckily it's very easy to completely wipe an iPad or iPhone. Simply follow the steps in this tutorial and your data security will be assured. (We're using iOS 7, but the process is virtually identical in iOS 6 and earlier. It just looks slightly different.)

(Before we do this, we're going to back up our iPad Air in iTunes, since we only want to show the process and don't actually want it wiped. But you may wish to do this too, so you can set up your next device with the same settings and content – or just in case you change your mind... Recovery will be almost impossible, as we discuss below. To back up your iOS device, connect it to your computer and click the device's icon in iTunes. Then select Back Up Now, under the Backups section of the Summary tab.)

To start deleting, open the Settings app and select General from the lefthand column. Scroll down and tap on Reset at the foot at the bottom of the page.

On the Reset page, pick the second option down, 'Erase All Content and Settings'. When the dialogue box appears, click Erase (and type in your passcode if you've got one). There will be a short delay and then the iPad or iPhone will be wiped.



Data recovery from a wiped iOS device

The data on an iOS device is automatically encrypted, and wiping the device destroys the encryption key, which makes it more or less impossible to get anything back when it's been fully erased and reset.

In an emergency you could try speaking to someone at an Apple Genius Bar, but it's a long shot to say the least. (This applies to a full erase/reset, mind you – in other circumstances, such as data corruption, a malfunctioning device and so on, the experts may be able to help.) This also reinforces our frequent advice to back up regularly.

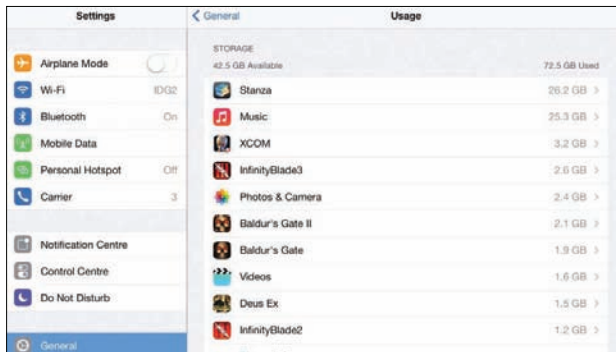
If the data on your iPhone is literally business-critical, governmental secrets and so on, then you may be paranoid enough to either use an app designed specifically for secure deletion – there's one called iShredder Free – but you're probably better off not selling the device on at all.

Deleting items individually

That's the quick method, but if you want to free up some space a full wipe clearly isn't the best option.

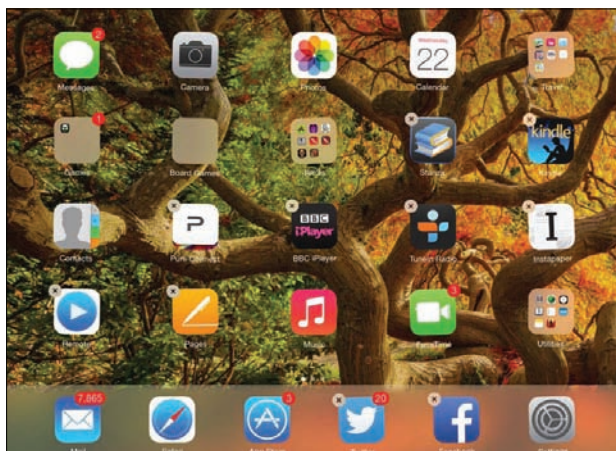
To look at the biggest culprits filling up your storage allocation, go to the Settings app, then General, and Usage. iOS will tell you how much space you're using and how much is available, and will then list the 10 apps taking up the most space.

Remember that these listings include associated documents and files as well as the app itself, so Photos & Camera and Music are likely to be up near the top, along with comic readers and other apps that contain lots of media files. Instead of deleting



the app (which you wouldn't be able to do anyway, with Apple's preinstalled apps) you could go into the app in question and clear out some old photos, comics or whatever.

To delete an app you're finished with, click it in this list, then Delete App and confirm. Alternatively, from the Home screen you can tap and hold any icon, then tap the X at the top left of an app to delete the app. (If it hasn't got an X, you can't delete it.)





Stop kids buying apps

Ashleigh Allsopp explains how to limit children's access

Kids love iPads and iPhones. They're a great way to keep children entertained during the summer holidays, with hundreds of apps available for them to enjoy, including games, books, educational apps. However, in light of a recent bout of incidences that saw parents faced with huge iTunes bills after their kids had unwittingly downloaded apps and in-app purchases, it's worth taking precautions to ensure that your children aren't able to do the same while using your iOS device.

Recently, it was revealed that Apple has agreed to refund at least \$32.5 million (£20m) to parents whose kids racked up huge bills through in-app purchases in the US. The agreement is to settle a Federal Trade Commission complaint. As part of the settlement, Apple will also be required to change its billing practices by 31 March 2014 to help



prevent these occurrences from happening in the future. According to FTC, Apple has received tens of thousands of complaints about unauthorised in-app purchases downloaded by kids.

On 30 January, the UK's Office of Fair Trading (OFT) announced the introduction of new in-app purchase standards that were decided following a year-long investigation, and gave developers two months to update their apps to comply with the new guidelines.

From 1 April 2014, all apps should clearly disclose information about the costs associated with a game before it is downloaded, ensure that users are not led to believe they are required to pay in order to proceed if payment is not necessary, provide information about the app developer to enable the consumer to get in touch to make a complaint, and insist on 'informed consent'.

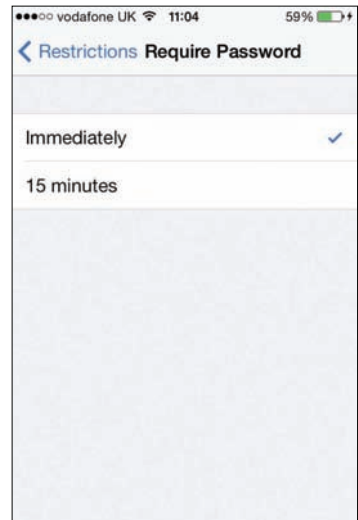
Additionally, the new principles also mean developers will no longer be able to use language that disguises the commercial intent of any in-game promotion or paid-for content. For example, if an app uses similar language to encourage the player to buy one thing with in-game currency and the other with real money, it's unlikely to comply with the OFT standards as it's difficult to distinguish when real money is required. Another example is if a game encourages the player to play an aspect of the game that can't be completed without making a payment.

These new guidelines should help prevent children from unintentionally spending real money within apps, but until they're enforced on 1 April 2014, here's our advice about how to stop kids making in-app purchases without permission.

The easiest way to make sure that your kids don't end up downloading any apps or in-app purchases on your iOS device is to ensure that they never get hold of your password. Each time they want to download or purchase something, it will ask for your Apple ID password. Enter your password yourself every time.

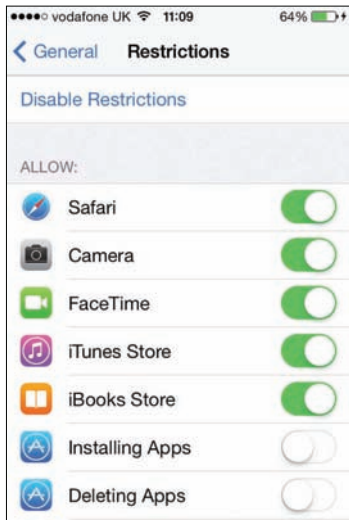
Turn on restrictions

However, you should be aware that, when you enter your password, the default is that it will not need to be entered again for 15 minutes. Within that time, your children could accidentally



download hundreds of pounds worth of in-app purchases. For example, in 2013, five-year-old Danny Kitchen was playing *Zombies vs Ninja* when he asked his dad for the password to the family iTunes account so he could download the free-to-play app. However, Danny then went on to download a £69.99 in-app purchase 19 times within the next 10 minutes as the password didn't need to be entered again.

To change this setting and prevent this from happening, go to Settings > General > Restrictions, and then change the 'Require Password' setting to 'Immediately'. Now, every time your child goes to buy something, whether it is an app or in-app purchase, they'll be asked to type in the password before they can progress further. To stop your kids from having access to the Restrictions menu and changing the settings back (if your kids are a little older and more tech-savvy), you'll be asked to set up a PIN code.



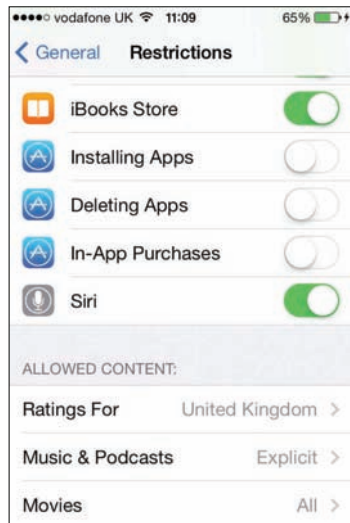
Restrict access to apps

You can ensure that your child doesn't download any apps at all by going to the Restrictions menu and changing the 'Installing Apps' slider to off (from green to white). Within this menu, you can also turn off Safari, Camera, FaceTime, iTunes, iBookstore, Deleting Apps, Siri and Explicit Language for further control over your child's access to your iPad or iPhone's features.

Turn off in-app purchases

You can also turn in-app purchases off completely from this menu if you want to. You'll find the on/off slider towards the bottom of the restriction options.

Within the Restrictions menu, you can also prevent kids from downloading content from the iTunes Store that may be inappropriate, by tapping each different type of content (music, movies, and so on), and choosing your preferred age rating.

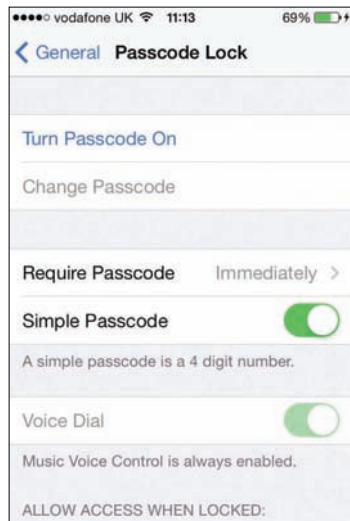


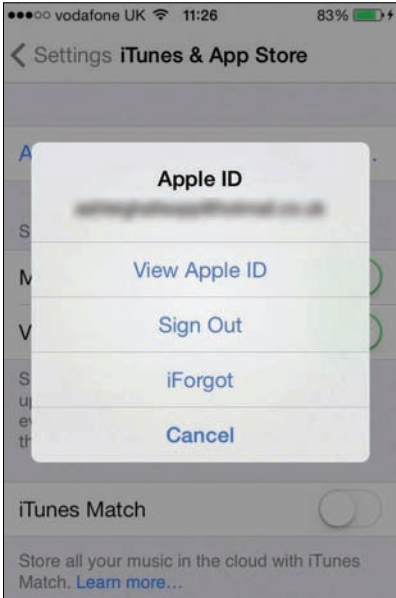
Turn on device passcodes

To prevent a child from being able to access your iPhone or iPad at all, you'll want to set up a device passcodes. To set up a passcode, go to Settings > General > Passcode Lock and tap 'Turn Passcode On.' You can then choose your passcode. If you slide the 'Simple Passcode' slider to off, you'll be able to type a word rather than the default four-digit number to use as your passcode.

Create a new Apple ID

Having read all this advice, you might be thinking: "What about when I want to use my iPad?"





Apple recommends that, for children over 13, you should create an individual Apple ID for them to use. While this removes the nuisance of having to turn restrictions on and off every time you want to use it, you will need to switch from your Apple ID to your child's and vice versa. However, the benefit is that you can ensure your child's Apple ID has no credit card on file, meaning there's no money for them to spend in the first place.

In order to switch between Apple IDs, you'll need to go to Settings > iTunes & App Stores and then tap on Apple ID to log out.

Give kids iTunes Gift Cards or iTunes Monthly Gift allowances

If you want to give your child a limited amount of money to spend on their own Apple ID, you can buy an iTunes Gift Card or Certificate from the iTunes Store for them to use.

Further still, you can set up an iTunes Monthly Gift to give your child a set amount of money to spend in the iTunes Store each month. The iTunes Monthly Gift can range from £5 to £30 in value, and can be cancelled at any time.

Of course, the other option is to keep your iPad or iPhone out of their reach completely.



Send a text from an iPad

David Price reveals how to text from Apple's tablet

Sending text messages from an iPad isn't as straightforward as you might think. You'll have noticed the pre-installed Messages app, but that's for iMessages rather than conventional SMS messages, so that limits who you can send messages to. Here we explain how iMessage works, and the other options that let you send text messages from an iPad.

iMessage

The Messages app on an iPad is limited, because it can only send iMessages. These are better than SMS messages (because they're free) but worse

(because you can only send them to other iPad, iPhone and iPod touch users). Start up the Messages app and tap on the compose button – it's the square with a pencil piercing it. Start typing the name of the contact, and iOS will offer to complete it for you. But can you send a message to that person? If the name is red, the answer is no. Try sending your message and you'll get a 'Not Delivered' error message. But if the name is blue, you can send an iMessage, and it won't cost you a penny.

Apps

There are other options, however. Search the App Store for texting apps, and you'll find plenty of free offerings. One we've been trying is called TextMe, and offers a small number of SMS messages for free, generating a phone number that your message will appear to come from (so remember to sign off with your name, or the recipient will think they are being stalked). Once the 10 initial credits are used up, you can get more by watching video adverts or by inviting friends – or by paying, of course.

Alternatives

Of course, if you've got web access via Wi-Fi or cellular, it's worth questioning why you need to send a text from your iPad. The most obvious free alternative is email, although most people are less likely to notice emails than texts. Try sending a tweet instead, which while limited on characters does allow you to attach images. The average Twitter user will have notifications set up so they're immediately alerted to direct messages or mentions.

