

NEW! FOR iPhone, iPad & iPod TOUCH!

APPS | GAMES | KIT

Tap!

THE iPhone &
iPad MAGAZINE

WWW.TAPMAG.CO.UK
@TAPMAGUK
ISSUE THREE | £5

THE BEST
**APPS &
GAMES**

Hidden App Store
gems uncovered!

**UPGRADE
YOUR SOUND**

5 'step-up' earphones
reviewed & rated p98



**GET
STARTED**

with your iPhone,
iPad and iPod
touch! p115

**WATCH TV
ANYWHERE!**

Every channel in the palm of your hand!

➤ Never miss a show ➤ Free live TV ➤ Essential kit

WIN! An iPad
TV bundle
p17

THE MOST IN-DEPTH REVIEWS!



Extra! Extra!
Read all about it! The
10 apps no news junkie
should be without p52



Remote access
Control your Mac or PC
from your device – even
over the internet p44



Battle undead
Break out Helsing's
Fire to save humanity
from the hordes p62

PLUS CAITLIN MORAN: THE RIGHT WAY TO LIKE APPLE p130

techradar.com



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Bowers & Wilkins



Air your tunes



Zeppelin Air stream your music with AirPlay®
bowers-wilkins.com

AirPlay is a trademark of Apple Inc., registered in the U.S. and other countries.

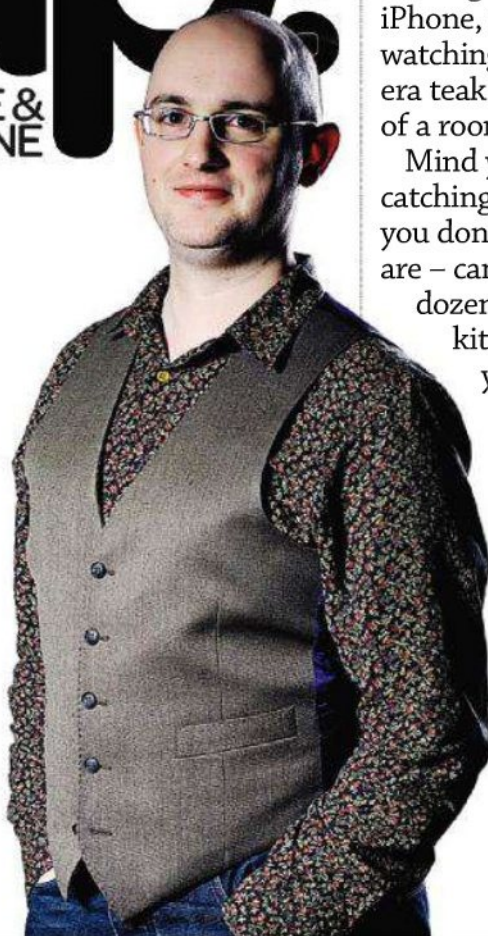
Welcome to...

Tap!

THE iPhone & iPad MAGAZINE

NEVER MISS
AN ISSUE!
SUBSCRIBE
TODAY!

For a great gift and
price, see p30



A note from the editor...

It's easy to forget, dazzled as we are by Twitter, YouTube, blogs, RSS and much more, that billions of us sit down every day to watch good old-fashioned TV. But with the iPhone, iPad and iPod touch, the process of watching TV is about as far removed from a '50s-era teak cabinet apologetically stuck in the corner of a room as you can imagine.

Mind you, such an apparently simple thing – catching up with a favourite series, making sure you don't miss the match no matter where you are – can be a complex thing with iOS. There are dozens of different choices depending on your kit and budget, so we've made it easy for you, starting on p22.

The rest of the issue is utterly packed with reviews and more to help you get the best from your device; remember to let us know what you think of the magazine, and look out for the next issue on 12 May!

Christopher Phin
editor@tapmag.co.uk

> MEET YOUR EXPERTS

Passionate, knowledgeable, independent



Graham Barlow
Editor-in-Chief

**I HOPE THE
iPAD 2 HAS...**

Video recording capabilities, because, with the

large screen, it will make a great video editor. Plus, my iPad lives in the front room, so it's always there when I need it.



Laurence Cable
Staff Writer

**I HOPE THE
iPAD 2 HAS...**

Good stereo speakers – sure, they'd never

replace a dedicated sound dock, but just think of the wonderfully immersive and portable TV experience you'd get.



Craig Grannell
Contributing Editor

**I HOPE THE
iPAD 2 HAS...**

Less bulk. Although I'm happy propping

up my iPad, the existing model's weight isn't great for extended use, especially in gaming. Shaving off a few grams would help.



Matt Gemmell
Developer Evangelist

**I HOPE THE
iPAD 2 HAS...**

More (or expandable) storage space,

because even the current 64GB model looks a bit tight for a decent collection of music, TV, movies and games.

Tap!

APPS | GAMES | KIT

THE iPhone & iPad MAGAZINE

ISSUE THREE
April 2011
www.tapmag.co.uk



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Watch TV... anywhere! p22

> The ultimate guide to watching TV on your iOS device, no matter where you are!



10 apps for news junkies p52

> Keep your finger on the pulse with this essential guide to news apps.



Do your tunes justice with better buds p98

> Ditch your Apple buds; upgrade to one of these five earphones.





Subscribe to **Tap!**
and get a great
steel iPad stand!

► Save money on your copy of
Tap!, get it delivered to your
door and get a great gift!
Turn to p30



Wake up and
smell the java **p92**

► How technology and
innovation is helping small
independents compete
with huge multinationals.



Love Flight
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► We've combed the App Store to find
great line-drawing games you'll love!

► LOOKING FOR AN APP? Our A-Z index of app reviews

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to get started...

SHOWCASE

APPS AND GAMES TO GET EXCITED ABOUT!

ENTERTAINMENT

iPLAYER

It's been a long time coming, but a properly iPad-friendly iPlayer app is finally here! It's been worth the wait, too – the BBC shows look absolutely gorgeous on the iPad's screen and being able to flick through pages packed with programmes is a great way to find something interesting to watch. You can also view live TV from the BBC's channels and tune into all of its radio stations. We're still hoping a future AirPlay implementation will mean you can stream television to your Apple TV from your iPad, but you can already do it with the radio stations.

iPad £FREE

6

FOR THE
REVIEW AND

Tap!

VERDICT

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Tap! LOVES

Has the BBC iPlayer found a match made in heaven with the iPad? Yes, you bet it has! 💧💧

Laurence Cable Staff Writer



YOU SAY...

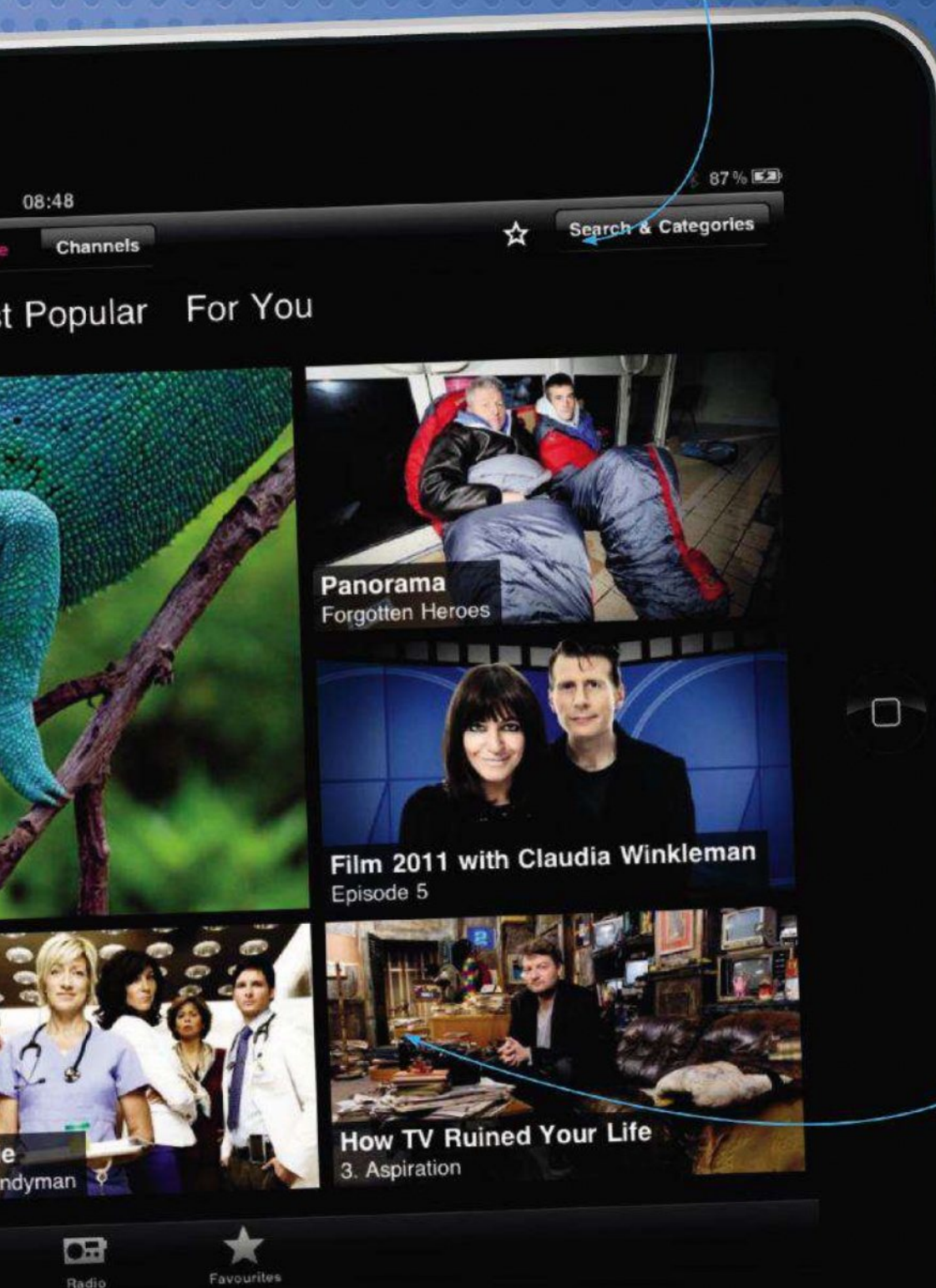
Finally! A proper portable telly!
@hairylek

Great quality, but lack of offline viewing is a killer. The iPad is a mobile device and not many have 3G.
@methodphoto

As soon as you get downloads and AirPlay it'll be spot on, I think. iPhone version wouldn't go amiss either.
@oliverhood

Follow @tapmaguk on Twitter, and you could have your tweets featured!

LOOKING FOR A PARTICULAR PROGRAMME ON THE BBC IPLAYER? START HERE!



TO WATCH A PROGRAMME, JUST TAP ON IT HERE

FOR THE
REVIEW AND

Tap!
VERDICT

CLICK TO
p38



PHOTOGRAPHY

CAMERA+

The iPhone's Camera app is pretty basic, but with the simple addition of Camera+ you can improve your shots by adding digital stabilisation, a burst mode and effects..
iPhone £1.19

PHOTOGRAPHY

PHOTOSMITH

We were waiting for this to appear on the App Store as we went to press. It's an app for tagging, sorting and rating photos imported to your iPad before you sync them to Lightroom on your Mac or PC.
iPad £TBA



Tap! LOVES

It's like a videogame-flavoured peek into a brilliant film director's fevered mind

Craig Grannell Contributing Editor

PUZZLE

WORLD OF GOO

Here at Tap!, we love goo, especially when it gives us the excuse to play a game this good. We're pretty sure you'll love it too, so fire it up and get your hands dirty...
iPad £2.99



FOR THE
REVIEW AND

Tap!
VERDICT
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p60



Tap! LOVES

Not just a pretty face, Screens is a quick, slick way to connect to my media centre Mac mini

Christopher Phin Editor

UTILITIES SCREENS

Bring your Windows, Mac or Linux desktop to your iPad, iPhone or iPod touch in style! Now you can access the power of your home computer wherever you are. And doesn't that wooden table top background look great?

iPad £11.99



MUSIC

AMPLITUBE FENDER

Forget buying a bulky amp and littering your floor with effects pedals – you can get everything you need right on your iPad! This is a special Fender version of the AmpliTube app, with all the Fender amps and pedals. iPad £8.99



Tap! LOVES

Rock out! Forget air guitar, you can't beat playing the real thing!

Graham Barlow Editor-in-Chief

Found an exciting new app or game that you want to share with us? Email us at tips@tapmag.co.uk or tweet @tapmaguk with the details!

Launch!

IF IT'S NEW, IF IT'S AWESOME – IT'S HERE

MOST WANTED

GRIFFIN AIRCURVE PLAY

Would you believe perfectly formed plastic could make your iPhone louder? We didn't either, until we heard this...

LOOK, NO BATTERIES! THE AIRCURVE PLAY MAKES THE SOUND LOUDER USING NOTHING MORE THAN PHYSICS

YOU SAY...

Love that it works in both orientations. Definitely going on my shopping list.
@DarthSarcasm

I don't own one, but did have a listen in an O2 store. It sounds dire!
@eighty20risk

Had an original AirCurve for 3G/3GS. Will definitely be getting one!
@TheNetRanger

Follow @tapmaguk on Twitter, and you could have your tweets featured!

Wait a minute, what does it do? It amplifies the sound coming out of your iPhone's built-in speaker.

But what's the point, I've got a speaker dock... So do we. But this will work anywhere, since it doesn't need mains power. Or batteries.

So how does it make the sound louder, then? Physics! Remember all that stuff the man with the crazy hair at school used to bang on about? You know, sound waves and all that jazz. (Or rock, we suppose.) This thing takes the sound coming from your iPhone, then bounces it back and forth a few times, before releasing it into the big wide world, 10dB louder than when it left the iPhone.

I don't believe it. You're making this up, aren't you? We're not, honest! Think about an acoustic

guitar or one of those old-fashioned record players with a horn above them – same principle. Physics man, that's where it's at.

Does this mean I can do away with the speaker dock? Well no, because the sound you're getting here is still coming from the iPhone's tiny speaker. To rock your party, you'll want something louder and richer, so don't ditch the dock.

But what if those kids at the back of the bus who listen to hip-hop on speakerphone get wind of this thing? *Shudder* We'd rather not think about that. Best not tell them, we think. It can be our little secret, right?

Okay, but only if you tell us what it's actually like... We thought you'd never ask! Turn to p111 to find out!

💡 Think about an acoustic guitar or one of those old-fashioned record players with a horn above them – same principle 💡

Tap! Top Tip You can drag folders on your Home screen into the dock just like you do with regular apps. It's handy if you want to access a group regularly.

THE STAND IN THE BACK IS GREAT FOR PROPPING YOUR IPHONE UP FOR FACETIME AND ACCESSING THE SCREEN

FOR THE REVIEW AND

Tap!

VERDICT

FLICK TO p111

THE BUZZ

What's hot, what's not

Everything, everywhere

► The merger between T-Mobile and Orange is good news if you're a customer of either. Once your account's activated, your iPhone will switch between networks if you lose coverage. Win.

iPlayer app

► At last! More than six months after the BBC Trust gave the go-ahead for the organisation to release apps, the iPlayer app is finally with us! Get the full **Tap!** verdict on p51.

Great camera

► The camera in the iPhone 4 is so good that two film students have used it to shoot a short video for their course. Michael Koerbel and Anna Elizabeth James then edited it using the iMovie app.

Porn on the App Store

► The web went wild when it looked like there might be porn on the App Store in the shape of a *Playboy* app. Truth is guys, it ain't gonna happen – Apple's made that quite clear. Can we all get on with our lives now?

Not really free

► How irritating is it when free apps don't work properly without an in-app purchase (IAP)? When we review such an app, we base our review on the price you pay for the IAP, not the on-paper 'free'.

Market share one-upmanship

► We're tired of hearing that other phone and tablet makers' increasing market share spells doom for the iPhone and iPad. Ultimately, it's about profit, and Apple's bottom line doesn't lie.

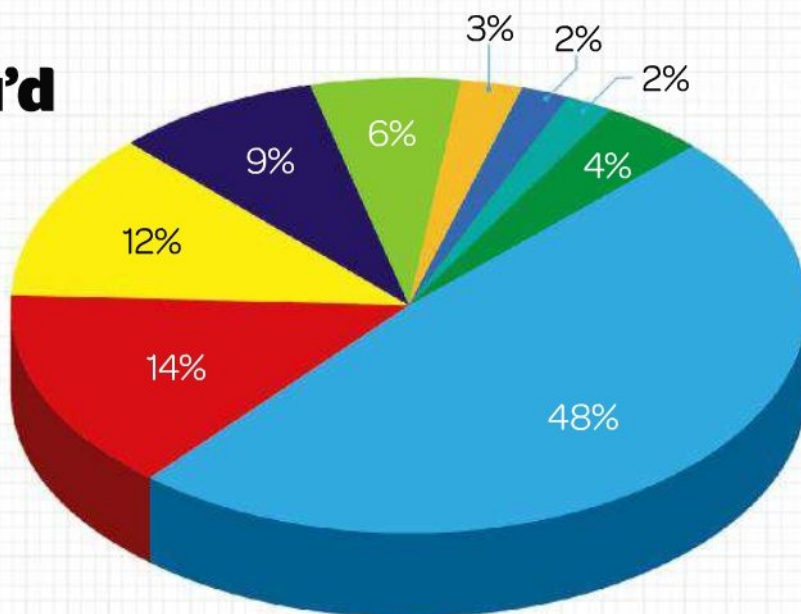
STRAW POLL**If you could, you'd bin Stocks and Voice Memos**

Well, there's a shock: turns out that almost half our readers never use the built-in Stocks app. What are you doing all day if you're not on the phone, trading your shares?

Admittedly, it would be no good for traders, since quotes are delayed by 20 minutes, so it didn't surprise us that Stocks topped our poll of least-used built-in apps. Those are the pre-installed ones that you can't delete.

In second place was Voice Memos – again, we weren't surprised. But look at what's in third place: Game Center. Despite the fanfare over its launch and popularity of iOS games, some players clearly aren't buying into the idea.

Seems we haven't got many outdoor sorts either, judging by the apathy towards Compass and Weather – or maybe you just use the Maps app instead, like we do.

**Which of the built-in apps do you never use?**

Stocks Voice Memos Game Center Compass
Weather YouTube Notes iTunes Other

NEXT ISSUE If you've changed your Home screen background, what have you switched it to? Vote at tapm.ag/gWja9S

**GOSSIP MILL**

"Hey, have you heard the latest?"

► **Exciting new tech** We've heard rumours that the new iPads and iPhones, due out this year, will incorporate near-field communication technology. This may mean you'll be able to swipe your iPhone to pay for your shopping or get on a bus. Neat.



► **iPad 3** Not content with speculating about the second-gen iPad, there's been talk that the third iteration will double the resolution of the current one. That'll mean the screen packs in 2048x1536 pixels! ► **Steve Jobs** With Apple's CEO on a medical leave of absence, some have speculated that Google's ex-CEO, Eric Schmidt, will take over leadership of Apple. All we can say is: get well soon, Steve.



Courtesy of Apple

DAMN YOU AUTOCORRECT!

When the iPhone's keyboard ducks up



The iPhone's 'intelligent' autocorrect often results in hilarity. For more, visit www.damnyouautocorrect.com

Tap! Top Tip If you ignore a text message, your phone will alert you to it several times. To switch this repeating notice off, look in Settings > Messages.



THE BLUE BAR AT THE TOP OF THE HOME SCREEN DISPLAYS YOUR CONNECTIONS

YOU'RE ENCOURAGED TO SET A PASSWORD TO PROTECT YOUR BANDWIDTH

NEED TO KNOW

WHY YOU'RE GOING TO LOVE PERSONAL HOTSPOT

Use your iPhone 4's web connection to get your computer or other iOS devices online

Personal Hotspot may sound like a euphemism for something you'd expect to read about in a top-shelf magazine, but believe us, it's not. It is, however, a big deal in the world of iPhones. It's a new feature coming in iOS 4.3, which is likely to be out by the time you read this. What it'll enable you to do is use your iPhone 4's 3G data connection to get online with your computer, iPod touch or Wi-Fi-only iPad. So whether you're at an airport, station, or your nan's house, you can get the web on a big(ger) screen.

But hang on, we hear you say, hasn't that been possible all along via tethering? You're right, but Personal Hotspot is far more flexible. For starters, it's not limited to Bluetooth and USB – it works over Wi-Fi too. Because of this, you can hook a maximum of five devices up to it, as opposed to tethering's limit of one.

It's easy to set up, can be password-protected, and a blue bar on the iPhone's Home screen shows you how many devices you've got linked at any time. If you prefer, you can still connect only a single computer to your iPhone 4's Personal Hotspot via Bluetooth or a USB cable.

There's been no confirmation yet of which UK networks will be offering Personal Hotspot, nor what it'll cost, if anything. In the US, Verizon, the first mobile operator to offer Personal Hotspot, charges \$20 per month for the privilege of 2GB of data, on top of what you already pay for the contract. Ouch.

Since most iPhone deals have capped data allowances, we'd hope Personal Hotspot use is part of that. Whether that's what happens... Well, watch this space. We're also waiting to see if it'll be available on older iPhones.

YOU SAY...

I'd pay £10 for 1GB max. That's the current going market rate.
@movershaker

I pay for data and I'm subject to a limit. How I use it should be down to me, grr.
@DarrenGriffin

If I buy an amount of data from a network, why should I have to pay to decide how I use it *at all*?
@richardcyates

Follow @tapmaguk on Twitter, and you could have your tweets featured!



THE NEWS IN 60 SECONDS

On your marks... go!

Start



10 BILLION Gail Davis won a \$10,000 iTunes voucher after making the 10 billionth download from the App Store. The app was Paper Glider by Neon Play. Find out more about Neon Play on p128 and enter its game idea competition on p80.



LEGAL CHALLENGE

Microsoft is challenging Apple's registration of the App Store trademark, claiming that it's a generic term and it shouldn't be limited to just one company. We'll watch how this scuffle plays out with interest...



START YOUNG

A 14-year-old from Utah, US, wrote an iOS game called Bubble Ball that topped the worldwide free app charts, even rising above Angry Birds' free version for a while! Robert Nay learned to code from a library book.



SCHOOL DEVS

Speaking of youngsters, a group of 30 year five and six pupils from Lincolnshire spent two days designing, testing and marketing a 59p iOS app called Jumbler. Blimey, when team **Tap!** were at school, we barely had computers!



WIRELESS PRINTING

Google's internet printing service is being rolled out, meaning you can print from certain Google sites, such as Google Docs, though it's Windows-only at the moment. There's more about using Google Docs on iOS on p88.

Stop

Tap! Top Tip The Clock app does more than just tell you the current time: it also functions as an alarm, stopwatch, timer and world clock as well.

Launch! INTERACTIVE

Credit: Jackie D'Stephano



MY HOME SCREEN

BEAR GRYLLS

The man of adventure tells us about the apps that get his blood pumping

Dropbox I'm writing my autobiography, *Mud Sweat and Tears*, at the moment. Dropbox allows me to login to my account, write remotely and sync notes and photos wherever I am.

Guitar Tuner I'll happily strum away while in some remote jungle. I have no evidence of it keeping venomous snakes or biting insects away, but it seems to keep the camera crew amused.

Bear Essentials This is a compilation of the knowledge and skills from the *Born Survivor* series. It's got training videos on everything from tying useful knots to making fire (the hard way), plus lots of survival tests and games which my kids love playing. There's also an SOS function if you ever get stuck. I've only ever come close to using it once.



Twitter Simple and immediate, this is my way of keeping my 175,000 followers up to date with where I am in the world, what I'm doing, and letting them know what's going on from the inside as it happens.

Capitals of the World I had a bet with an old army friend that I could learn all if these by heart. I won! The knowledge has stayed with me – it's a great party trick, and a good brain workout when resting up.

PLAYLIST THE STUFF WE'VE BEEN ENJOYING THIS MONTH

Download it all from the iTunes Store or iBookstore!



MUSIC Daft Punk's *TRON: Legacy*, £7.99
Forget the film, the *TRON* soundtrack is where the real action is. In it, epic orchestral arrangements mix effortlessly with electro beats and crashing drums.



FILM *The Town*, £3.49 (rent) or £9.99 (buy)
If you've ever wanted to be a bank robber in Boston, this is for you. It's not all car chases and hijinks, though – you may well decide your job has better prospects.



PODCAST Mark Kermode and Simon Mayo's *Film Reviews*, BBC Radio 5, Free
With Oscar season approaching, check in with Radio 5's rant-master-general Mark Kermode for reviews of the latest movies.



BOOKS *Just My Type* – Simon Garfield, Free
Find out why Comic Sans is evil and everyone loves Frutiger in the best book about fonts you'll ever read. Now available as an iPhone and iPad app.

The Tap! App King OR QUEEN

Who has the most apps and games?

Rank	Apps	Name	Twitter ID
01	1488	James Chua	@jacquesxxxx
Retail and merchandising man James is our new Tap! App King. A self-confessed iPhone and iPad addict, he's been using iOS since the very first iPhone. The Singaporean says he loves his productivity, photo and graphics apps.			
02	1317	Pepi Zawodsky	@MacLemon
03	982	Bob Koon	@Bob_at_BH
04	672	Dan Lavin	
05	666	Steven Marshall	@iSJMarshall
06	610	Chris Taylor-Davies	@CTD
07	588	Richard George	@parsingphase
08	578	Josh Sunshine	@jobbogamer
09	574	Lee Armstrong	@lesmond
10	496	Vitor Marcos Gregório	@smartphone_4all

Can you beat that? Load iTunes, click Apps, look at the total at the bottom, and tweet us a screengrab with #tapappking or email hello@tapmag.co.uk with the grab attached and the subject line **Tap! App King**.

Tap! Top Tip Protect your phone by adding a passcode in Settings > General > Passcode Lock. You'll need to enter it to wake your phone from sleep.

THE PAGE WAS LAID OUT IN PAGES AND THEN EXPORTED AS A PDF TO USE IN THE MAGAZINE

YOU CAN'T ADD FONTS TO AN IPAD SO WE HAD TO USE FUTURA AND ARIAL INSTEAD OF OMNES AND STAG

THE Tap! CHALLENGE



Reader **Josh Sunshine** (@jobbogamer) challenges us; can you...

FOR LOGOS LIKE THIS WE CHEATED AND MADE THEM INTO GRAPHICS!



Lay out a page of Tap! with an iPad?

Art Editor Alex Thomas swaps InDesign for Pages on an iPad

➤ As Art Editor on Tap! and sister magazine *MacFormat*, I've laid out hundreds of pages over the years, but could never imagine how difficult it would be to create a page using only my iPad. I'm used to laying pages out on a Mac Pro running InDesign CS3, so making the swap to Apple's Pages app was always going to be tricky. It's still quite a limited app and lacks a lot of very basic features graphic designers take for granted. For example, I could only lay my page out on A4 or US letter-sized documents and could only use Apple's default fonts and colours. The basics of laying out the page, though, were not too different as I created text boxes, styled up text and built a simple grid. The most difficult part was using my fingers instead of a mouse and learning new menu options! I prepared graphics in Photoshop on my Mac and imported them onto my

iPad via email. As I got used to putting the page together, I picked up a few handy shortcuts, such as double and triple tapping to select my text or matching my box styles by holding down the handles and tapping the source, but I was still working at a much slower pace than I was used to. As I tried to do more complicated stuff, I was constantly running into problems when it came to formatting text with any finesse or positioning graphics using runarounds to reflow text.

After three hours of tapping, holding and swearing, I had managed to create the page you see before you, but it's the most stressful page I have ever laid out. It was more difficult than my first day of using InDesign! Never again please, boss!

MINIMUM FONT SIZE IS 9PT SO TEXT IS BIGGER

KEY APPS



Pages £5.99 Apple's word processing software can be pressed into action for basic DTP, but we wouldn't recommend it for laying out an entire magazine!

💧 It's the most stressful page I've ever laid out! It's worse than my first day with InDesign! 💧

YES!

Well, sort of! With a few sneaky workarounds and a lot of cursing we managed to create this page of Tap! **Want to set our next challenge? Tweet us with the #tapchallenge hashtag or email hello@tapmag.co.uk with your idea!**

WE COULDN'T USE IMAGES THAT HAD A TRANSPARENT BACKGROUND

FIVE FUN APPS FOR...

...keeping in touch



Skype
Price Free
Make free voice and video calls from your iOS device to anyone on Skype, anywhere.



Facebook
Price Free
See what your friends are doing, organise parties and browse photos.



Twitter
Price Free
Tell the world where you are, what you're doing or just air your thoughts.



Meebo
Price Free
Forget multiple IM apps – this one does loads of 'em in one place.



Group Messenger
Price Free
Send out group emails or text messages to groups in your contacts. Great for planning a night out or a big reunion.

Tap! Top Tip Do you prefer Yahoo or Bing to Google? Change Safari's default search engine in the Settings app.

WE COULDN'T ALWAYS MATCH SOME OF THE COLOURS AND SO HAD TO USE APPLE'S DEFAULT OPTIONS INSTEAD!



THE WORLD ACCORDING TO BETTERIDGE

Like the Godfather, Apple is making publishers an offer they can't refuse

After what feels like months of rumour, speculation and leaks, Apple has finally released its new rules for subscription-based content. No, hold on, wake up at the back there: for you, the ordinary iOS user, this really is rather important.

To recap on the rules: publishers are welcome to sell subscriptions to content on iPad and iPhone, using Apple's in-app purchasing, and Apple takes 30% of the revenue. They can also have their own subscription systems, separate to Apple's, but if they do, they must also offer the same deal via in-app purchasing. As Apple made clear in a comment on its rejection of Sony's Reader app, this rule affects any content, not just subscription content, which means that Amazon will need to change its Kindle software. Quite how much, and whether Amazon can continue on iOS, remains to be seen.

"But how is this different to how Apple treats software?" you might ask. "If you're selling stuff, whether it's software or content, shouldn't you follow the same rules and pay the same dues to Apple?" First of all, it's a bad deal. Developers pay 30% but get the quality of their app checked. I've known developers grateful to Apple for catching a show-stopping bug before release. Publishers, on the other hand, aren't going to get an extra level of proofreading from Apple that helps them find typos.

Developers, with a few exceptions, aren't huge corporate entities. Publishers, at least at the Amazon/News International level, are. This means they can probably get as good a deal from credit card companies for accepting payments as Apple does. They also have enough hosting capacity to not care about the bandwidth required to serve their content.

For developers, by and large, Apple is actually providing a decent service for its 30% cut. For publishers, it's providing nothing they couldn't

provide for themselves at equal or lower cost. Amazon is hardly short of server capacity or payment processing, and invented the very one-click purchasing system that Apple uses in its own online stores. It doesn't need Apple's help to sell books.

What Apple is doing is inserting itself as an compulsory intermediary, yet providing the same level of service that Don Fanucci proposed to Vito Corleone in *The Godfather Part II*: You're on my territory, and if you work, I take a cut. And, like Apple, Fanucci made it sound so reasonable. "I don't want a lot, just enough to wet my beak."

Of course, there's the argument that Apple is just doing the best thing for customer experience. But I can't see how insisting on a dual purchase path is beneficial to customers. And there's no customer

benefit to that 30% take when Apple is providing less of a service to publishers than it does for developers. Why not 10%? Why not lower? When publishers are doing all the fulfilment themselves, why not the same tiny

“Apple is providing less of a service to publishers than it does for developers. Why not 10%? Why not lower?”

percentage a credit card company would take?

The long-term success of the Apple's platform isn't just down to lovely hardware, easy-to-use software and the presence of Angry Birds. It's also about not creating disincentives for developers and content creators. Publishers and developers should be Apple's partners in building iOS into the most important platform in the world. Insisting that you get a cut, even when you're not providing a service, isn't the way to build partnerships – it's a way to alienate the people who should be supporting you.

What do you think of Apple's new subscription rules? Is it a step too far, or is the company looking out for its users by providing a simple payment system? Tweet your thoughts with the hashtag #tapbetteridge, or send an email to us at letters@tapmag.co.uk

PROFILE

Ian Betteridge

► Ian Betteridge has been writing about Apple since every mention of them began with the word 'beleaguered' and their entire revenue was about the same as their current annual expenditure on snacks for the industrial design team. He's currently having a crisis every morning about whether to carry the iPad or the MacBook Air.

Tap! Top Tip You can't delete the standard apps, but why not put any you don't use together in a folder so they don't take up prime Home screen space.

WIN!

AN iPad 3G + WI-FI AND STREAMING TV TUNER!

Elgato's fantastic EyeTV Netstream DTT is featured in our ultimate guide to watching TV on your iPhone, iPod touch or iPad (see p22). It's a great way to watch TV on your iOS device, Mac or PC from anywhere on your home Wi-Fi network. Just plug it into your aerial and router, download the EyeTV app and away you go! Better still, its dual tuners mean two people can watch different channels at the same time.

As if the Netstream DTT on its own wasn't awesome enough, we've got a Wi-Fi + 3G iPad to give away as well, so you can get on the web from just about anywhere!

For a chance to win, answer this question:

How many tuners does the Netstream DTT have?

- A) 1
- B) 2
- C) 99

To enter, text **NETSTREAM** followed by a space, then your answer (A, B or C), space, then your name and address to **87474**; or enter online at **www.futurecomps.co.uk/netstream**

Visit www.futurecomps.co.uk/netstream to find full terms and conditions. By sending your entry, you agree to these competition rules and you confirm you are happy to receive details of future offers and promotions from Future Publishing Limited and carefully selected third parties. If you do not want to receive information relating to future offers and promotions, please include the words NO INFO at the end of your text message. Texts will be charged at £1 plus your standard network tariff rate. No SIM or data plan is included with the iPad. Competition closes on 11 May 2011.



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SOAPBOX

GET IT OFF YOUR CHEST!



Josh Sunshine

PROFILE Josh is a computing student who also blogs part-time about Apple for TheAppleBlog, and tweets as @jobbogamer.

I was recently enticed by HTC's new Desire HD, and sold my iPhone 3GS to make up for it. Three months in, I'm desperate to ditch Android and get back to iOS. Why? Mainly because I'm fed up with the poor user experience offered by Google's platform.

One of my favourite things about apps designed for iOS is their consistency; you can open an app you've never seen before, and work out how to use it in a few minutes. Apps on the iPhone work in similar ways, using common symbols and gestures. With Android, it's nothing like that. Even finding the settings page in different apps is tough. Sometimes it's accessed through a hardware key, sometimes a software button.

There are also the simple things I enjoy, such as syncing my device with iTunes. Sure, people will moan about their phone being dependent on a computer, but I don't mind. I like the fact that everything is updated and changed automatically, without having to mess around with memory cards, like on Android phones.

The Desire HD doesn't even work half the time. It's very rare that you'll actually get notified of a new SMS, and even then you're lucky if it plays the right sound.

Basically, in five words: give me my iPhone back!

Christopher Phin, Editor, replies:

Android, webOS, and even Windows Phone 7 have some good points. But nothing beats the iOS experience. Next issue, this could be your space to rant, evangelise or moan. Write to hello@tapmag.co.uk with the subject line 'Soapbox'.



Each issue, our apps and games introduction pages feature our top 10 app picks.

It begins...

Wanted to thank you for the review on the Magicbox Tower iPhone dock and radio in the last **Tap!** issue – it made me buy the mag and now the husband's addicted and about to purchase an iPad. An excellent informative mag and love the format and layout too!

Marcia Brogan

You'll love the iPad – just don't send us the bill! Blame your husband!

Apple of our eye?

I've just read your first issue and enjoyed it. However, I do have a few suggested changes:

- When reviewing apps, you need to group them more clearly by free and paid. This is how the App Store and iTunes do it.
- The back of the mag should have a permanent section that lists the top 10 apps for each category of app (regardless of price).
- Please tone down the fanboy editorial style! You are not a games console mag! It's a little childish and tedious. Many iPhone owners are not Mac-owning Apple obsessives. Apple has a history of poor service and software and hardware issues. For example, making my 3G an unusable mess when it updated to iOS 4. Not to mention the iPhone 4's signal issue. The Editor's reply to the Big Debate was a ridiculous fanboy rant and unbalanced since it was replying to the other writer's comments. Slightly unfair that he wasn't given a chance to respond.

Justin Fahy

Thanks for the suggestion, Justin. We prefer to mix the free/paid apps, because it lets us give prominence to apps on the basis of quality rather than price.

We do have nascent, overall Top 10s – see p32 and p58 – and hope to expand these in coming issues.

And we would gently take issue with the accusation of fanboyism. We're happy to criticise Apple when it screws up – see p16 – and the only reason we didn't address the specific points you mention is that they're not current events. We absolutely recognise that a lot of our readers won't use Macs, and so we're very careful to address the needs of Windows users in, for example, our tutorials.

SUBSCRIBER OF THE MONTH



Rick Wood

▶ We track down one of **Tap!**'s subscribers, who's at the top of a mountain, filming with the aid of his trusty iPhone and iPad.

"I have been a film producer/director for TVP Multimedia for a number of years, and working with film crews has shown me how new technology has progressed over the years," says Rick. "A clapperboard is an essential bit of kit for getting audio and video in sync. But a more precise method is a

time code generator, which can give an exact frame reading. Cue the iPhone. We were up in the snowy mountains of the Cairngorms recently and we took the minimum of equipment with us. I pulled out my iPhone, scrolled for the App Store and typed in the necessary information. Action!

"We could also have used the iPad, but we usually use this for viewing the rushes in the warmth of our vehicle. All in all, [the iPhone] is a handy piece of kit to be used in quick setups, as long as you don't get a call while filming!" It's amazing the places you find the iPhone at work – even up a Scottish mountain!

Subscribe today! Turn to p30 for more!

THE GALLERY

BECAUSE WE LIKE TO THINK TONY HART WOULD HAVE USED AN IPAD

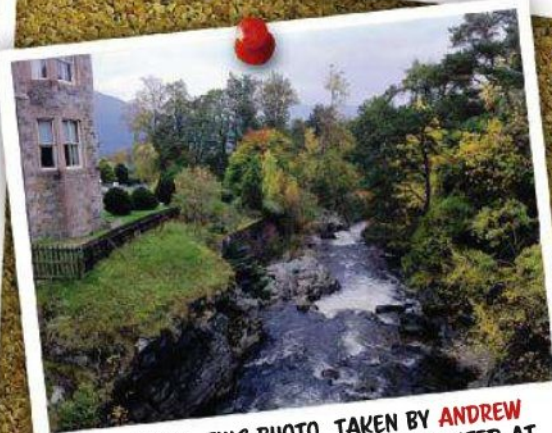
HAVE YOU CREATED SOMETHING AMAZING ON YOUR DEVICE? SEND PAINTINGS, PICTURES, MOVIES AND MORE TO LETTERS@TAPMAG.CO.UK!



DARREN COATES SNAPPED THIS LAST YEAR; IF THE BEAUTIFUL BOKEH SNOW FLAKES LOOK TOO GOOD TO BE TRUE, IT'S BECAUSE THEY WERE ADDED WITH AN APP CALLED PHOTOTREATS!



THIS CREATIVE SHOT, TAKEN THROUGH A FINE-LOOKING LAGER IN SWITZERLAND BY **STEPH BUTTERS**, HAS BEEN TWEAKED BY THE FUN APP INSTAGRAM.



BY CONTRAST, THIS PHOTO, TAKEN BY **ANDREW BURRIDGE** IN BRAEMAR, HASN'T BEEN EDITED AT ALL. IT JUST GOES TO SHOW HOW COMPETENT THE IPHONE 4'S CAMERA REALLY IS!

Traveller's friend

I was so happy to see your mag at Kuala Lumpur airport shop five days ago, and it became my travel friend.

I love the mag just as much as my iPhone 4. Please can you cover more reviews and tips that make travel less hassle. For example:

- GPS or mapping on iPhone without a phone signal.
- Travel guide apps (my next trip in less than a month's time is to Ho Chi Minh City, then Cairo), including Muslim food outlets.

Would it be possible for **Tap!** to review ALL expensive apps so that readers don't feel cheated by mediocre performance later on?

[Abdul also sent us his wish list for Apple, which is reproduced below:]

- Apps: a trial period for expensive ones (eg \$5+). In my case: TomTom's Malaysia & Singapore maps have so many mistakes that I had to switch to Papago (\$20.99, a third of TomTom's cost), which so far appears to be better.
- Calendar: a longer alert time, not just two days.

- Calendar: repeat [events] on a particular day, such as the first Wednesday of the month.
- Email: saving as draft, without touching the cancel button.
- Email: to open/operate more than one account simultaneously.
- Email: to be able to browse based on sender, topic and so on.
- Clock: to change the time automatically based on location around the globe.
- Google Map navigation, with global turn-by-turn instructions.
- Notes: to link with Calendar.
- Contacts: an alert for if you have duplicate entries.
- General: an Undo button.

All in all, your mag will top my list if it keeps on giving sound, timely advice to make my iPhone a really mobile mate.

Abdul Rahim bin Daud

You'll like next issue then (see p95), Abdul, which should be a great starting point.

We do test a range of expensive apps, but since not all will be



See next issue for our traveller's guide!

relevant to many of our readers, we just can't commit to reviewing them all.

*Lots of your ideas for improving iOS are very good; Apple gets **Tap!**, so they'll see them here. One tip: shaking the iPhone often gives you the option of undoing the last action. (On the iPad, there's actually a dedicated Undo button on the first alternate keyboard.)*

YOUR TWEETS...

Awesome mag!
Saved me from getting a tedious iPhone guide. I might be 10 but I'm already an Apple maniac.
[@Louis_M_J](#)

I can't believe ChuChu Rocket has been ported to the iPhone; thanks to @tapmaguk for such a retro/unexpected app discovery.
[@aldriq](#)

Follow @tapmaguk on Twitter, and you could have your tweets featured!

Tap!

THE PHONE & IPAD MAGAZINE

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Tap! is mostly set in...
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(*Jason Walcott of Jukebox Fonts*)
Kada (*Stephan Müller of Lineto*)
Stag Sans OT (*Christian Schwartz*)

...and is printed on
80gsm GraphoLux by
Williams Gibbons

This issue was brought to you by:
The music of Stornoway, the
Decemberists, Arcade Fire and Noah
and the Whale (and Hawaiian slide
guitar – played through headphones);
a new found love of flat whites and
freshly baked pastries; Georges de
Beouf Fleurie; million pound houses
(cheers, Tim Baylis!); AmpliTube's
Fender amps; figuring out how to turn
an iPad into a wah-wah pedal;
arguments over which TV show best
represents the brand; Pepsi Max;
whatever the wine was on Tuesday [it
was a white pinot noir – that's as much
as I can remember]; apples (of the
fruit variety); *The Godfather Part II*;
the ability to Skype-chat with oneself,
through the dark magic of cloning,
Photoshop or perhaps a little of both;
getting addicted to a fab Jeff Minter
game, just like in the 1980s; somehow
ending up empathising with cartoon
blobs of goo; suddenly learning the
deadline was a week earlier than
planned for; iTunes repeatedly
installing things it had been told not to;
running around a wet, cold and very
windy town for a quarter-page app
review; the first Tap! games review
written on the iPad (we love you, iA
Writer!); quickly followed by the first
page laid out on an iPad (p15) and the
dawning realisation that the iPad has
its limitations; watching our friend
Mark's *Dispatches* programme in the
office, thanks to a tizi; quite a bit of
hand cramp; neat slang from the
forties; yet more Rebellion Blonde; the
danger of having a large bag of
Maltesers within easy reach;
Laurence's incredibly posh, fairly
traded, rainforest-friendly, freshly
ground arabica coffee – served in a
cafetière, of course; the help of our
good friends stateside at *MacLife*; far
exceeding our RDA of daytime TV for a
few weeks; vile rotting necromorphs;
Matt's hat (sorry, Lauren); and the
hope that this might be the last issue
that demands inhumane hours.

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WATCH TV ANYWHERE

WATCH TV *ANYWHERE!*



LAURENCE CABLE SHOWS YOU HOW TO TURN YOUR iOS DEVICE INTO A PORTABLE TV

➤ A quick search on the web will bring up startling figures about how much time we spend watching TV, and now you can add to that from just about anywhere in the world using your iPhone, iPod touch or iPad. Doing so is wonderfully easy, but the variety of ways in which you can get live (or indeed catch-up) TV on your iOS device can be a bit bewildering at first, so we spent many hours trying out lots of the hardware and software you can use. Oh, all right, we watched lots of daytime TV – it's a tough job, but someone's got to do it.

We've focused on ways to watch or record live TV using your iOS device, but that's only part of the story – you may want to catch up on something you missed the previous night or enjoy some of the videos you've got stored on your home PC. We'll look briefly at some ways to get these on your iOS device too, and we've got a tutorial on video conversion on p84.

Let's explain a couple of terms we're going to be using. The first is streaming, which is the process of sending live TV over the airwaves to your iPhone, iPad or iPod touch using Wi-Fi or your mobile network. Remember that doing so over your mobile network will eat into your data allowance, and you really need 3G coverage to get a good picture.

The second term is electronic programme guide, or EPG, which is the channel-by-channel list of what's on now and later – like the one you get on your Freeview TV.

Choosing the right setup depends on how much TV you intend to watch and where, so keep that in mind as we explain the options and think about which fits your needs. ➤

WIN!
**AN iPad TV
BUNDLE**
FLICK TO
p17

Elgato

The first hardware maker we're going to look at is Elgato, which produces a range of TV-related kit. At the cheaper end, there's the £51 EyeTV DTT or £65 DTT Deluxe, which are USB dongles that plug into your computer and TV aerial and can stream to your iOS device. At the other end of the spectrum is the £180 Netstream DTT, which plugs into your router and TV aerial to stream live Freeview TV over your home network. The company also makes satellite products, but these only work with free-to-air services such as Freesat, not Sky. Virgin Media cabled TV and Freeview HD don't work with Elgato gear either.

To get the USB tuners to stream live or recorded TV to your iPhone or iPad, you need the £2.99 EyeTV app. Elgato will also tell you that you need a Mac, and it must be running and connected to your network. This isn't strictly true, because if you install the free Orb system on your Windows PC and the OrbLive app on the iPhone, iPod touch or iPad (£5.99), you can stream live TV from an Elgato tuner in your PC to your iPhone over Wi-Fi or 3G. The OrbLive app also enables you to record TV at the touch of a button, but there are drawbacks. Your PC needs to be on, the Orb software must be running, there's no EPG and on the iPhone and iPod touch, you can only watch in portrait orientation. To get started, go to www.orb.com to sign up. Once you've installed Orb on your PC, you'll probably need to restart to detect your USB Elgato TV tuner.

If you do have a Mac, the Elgato EyeTV software gives you full EPG and recording



💡 **Elgato gear is designed to be used primarily around the home on your Wi-Fi** 💡

functionality on your iOS device while you're on your home network. Out and about, you can use the free My EyeTV service to connect to the Elgato tuner on your Mac at home and watch live TV that way, though your router settings may need some tweaking. And remember – picture quality outside of your home network will depend on your broadband's upload bandwidth – with 1Mbps up, it isn't brilliant but is perfectly watchable.

The Netstream DTT sends live TV over your home Wi-Fi network without the need for your computer – all you need is the EyeTV app on your iOS device. The great thing about the Netstream DTT is its dual tuner, so two people can watch different shows at the same time, or you can record one channel and watch another (if your Mac's on). You'll need an aerial cable splitter to keep your regular TV plugged in, because the Netstream DTT can't pass the signal through.

Although these networked models can work separately from the computer, there's a caveat. The Netstream DTT's functionality is limited if you don't use your Mac as a middleman. If you're prepared to leave your Mac running to watch TV on iOS, you get a full EPG and can set programmes to record – both at home and elsewhere. Without the Mac, you get live TV on the latest iOS devices around the house only and little else.

You're probably getting our drift that Elgato gear is designed to be used primarily around the home on your Wi-Fi network, and it's best used in conjunction with a Mac. It's brilliant at what it does

TV TIPS

AVOID NASTY SURPRISES

READ THESE TIPS SO YOU DON'T GET CAUGHT OUT!

TIP 01

TV Licensing at home

You need a TV Licence to watch live TV, even on a mobile device. In your house, you're covered by your home TV Licence. Ditto on a vessel – a plane, boat or train. You don't need a licence for catch-up TV.

TIP 02

Licensing on the move

When you're out and about, your home TV Licence covers you if you're running your device off its battery. As soon as you plug it in, it's considered installed, and must be covered by a licence where you are. See tapm.ag/eYhuSd

TIP 03

Watch the data

Streaming TV to over your mobile network will eat into your monthly allowance, whether it's from TVCatchup, iPlayer or from an Elgato tuner or Slingbox at your house. Go over your data allowance and you may pay through the nose.

TIP 04

How much data?

Exactly how much data streaming TV uses depends on the quality of the video, but TVCatchup says that an hour's show will use around 350MB – so watch out, because a 500MB or 1GB plan will soon disappear at that rate!

TIP 05

Freeview signal types

The type of digital TV signal can vary between countries – UK Freeview uses DVB-T and Freeview HD is DVB-T2. Before buying any hardware, check it's the right spec to work where you live and with the setup you have.



The Sling Player app will connect automatically when opened after you set it up.

💡 The Slingbox packages your home TV setup so you can take it anywhere 💡

and the Mac software is very easy to set up, but to watch TV when you're out and about, you might want to consider other options. One last point regarding the Elgato kit – think about where it'll go. You get a mini aerial with the product, but depending on how strong the signal is in your area, this may not be enough, meaning you'll need to put the tuner near an aerial socket. The Netstream DTT also needs to plug directly into your router with an Ethernet cable.

Slingbox

Its name might suggest the Slingbox is designed to be flung over your shoulder as you go out, but it actually needs to sit permanently in your front room connected to your TV setup and router. It's a powerful bit of kit that effectively makes your home TV setup available from anywhere you can get 3G or Wi-Fi reception on your iOS device. It even enables you to watch and control your cable or satellite box from your iOS kit, meaning you can watch any paid-for channels you subscribe to.

There are three varieties of Slingbox – the SOLO (£120), PRO (£140) and PRO HD (£240). To discover more about the ins and outs of the three, have a look at tapm.ag/h6F4kd. One notable difference is that the PRO and PRO HD have a Freeview tuner

for use when you're watching TV out and about. This is important, because so long as you've got a second Freeview box for your home TV, you can enjoy live Freeview on your iPhone or iPad without affecting what someone at home's viewing. However, if you start watching TV from your Sky box on your iPhone via the Slingbox, anyone at home will see the same channel as you if they try to watch Sky.

The Slingbox doesn't have its own EPG, but it will feed one through from an external source. Ditto a recording facility – it doesn't have a means to do this itself, but if you've got a personal video recorder (PVR), you can control that from your iOS device through the Slingbox.

And if your TV and router are in different rooms, Sling makes the SlingLink TURBO, which sends the TV signal through the power lines in the walls. It'll set you back around £70, but will mean you don't need to move anything around to be able to stream TV over the internet to your iPhone, iPad or iPod touch.

And drawbacks? The Sling Player iOS app isn't particularly cheap at £17.99, and it's a different version for the iPad and iPhone, meaning you may have to shell out twice. You can't set up a Slingbox using an iPhone or iPad – you'll need a computer to do this. You may also need to have a fiddle with your router's port forwarding settings to get stuff working, although Sling provides some router-specific help. And, like the Elgato gear, the limitations of your home broadband's upload ability could hamper the picture quality.

But make no mistake, this is a powerful bit of kit that packages up your finely tuned home TV setup and lets you take it anywhere in the world.

HARDWARE

HOW DOES THE KIT STACK UP?

COMPARE THEM HERE

Elgato

Price From £51 + £2.99 app

www.elgato.com

There's a range of Elgato kit to suit your needs and home setup, but it's all limited to free-to-air channels – so no Sky or Virgin Media. The EyeTV Netstream DTT has a twin tuner, meaning two people can watch different channels simultaneously. It's best suited to watching TV around the house, and Mac users will get the best out of it.



Slingbox

Price From £120 + £17.99 app

www.slingbox.com

As long as your home broadband router's on, the Slingbox will stream TV from your house to your iPhone or iPad. You can connect to and control pretty much any kit you've got in your front room from your iOS device anywhere in the world. That includes your Sky or Virgin Media box or a PVR. But to do so, you'll need to buy a relatively pricey app.



equinix tizi

Price £150

www.tizi.tv

This mini digital TV receiver won't touch your precious data allowance, and could work even if you're out in the sticks with no mobile or Wi-Fi coverage. Its free app lets you record live TV and the battery will last for three hours. However, the small antenna won't always pick up signal, and you can't connect an external one.



APPS TO COMPLETE YOUR TV EXPERIENCE

CHECK OUT THESE GREAT WAYS TO ENHANCE YOUR VIEWING

TVGuide.co.uk



TVGuide.co.uk has free slick listings apps for the iPhone and iPad. You

get channel information, either as a list or a grid, and programme details. It enables you to add a show to your calendar, set an alarm reminder or tell your Sky box to record.

Radio Times



The Radio Times app (£2.99), tailors its channel listing

depending on the TV service you tell it you've got - including Freesat, Sky and Virgin. You can add favourite shows, find what films are showing and browse daily special picks.

AirView



You might also want to consider AirView (Free, reviewed on

p37), which streams stored videos between iOS devices, or from iTunes on your computer to your iPhone, iPad or iPod touch, provided they're on the same Wi-Fi network.

Air Video



Air Video (£1.79) streams numerous video formats

from your computer to an iOS device, both over Wi-Fi and the internet. It won't play DRM-protected files, such as those you get off iTunes, though. There's a free version you can try.

equinix tizi

The tizi is a standalone, battery-powered digital TV receiver. It picks up Freeview signal, just like your rooftop aerial, and transmits the high-quality picture over Wi-Fi to your iPhone or iPad. This means you don't need mobile reception or to be in range of a Wi-Fi network to watch TV. The significance of this is that it won't touch your monthly 3G data allowance.

When it's fully charged, you'll get a good three hours' use out of it, and it's so small and light that it'll easily slip into your bag or pocket. Its accompanying app enables you to record TV as well as watch live. At £150, it's on the expensive side, although the app is free.

The drawback - and it's a big one - is that you can't attach an external antenna. In our experience, the little built-in one isn't always enough to pick up signal in areas where a larger, rooftop aerial will. Annoyingly, the only way you can really find out is to get one, try it and then return it if it's no good.

Despite this, the tizi is ideal for watching Freeview TV where mobile reception is poor, if you have an iPod touch or Wi-Fi-only iPad, or if your iPhone's on a low monthly data package. To find out more about the tizi, have a look at our in-depth review in issue two.

TVCatchup

Despite its name, TVCatchup isn't actually a catch-up service like iPlayer. It's a website where you watch live TV in a web browser, completely free of charge (provided you don't go over your mobile's monthly data cap). It's only available in the UK and you

have to sign up, but you'll be watching live TV on your iPad or iPhone in minutes. You'll find the usual Freeview channels, and iPad users can see the name of the current show and how long it's been on.

It's a brilliant way to get live TV on your iOS device without any extra hardware or software. But before you dismiss the other options we've talked about, there are a few things to bear in mind. First, the quality isn't always brilliant, and TVCatchup covers free-to-air channels only, so you won't be able to get Sky Sports and the like. And because it gets the TV stream over the internet, it will eat into your

monthly download allowance - be that of your iPhone or iPad contract, or your home broadband package if you're on a capped deal. The other thing to remember is that if your home broadband isn't particularly fast and there are several people using it at the same time, you may find your video stream gets interrupted at the climax of the film you're watching!

Sky

If you don't fancy buying a Slingbox to watch your Sky channels on the iPhone or iPad, there's another way - but it can be expensive, depending on your Sky TV



TVCatchup doesn't have an EPG on iPhone, so you may want a listings app.



The TVGuide.co.uk app provides clear and simple schedule information.

FREE Download



BBC iPlayer looks fantastic on the iPad and enables you to catch up on your favourite BBC shows.

Watching Sky TV on your iOS device is simple, and you can do it over Wi-Fi or 3G

subscription (or lack thereof). You can only watch sports and news, with the iPad version of Sky's Mobile TV app offering Sky Sports 1, 2, 3, 4, Sky Sports News and Sky News. On the iPhone app, you can also get ESPN and At the Races.

After downloading the free app, you log in using your Sky ID or set one up at www.sky.com and then sign up for the Mobile TV service using the links from the app. If you have a Sky TV subscription including the Sports 1 and 2 package, the service will cost you an extra £5 per month for access on one iPhone or iPod touch and one iPad. If you haven't got a Sky Sports sub, it costs £8 per month for access on one iPhone or iPod touch or £35 for access on one iPhone/iPod touch and one iPad. So if you don't have a Sky subscription and want Sky Sports on the iPad, it's pretty expensive.

Using the app is a breeze – fire it up, log in and tap the channel you want to watch. A guide shows you the day's viewing, but you can't set reminders or anything like that. On the iPad version, you get a small preview at the top of the interface, which you tap to go fullscreen, so watching Sky TV on iPhone, iPod touch or iPad is simple – and you can do it over Wi-Fi or 3G.

The other app of note is Sky Remote Record. Also free, this handy service enables you to set a future recording or to start recording any channel you've got available on your Sky+ or Sky HD box remotely using the familiar TV guide interface. All you need to do is log in using your Sky ID and the app is automatically linked to your box.

BBC iPlayer

The BBC's popular catchup service is available in app form on the iPad, where you can also watch live BBC TV. The picture is brilliant, although the app may scale back the quality if you're on a slower connection. Check out our full review on p51. On the iPhone and iPod touch, you can enjoy the catch-up elements of iPlayer through the Safari browser by going to www.bbc.co.uk/iplayer – note there's no live TV, though.

Unlike the PC or Mac version of iPlayer, you can't download shows onto your iOS device, either.

Watching stored media

Live TV isn't the only thing you can watch on your iOS device. You may well have a whole library of videos stored on your home computer, but these might not be in format compatible with iOS. Using the Air Video app opposite, you can stream many video formats to your iOS device either on your local network or over the internet without having to convert them to another format. It's both Mac and Windows-compatible, but requires your computer to be switched on to get at the media.

SOFTWARE

TVCATCHUP, iPLAYER AND SKY

YOUR QUICK GUIDE

TVCatchup

Price Free at iphone.tvcatchup.com, ipad.tvcatchup.com



In the UK, the TVCatchup service gives you live Freeview TV without having to buy new hardware.

It's a free service that works in your web browser over a Wi-Fi or 3G connection. It will eat into any monthly data allowances you have, both of your iOS device and your home broadband. The EPG is limited and quality isn't always great.

BBC iPlayer

Price Free



The Beeb's popular catchup service has its own iPad app, which looks great and works wonderfully. It even

lets you watch live TV. On the iPod touch and iPhone, you can use iPlayer's catchup features using its website at www.bbc.co.uk/iplayer. It's pretty data-hungry, like TVCatchup, and at present it's a UK-only service.

Sky

Price Between £5 and £35 per month, depending on your subscription



Getting Sky TV on your iOS device is simple to set up and use. The picture quality is superb and you get a basic EPG. However, depending on your subscription, the mobile service isn't cheap and you can't set programme reminders. You can set your Sky box to record remotely, but it requires a separate app.

WATCH TV ANYWHERE

BUYERS' GUIDE YOUR MUST-HAVE KIT

OUR PICK OF THE BEST
TECH FOR TV HEAVEN

MOPHIE WORKBOOK

£45 www.mophie.com
Two birds with one stone. This protective case folds into a stand for your iPad and if bright orange isn't your colour, there are four other options.

ALTEC LANSING OCTIV 450

£100 www.alteclansing.com
A stand, charger and speakers for your iPad, all in one neat unit. Its adjustable arm means you can tweak the viewing angle to suit where you're sitting.

JUST MOBILE GUM PLUS POWER PACK

£50 www.xtand.net
There are battery packs that just beat this one's price and capacity - try the Proporta USB TurboCharger 5000 (£40) - but this little beauty is pocket-friendly.

APPLETV

£101 www.apple.com/uk
This isn't for watching live TV, but if you have videos stored on your iOS device (see p84 for more on this), you can stream them to your home television using AirPlay and the AppleTV.

Rich man vs Poor man

Here's what we would get if we'd just won the lottery - and how to watch TV on a shoestring

£240

The Slingbox PRO HD. This baby transports your home TV setup to you wherever you happen to be.

TUNER

Let's stick to watching TV without shelling out for a special tuner, using only web-based solutions.

£FREE

£38.97

To use the Slingbox, you'll need Sling Player on your iPhone and iPad, plus Radio Times listings.

APPS

TVCatchup is a website, and iPlayer is free, so no outlay here. For listings, get TVGuide.co.uk's app.

£FREE

£40/MONTH

If it's in your area, get super-fast unlimited usage fibre optic broadband. About £40 a month.

HOME BROADBAND

Don't pay more, but see if your ISP will give you a better deal for the same price. About £10 a month.

£10/MONTH

£35/MONTH

Get yourself signed up for one of Three's excellent unlimited data plans. About £35 a month

IPHONE PLAN

Don't change now, but when your contract ends see what's being offered. About £25 a month.

£25/MONTH

£15/MONTH

No unlimited data, but Three's 10GB plan would enable you to watch a fair bit of TV. £15 per month.

3G iPad PLAN

Don't get yourself on an ongoing plan, but O2 offers 500MB of data for a day for £2.

£2 PER DAYS

£1359
FOR FIRST YEAR

"It's a lot to spend, but you'll never be bored again!"

Tap!
VERDICT

"Even if use iPad data 20 days a year, you're still saving loads."

£460
FOR FIRST YEAR

WATCH TV ANYWHERE

GRIFFIN A-FRAME**£24** www.griffintechology.com

A light, stylish and robust iPad stand - perfect for watching TV. It folds flat, so will easily slip into a bag when you're on the move, and its rubber feet stop it from sliding around.

VOGEL'S BASECOVER**£60 (case only, mounts are extra)**www.vogels.com

This system enables you to mount your iPad on the wall, in the car or stand it on a table. Flip the iPad round and it doubles as a hard protective case, too.

THREE MIFI**From £40** www.three.co.uk

This turns mobile signal into a mini Wi-Fi hotspot, so you can connect a Wi-Fi-only iPad or iPod touch to the internet to watch TV. Various other mobile networks also sell them.

APPS AND KIT ROUND-UP

Get the most from TV on iOS with our suggested setups

THE BEST APPS & KIT FOR...**At home**

For around the house, little beats the dual tuner in the Elgato Netstream DTT. This'll give you live TV on two devices, be they iPhones, iPads, PCs or Macs. If you've got a Mac, keep it switched on with the EyeTV software running to get the extra functionality on your iOS device. Pop your iPad in an Altec Lansing Octiv 450 so you can adjust it to the optimum viewing angle and boost the sound. If reflections prove to be a problem, think about getting a matte screen cover for your device. Then you just need to sit back in your chair, decide what to watch and enjoy!

THE BEST APPS & KIT FOR...**Commuting**

On the move - be it a car, bus or train - chances are your mobile coverage could be flaky and Wi-Fi won't be available, so get yourself an equinix tizi tuner to slip in your pocket. Depending on where you are, this ought to be able to latch onto the TV signal most of the time, and it won't munch through your precious mobile internet allowance. To help the aerial pick up reception, make sure it's somewhere prominent - your top pocket, perhaps? And if you've got an iPhone or 3G iPad, get either the TVGuide.co.uk or Radio Times listings app so you can see what's on.

THE BEST APPS & KIT FOR...**Away from home**

A Slingbox is our kit of choice for this. Because Wi-Fi is so widely available now, be it in cafés, hotels or your friends' houses, you'll often be able to get online without touching your mobile data allowance. This'll mean you can remotely hook up to a Slingbox in your front room to watch and control the TV setup in your home, Sky box and all. Keep your iPad in a case that can double as a stand, such as the Mophie Workbook, or get something like a Glif (see issue one or www.theglif.com) to stand your iPhone 4 up. And, as ever, don't forget a listings app. 📺

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and save when
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- Easy access to the dock connector port at all times
- Choice of viewing movies, photos and apps in landscape



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Christopher Phin
Editor, **Tap!**


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REAL, IN-DEPTH REVIEWS Apps

THIS MONTH
I'M OBSESSED
WITH...



Camera+

More flexible *and* faster than
the built-in Camera app

The best camera, they say, is the one you have with you. And that's why, though I'm a keen photographer, I take at least as many photos with my iPhone than I do with my SLR. I've completely switched to Camera+ as the default app for my still photos; it's not just that the interface is beautiful, or that it's actually faster to launch on my iPhone 4 than Apple's own default app, but that it's spectacularly rich. Even if you ignore the lovely filters you can apply, its extra features – such as defining exposure and focus points independently – make it an essential purchase.

Christopher Phin
Editor

FOR THE
REVIEW AND
Tap!
VERDICT
CLICK TO
p38

KEY INFO



Works with We use these icons to let you quickly see which apps work on your device. Almost any app that runs on the iPhone will run, windowed, on an iPad, but we don't count that as a works-on-iPad app. Check the App Store for detailed compatibility info.

Price These often change. The price we list (and rate on) was correct when we wrote the review.

Universal A single app that runs on iPhone, iPod touch and iPad.

IAP In-app purchase. Some apps offer more features through purchases from within the app; if the app is functionally limited without an IAP, we'll review and rate it based on making that purchase.

THE RATINGS

- ★★★★★ Rarely given; a brilliant, must-buy app that sets the standard
- ★★★★☆ A strong recommendation to buy; app will have only minor flaws
- ★★★☆☆ A recommendation to buy, but with some caveats
- ★★★☆☆ Fundamentally flawed either in concept or execution
- ★★☆☆☆ Don't let this dreadful app anywhere near your lovely iOS device
- ☆☆☆☆ Yes, we sometimes give zero stars; this app is irredeemable crap



A stellar, stand-out app that epitomises everything that's great about iOS



ALSO IN THIS ISSUE...

Our handy A-Z listing helps you find an app fast!

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AS WELL AS GIVING YOU MORE OPTIONS FOR TAKING PICTURES, CAMERA+ LETS YOU APPLY FUN FILTERS

THE Tap! TOP 10

The definitive list of the very best apps for iPhone, iPad and iPod touch



We review a wide range of apps every issue – and reject many more before they make it to the page – but this list of the 10 best represents the pinnacle. These are the apps we use every day, that have proven themselves to be reliable, useful and fun. If you're missing one, you're missing out; fire up the App Store now!



NEWS INSTAPAPER

02 See an article online that you want to read but don't have the time? Send it to Instapaper, which strips the text to read later.

iPhone/iPad £2.99



UTILITIES AIR VIDEO

05 This app makes getting videos onto an iOS device easy. It streams movies from your PC or Mac, and formats them on the fly.

iPhone/iPad £1.79



PHOTOGRAPHY CAMERA+

08 Turbo-charges basic photo-taking, and gives you the option of adding gorgeous effects before sharing pics on Twitter and more.

iPhone 59p



NEWS REEDER

03 Keep up to date with news, blogs and more with RSS. This great app syncs with Google Reader online to make it a joy to use.

iPhone £1.79 | iPad £2.99



TRAVEL UK TRAIN TIMES

06 A must-have for any regular train traveller. UK Train Times enables you to plan journeys and see live information about delays.

iPhone £4.99



ENTERTAINMENT ARTRAGE

09 Sure, Brushes is a great app, but ArtRage is better if you want to create works of art that look like you've used real paints and canvas.

iPad £3.99



SOCIAL NETWORKING TWITTER

01 The iPhone is the perfect tool for Twitter. There are other good clients out there, but this official one is free and powerful.

iPhone/iPad £FREE



PRODUCTIVITY PENULTIMATE

04 The iPad can be a flexible sketchbook, and while apps such as Brushes are great for art, Penultimate is a smart notebook app.

iPad £2.39



NAVIGATION TOMTOM

07 This app is expensive, but it's very rich and polished, and the option to pay for just a day of live traffic data is a real boon.

iPhone £49.99



MUSIC KORG IMS-20

10 A real KORG MS-20 synth would cost you a fortune, but you can put a great software version on your iPad for a tenner.

iPad £9.49

KEY INFO

Works with



Price Free

Universal No

Version 2.1.18

App size 17.5MB

Developer

Path 36, LLC

Age rating 4+

Splice

PHOTOGRAPHY Edit your clips and photos into a great short movie, complete with titles, transitions and a musical score



Your iPhone 4 and fourth-generation iPod touch are capable of recording high-definition video. If

this isn't amazing enough, there are applications available that enable you to edit your footage so that you can have a short film – complete with titles, transitions and effects – by the time you get back home. One such program is Splice, which is available as a free, ad-supported version.

At first glance, there's a lot to like. After you've created and named your first project (make sure you're happy with the title,

because you won't be able to alter it later on), you're given the option of adding your first clip, transition or title. You have access to your entire photo library and camera roll, and you can even select multiple clips to add in a single go, which is very convenient when you're building your edit. According to the developers, Apple states that designing such a custom import mechanism means that location services must be implemented, even if Splice doesn't use them. As a result, unless you agree to have those services turned on, you won't be able to add clips, rendering the app useless.

into it, slow it down or speed it up, duplicate it or delete it. There is, however, no means of splitting a clip and inserting something in between the two parts, but all the other tools are very intuitive and easy to use.

To insert something in between two existing clips, tap on one to reveal two + buttons on either side. Select one and you'll be faced with an insert menu, which you can use to add one of five transitions on offer, a title or additional clips. When it comes to photos, you can apply four different filters to them. Creating a Ken Burns effect is incredibly simple; making full use of the touch interface everything is a pinch and drag away. The same applies to titles, and, although you're limited to just one font, you can pinch it to resize it and drag it anywhere on the screen.

Unfortunately, you can't add a title over a clip or photo – it has to be over a black background.

When it comes to audio manipulation, you'll appreciate this app's versatility. In addition to the clip's own audio track, two further tracks are available onto which you can place music or

When it comes to audio manipulation, you'll appreciate this app's versatility

Every clip, irrespective of its length, will be displayed as a large thumbnail. This makes it easy to scroll through them. If you want to reorder them, tap and hold on one, then drag it to its new location. Editing a clip is just as simple. Tap on it to reveal editing buttons, which you can use to trim it, zoom

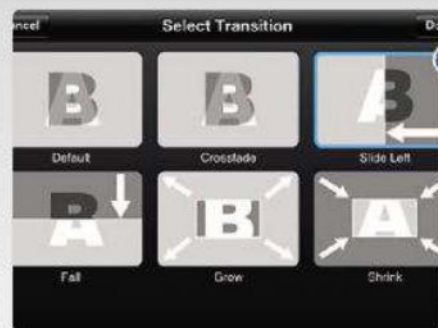
**REVIEWplus**

TRY THESE TIPS AND TRICKS WHEN EDITING WITH SPLICE

Editing isn't easy, but the following tips should help you hit the ground running with Splice or any other editing app

**KEEP YOUR STORY MOVING**

Make your cuts short and you'll keep your audience riveted. It's easy to cut footage in Splice – tap the scissors edit button and select what you need.

**USE INTERESTING TRANSITIONS**

Splice will add a cross dissolve after each clip, but you have other transitions available. Experiment with them to help move your story along.

CHANGE SETTINGS
IF YOU NEED TO ALTER ANY SETTINGS OR ADD A BORDER TO YOUR ENTIRE PROJECT, TAP ON THIS BUTTON

SWITCH SECTIONS
THESE TWO BUTTONS LET YOU SWITCH BETWEEN THE APP'S AUDIO AND VIDEO EDITING SECTIONS

EDITING BUTTONS
TAP ON A THUMBNAIL TO SELECT IT AND REVEAL EDITING BUTTONS. YOU CAN ALSO PREVIEW HERE

PREVIEW
TAPPING ON PREVIEW PREPARES YOUR MOVIE FOR PLAYBACK. BEWARE! THIS CAN TAKE A WHILE



BEST PRACTICE TRY BEFORE YOU BUY

If the idea of ads peppered throughout your program doesn't appeal, you might be tempted by Splice's ad-free version for only £1.19. But before you decide to take out your credit card, you might like to know that you can remove the ads from the free version through an in-app purchase for the same amount. This means that the free app is more like a trial version that you can use as often as you want, and the moment you tire of all the adverts (if you see any, that is), you can banish them forever with just a few taps.

sound effects. There's also a voice-over track that you can use to narrate your film on the fly. All audio clips can be moved around by dragging them, while tapping on them lets you trim them or alter their volume.

You can apply a visual effect to your project by adding a border around it. You have a few default options to play with – and you can buy more from the app's integrated store – but you have no control over it whatsoever and it stays on for the duration of your project, which doesn't make it that useful. The store also offers soundtracks and sound effects, but there isn't

much there of any use for the serious amateur, at least not yet.

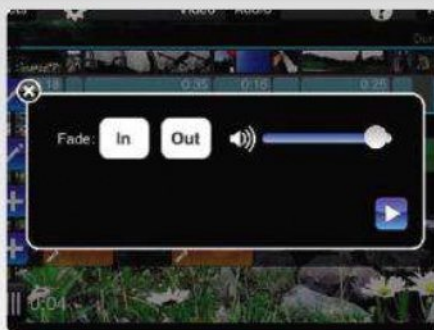
This app does have a few annoying features, too. In order to preview your project, Splice has to render it first, which can take a long time. If you like to edit your clips, preview the result to see how it feels, and trim your footage accordingly, you'll find having to wait each time very frustrating.

It also crashes. A lot. To be fair, iMovie crashes too, since video editing is an extremely demanding task for a mobile device, but Splice takes the biscuit. It crashes if there are too many clips in your camera roll, making this program useless

if you take a lot of video, and it's also prone to crashing when adding clips to your project or when exporting your final movie. The developers are aware of these issues and are working on fixing them as soon as possible. **SP**

Tap! VERDICT

"Splice shows a lot of promise for casual filmmakers and offers powerful editing tools."



TIP 03 **DUCKING AUDIO**
Inserting your favourite music can add interest, but sometimes it can drown out what people are saying. Use the audio controls to lower or raise your clip volumes to hear everything.



TIP 04 **EXPERIMENT WITH CHRONOLOGY**
Don't be afraid to move clips along in the timeline to help your story and its pace: tap and hold a clip and drag it to its new location.



TIP 05 **PAN WITH KEN BURNS**
Doing a steady panoramic view is tricky with an iPhone. Instead take a photo of your landscape and use the Ken Burns effect to pan across it, or zoom into it, in a smooth motion.

Left You can apply an effect and see the results in real time as you shoot.



Above There's no scrollbar, so swipe left and right to see all your clips.

8mm Vintage Camera

PHOTOGRAPHY Relive the glory days of video recorders by ageing your iPhone or iPod touch video clips

KEY INFO

Works with



Price £1.19

Universal No

Version 1.1

App size 2.7MB

Developer

Nexvio Inc

Age rating 4+



This app is designed to replicate what your clips would have looked like had they been shot with an

older camera, complete with frame jitter, hair, dust and blurred edges. The first time you launch the program, an overlay graphic labels each button, giving you an idea of what you can achieve (you can access this overlay at any time afterwards by tapping on the **i** button, lower left of the screen).

You can change the type of film used, and hence the general effect applied to your video, with the main button located at the lower right of the screen. Don't be fooled by the arrow encouraging you to swipe down: doing this lets you cycle through your effects, but only in one direction. Instead,

swipe left or right on the film's title to cycle in either direction. You can do the same with the lens button (upper right of the screen). These lenses allow you to apply a secondary filter to your effect – such as a flickering frame, leaking light, bleeding colour or muted edges – giving you 25 different combinations to choose from.

To complete the effect, you can also add a projector sound to your clip, which will be inserted once the recording has been done.

Using the app is incredibly easy. You can select the film and lens

“To complete the effect you can also add a projector sound to your clip”

you'd like to use at any time during, or prior to, the recording process. We thought it would be hard to use the Jitter button, since tapping on the screen would affect the iPhone's framing, but since the effect is designed to distort the visuals anyway, any movement on our part was completely hidden. You can access all your clips in the My Reels section, where you can delete them, save them to your

device's Camera Roll, email them or upload them to YouTube.

It's a shame that this app is solely designed to alter live recordings, meaning there's no way to apply these filters to clips you've already shot. Also – and this may not affect you – this app isn't aware of your device's orientation: if you hold it in your left hand, you would usually have the Home button on the left, to avoid your fingers inadvertently covering the camera. However, this app can only be used with the Home button on the right, which may force some people to change the way they hold their device. By comparison, Apple's Camera app isn't affected by the way it's held, so there's no danger of holding it wrong. But this quibble aside, 8mm Vintage Camera is a very enjoyable app. **SP**

Tap! VERDICT

“If you're looking for some fun effects to add while you're recording video, this app works a treat.”



AirView

UTILITIES Stream videos from your PC to your iPhone, iPad or iPod touch

KEY INFO

Works with



Price **Free**

Universal **Yes**

Version **0.9.1**

App size **0.4MB**

Developer

Clement Vasseur

Age rating **4+**



That collection of videos on your home computer needn't stay locked in the study – AirView harnesses

Apple's AirPlay technology, enabling you to watch the video live on your iPhone, iPad or iPod touch. It's a breeze to set up – connect the two devices to the same Wi-Fi network and open the AirView app on your iOS device. If you're using a computer, start playing a video in iTunes and click the button in the bottom-right that looks like a rectangle with an upside-down triangle intersecting it. You'll see your iOS kit listed, and when you click it, as if by magic, your video will appear on the chosen device a few seconds later. If you're using an iOS device as the video source, tap the same icon in the controls.

This video is actually playing on our iPhone and being streamed to the iPad.



The controls appear on both screens, but on several occasions we found ourselves getting disconnects between what one screen showed and what the other was doing – tapping pause on the iPhone didn't always pause the iPad, for example. But since this is free and incredibly simple to use, downloading it is a no-brainer. **LC**

Tap! VERDICT

"If you like your video, get this app. It's free, easy to set up, and very useful. What are you waiting for?"



37

Trimensional

PHOTOGRAPHY An ingenious new take on photography, with a 3D twist

KEY INFO

Works with



Price **59p**

Universal **No**

Version **1.01**

App size **4MB**

Developer

Grant Schindler

Age rating **4+**



While the App Store is knee-deep in apps that apply effects and filters to your photos, Trimensional offers something very different. It's not quite a camera, although the end result is an image of sorts. It's a 3D scanner that cleverly uses light from your device's screen and bounces it off your face (or whatever else you point it at). The result is a genuine 3D model, which you can then rotate (left and right only, not up and down) and zoom, or share elsewhere as a still image.

The end results look a bit primitive, and can be alarming, but more often than not they're hilarious. Because light bounces from your eyes in a different way, you might see odd 3D spikes emerging from your pupils, but



You may not find all your scans very flattering...

that's a tiny drawback that could be fixed with some optimisation. Your device must have a front-facing camera, and you can't edit existing photos. Stick to the instructions for best results, but don't be afraid to experiment, too. Messing with the rendering modes in the document library yields more varied images. **GT**

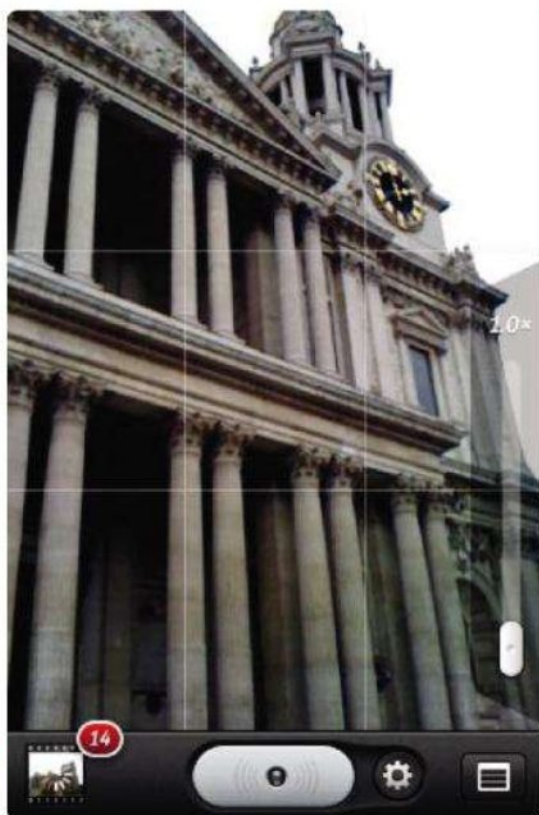
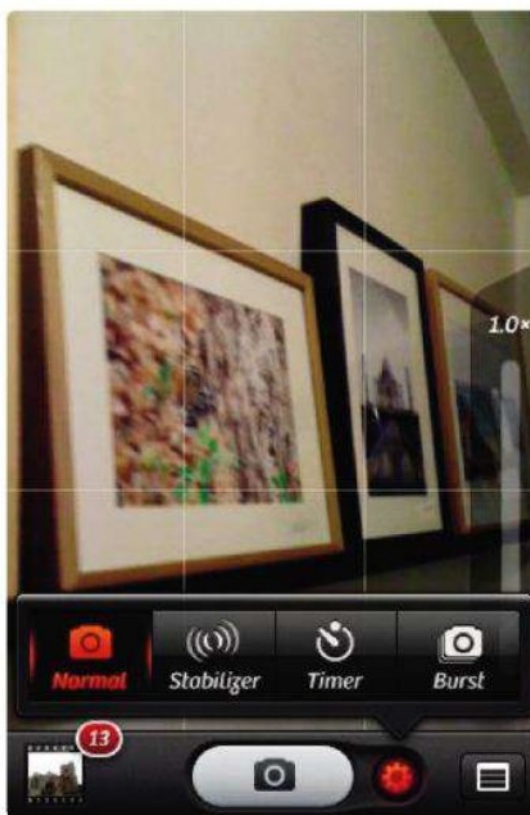


Make sure you're in a dark room for self-portraits.

Tap! VERDICT

"A smart idea for iOS photography – astonishing and delightful in equal measure. More please!"





Far left Camera+ makes elevating your shots above standard phone camera fodder incredibly easy.

Left You can use the extra shooting options in Camera+ to make each snap look its best.

Camera+

PHOTOGRAPHY The iPhone's built-in Camera app doesn't offer much, but this one adds interesting new features

KEY INFO

Works with



Price £1.19

Universal No

Version 2.0

App size 16.4MB

Developer

Inventive, Inc

Age rating 4+



While the camera hardware in iOS devices has become more respectable through the years and

different versions, the software has always been light on editing features. If the iPhone's camera gets it wrong, you have to wait to use a computer to correct it – not much use if you want to share a holiday snap quickly.

So, when you consider the paucity of iOS's built-in photo-editing power, Camera+ looks like a bargain from the minute you install it. At a stroke, it adds a digital stabiliser to keep images sharp, a burst mode and a self-timer. Users of slightly older iOS devices will appreciate the addition of a smooth and high-quality digital zoom feature.

The main interface is similar to iOS's normal camera app, so there's nothing to re-learn.

Handily, Camera+ superimposes a grid onto the screen to help photographers conform to the rule of thirds by lining up their subject with one of the intersecting lines.

Once you've fired a shot, the true power of Camera+ becomes apparent. Images you capture are stored in the Lightbox, waiting to be edited. Tap the Edit button and you can choose a scene mode reflecting the environment in

💧 Camera+ looks like a bargain from the minute you install it 💧

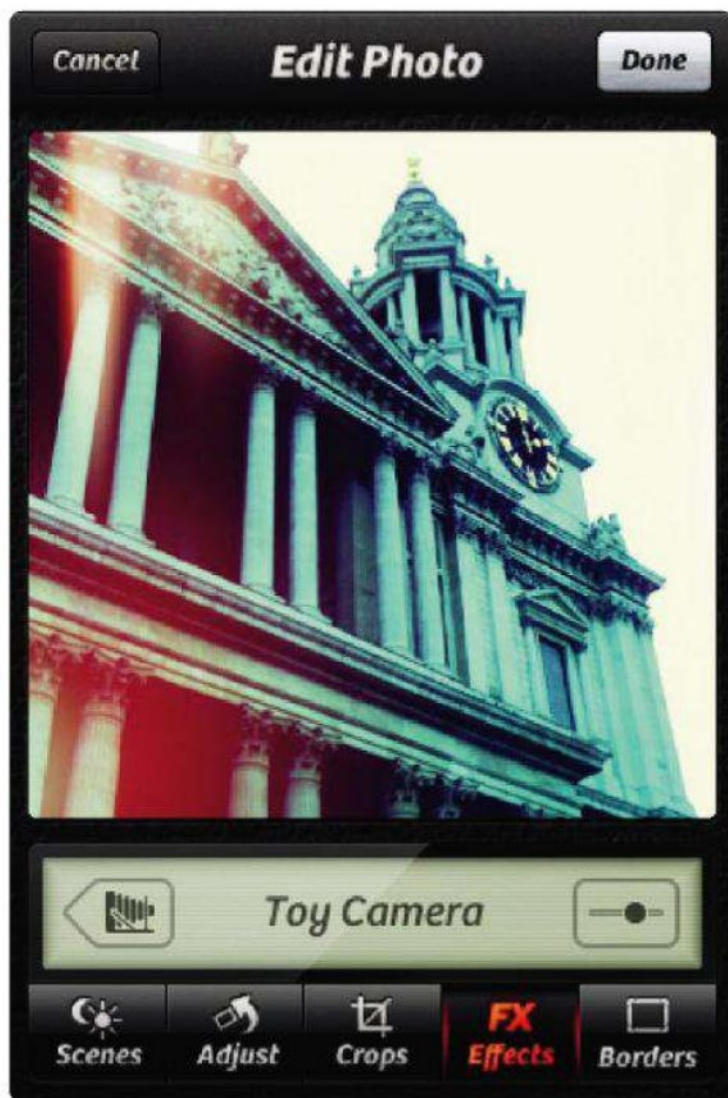
which your picture was taken, adjusting for backlighting or taking white balance into account. The only omission is a snow setting. You can also make compositional changes, such as cropping into your shot at either a fixed or free aspect ratio, and there's the option to rotate or flip your image as well. Sadly there's no

option to rotate freely, which spoils hopes of correcting off-kilter landscapes.

The option with the most immediate impact is the Effects tab, which gives you 36 one-touch tweaks, ranging from playful Lomography and retro effects to more thoughtful, artistic options such as simulated depth of field and black and white. You can add more film effects through in-app purchases. Usefully, you can vary the strength of each effect with a slider.

Camera+ actually seems to run faster than Apple's default camera app and we experienced no stability or performance issues during testing. Jumping between the Lightbox view of images you've taken and the various editing screens is fast, and applying a preview of an effect to your image happens quickly. The finished results look good, and the sheer variety and variable strength of each effect mean it's possible to get what you want from a photo.

Camera+ isn't perfect, though. For example, the fact that some photo effects are locked until you



The built-in filters and effects work well on a huge variety of subject types.

purchase them is a little irritating considering you've already bought the app. We'd also appreciate more flexibility in terms of the five-second self-timer. It would be helpful to have the ability to set longer or shorter durations depending on the situation.

Once you decide an image is done, you can export to Flickr, Facebook, Twitter or email, which is great. If you want to manually take the image off your iOS device, though, you have to tap Save, which removes your finished image from Camera+'s Lightbox and adds it to your device's Camera Roll. Once it's there, it's accessible through iTunes, but the changes you've made to your shot become permanent, which isn't terribly

flexible, and stops Camera+ being a truly non-destructive editor.

However, these are small drawbacks. Camera+ is one of only a few apps really capable of superseding one already on your device: it's fast, effective and stable, and you might find yourself wishing you could get rid of Apple's original camera app altogether. **DS**

Tap! VERDICT

"Not just a must-have app for photographers, but anyone who uses the camera on their device."



GRAB BAG

LIL' APP REVIEWS

WORD LENS

Augment your foreign travels with this trippy translator app

Price £5.99 (with IAP) Works with iPhone, iPod touch Version 1.0 Age rating 4+



Word Lens aims to make your transition to a Spanish land seamless

by replacing your pocket translation book with word recognition technology. Point your iOS camera at a menu, map or sign with a steady hand and it'll try to render the text in intelligible English on-screen, though it struggles with stylised fonts and handwriting. It's not perfect and it's certainly not free – £6 indeed! – but the concept is sound. **TH**



PRECORDER

Capture the seconds before you hit record! It's like magic...

Price £1.19 Works with iPhone, iPod touch Version 1.3 Age rating 4+



When you shoot video with Precorder, the app captures the

seconds before you actually hit the record button. So point your camera and when something crazy happens, press the red button and the app will tack on the seconds leading up to the big event. This buffering means that even if you didn't manage to hit record in time to capture the action, it may still be there when you have a look back at the footage. **LC**



MONOCHROMIA

Gives monochrome photos extra oomph with grain effects

Price £1.19 Works with iPhone, iPod touch Version 1.3.6 Age rating 4+



This app produces beautiful monochrome photography

results. This is mainly thanks to the simple slider controls that allow fine-tuning of contrast and brightness before saving the result. There are more options for vignetting, colour and film grain, which gives saved images a gorgeous film-like quality. Gamma adjustment and contrast modes mean there's plenty of room for experimentation. **GT**



MALCOLM TUCKER: THE MISSING PHONE

The Thick of It app

Price £3.99 Works with iPhone, iPod touch Version 1.0 Age rating 17+



Everyone who loves The Thick of It should get this app. It's less

an app, actually, as a hugely innovative new way of telling a story. With superb scripts and voicework from the proper cast, it's essentially a kind of semi-live, enriched version of *The Missing DoSAC Files*. If, on the other hand, you don't like *TTOI* or are offended by fruity language, well, you won't even get past the four-character unlock screen. **CP**





The use of album art in djay really stands out.



Tap DJ can be run upscaled on an iPad.

djay vs Tap DJ

40

Price **£11.99** Works with **iPad**

Version **1.0.1** App size **2.9MB**

Developer **algoriddim GmbH** Age rating **4+**



Price **£1.19** Works with **iPhone, iPod touch**

Version **1.0** App size **18.3MB**

Developer **Laan Consulting Corp** Age rating **4+**

Looks and feels like a pair of real decks. There's a large platter to interact with (brilliantly labelled with the artwork of the track) and a nice big crossfader at the bottom exactly where you need it. Menu options are cleverly hidden and everything's just 'there'.

★★★★★

SCRATCH-ABILITY

Load in a track and it displays the beats per minute (BPM) along with a waveform. Hit Sync on a deck and it instantly jumps the track to the same BPM as the other. We love the option to split the output for a dedicated monitor channel for mixing.

★★★★★

PRO FEATURES

The djay interface feels so uncluttered and obvious. The waveform display (so you can actually see the quiet parts and breakdowns in a track) is great. We just wish the + and - buttons to nudge the track around were a bit bigger for our chunky fingers.

★★★★★

EASE OF MIX

Simple bass, mid and treble controls, but no delays or reverbs? Is that really it? And what about a sweepable filter for true Ibiza-style drops? After such a good start emulating a 'pro' system, we're very disappointed that djay doesn't seem to have bothered here.

★★★☆☆

EFFECTS

This is a simple, two-decks system with a great sync feature. There's no sampling, effects or other tricks. It's just like having two decks for real. We love that big iTunes-style track browser option, too. It's a very familiar and fast way to find the track you want.

★★★★★

BONUS SKILLS

Being an iPhone app means some curious diagonal positioning of faders and buttons. The vertical waveform display is so distracting as to be useless, and the small crossfader surrounded by menu options and other controls just isn't as grabbable as we'd like.

★★☆☆☆

No sync buttons? Shame, but while djay has a single cue point (mark a position in a track and jump to it instantly) Tap DJ has three cue points per track. What's more, they're loopable, meaning you can play a section infinitely while you get your mix on.

★★★★★

With features such as the sampler, cue points and effects hidden on multiple pages, Tap DJ just feels that bit more cluttered and confusing. And there's no + and - nudge buttons at all, making for some rather tricky tempo slider tweaks as we ride the track in time.

★☆☆☆☆

Again, it's a basic bass, mid and treble EQ (and with no markings on the sliders it's impossible to return them to where you set them last) but the delay and reverb effects are fun. But once again, no filter? A pro DJ wouldn't touch a mixer without a filter.

★★★★☆

Wow. This has got the lot. There's a sampler (which comes armed with a bank of cheesy samples) so you can add your own droppable effects and swooshes. And we like the option to fire in extra tracks using Wi-Fi without the need to sync to iTunes. **DGs**

★★★★★



"It seems pricey, but djay's layout, waveform display, split output option and sync feature make it feel pro."

★★★★★

Tap!
VERDICT

"Great looping and samples but cramped controls, unpredictable tempo sliders and no sync let it down."

★★★☆☆

Mobile broadband

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or go online at t-mobile.co.uk/direct

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1 week	£7
Any 7 days	£10
30 days	£15

However much you use the internet,
you'll never get charged extra

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The legal stuff: UK only. Delivery's next working day and charges apply. Offer direct from us for new and requesting upgrade customers only. Conditions apply. Pay as you go Mobile Broadband subject to coverage (check t-mobile.co.uk/streetcheck). **Fair use policy:** £2 a day, 250MB; £7 a week, 0.5GB; any 7 days over 30 days, 0.25GB a day; £15 a month, 1GB. Browsing means looking at websites and checking email. We'll never stop you browsing, but if you go over your fair use amount we may restrict some activities, including downloading and streaming. You can't use your Wireless Pointer for peer to peer file sharing or making internet phone calls. Speeds may vary depending on where you are. See t-mobile.co.uk/mobilebroadband for details.





Left The app is styled the same as Tascam's old Porta One hardware.

Above Create a blank cassette then save your work in the built-in archive.

Portastudio

MUSIC The hardware original revolutionised music making at home. Could the iPad remake do likewise?

KEY INFO

Works with



Price £5.99

Universal No

Version 1.1.1

App size 22MB

Developer

TEAC America

Age rating 4+



The TASCAM Portastudio was the king of the spare bedroom, and if you've ever recorded with

one, this app is like being reunited with a long-lost buddy.

You turn dials with a finger slide, and fast forward and rewind the 'tape' to get to the bit you want. Because it rigidly apes this ancient method of recording, it's inadvertently one of today's easiest to use music apps.

If you've ever wanted to record yourself singing, playing guitar, pounding drums and generally doing things that can't all be done at once, then there's no easier way. The app uses the iPad's built-in microphone or a headset mic if you plug in something like your iPhone

headphones, but both will give your creation a rather home-grown sound. If you want to get a bit more serious, go for one of the new iOS mics (such as IK Multimedia's iRig Mic; see p107) or use an audio interface that can be mains powered (the iPad doesn't kick out juice to drive one). Being able to jack in your guitar, professional mics, keyboards and more into the TASCAM's record path really makes this come alive.

Record your four tracks then mixdown your masterpiece to

💧 Its rigid aping an ancient method of recording makes it easy to use 💧

iTunes. Set levels, pan, boost or cut bass and treble and the app records the result. If you get a fader move wrong, just start again. There's no 'editing', no 'automation' and consequently no confusion. As the saying goes, it just works.

Unfortunately, TASCAM's drive to keep this simple means that one

of the most useful features of the original hardware is missing: you can't 'bounce down' tracks. That is to say you can't combine two of the tracks you've already recorded onto a vacant track slot, thereby freeing a track up for more music. It's a great shame, because a 'super Portastudio' with multiple undos and digital recording quality would have made this a dream come true.

Anything can be fixed with an update, of course, and we predict a family of Portastudio apps that add more tracks, digital bouncing, multiple undos and effects such as delay and reverb. But it's this first app – TASCAM's raw and basic, inspired remake – that'll always have our heart. **DGS**

Tap! VERDICT

"An easy to use and fabulously fun introduction to recording that stops just short of greatness."





Left To make life easy, a number of great presets are available for each amp.



Above You can use AmpliTube as an audio sketchpad.

AmpliTube

MUSIC Turn your iPad into a fully featured electric guitarist's studio with one simple app!

KEY INFO

Works with



Price **£11.99**

Universal **No**

Version **2.0.1**

App size **78.9MB**

Developer

IK Multimedia

Age rating **4+**



AmpliTube mimics a typical guitarist's setup, providing you with an amplifier, effects pedals and a little recording studio, all on your iPad. All you have to bring to the party is your electric guitar, some talent and a pair of headphones. Oh, and a cable to connect your guitar to your iPad (or iPhone – there's a separate version available). There are two main types of cable on the market – the AmpliTube-branded iRig, at £26, or the Griffin GuitarConnect Cable at £20. Both work equally well with the AmpliTube app, but we prefer the iRig for build quality.

The level of detail in the photo-realistic amps and effects pedals is superb – it's just like using the real

thing. The downside of this is that the casual guitarist could well be put off by the level of complexity involved in setting an amp up, but thankfully there are presets available for each amp with names like 'Smooth lead' or 'Seattle'.

In the free version of this app, you get just three pedals (Noise Filter, Delay and Distortion) and one amp – with more available as in-app purchases for around £1.79 per pedal and £3 per amp. You can also purchase a version of the app with five amps and 11 pedals

💧 **The level of detail in the photo-realistic amps and effects pedals is superb** 💧

available for £11.99 (the version we're reviewing here) and make a significant saving compared to buying every item individually. But even with this version of AmpliTube, you still need to make in-app purchases to get all the extras, such as the upgrade to an eight-track recorder.

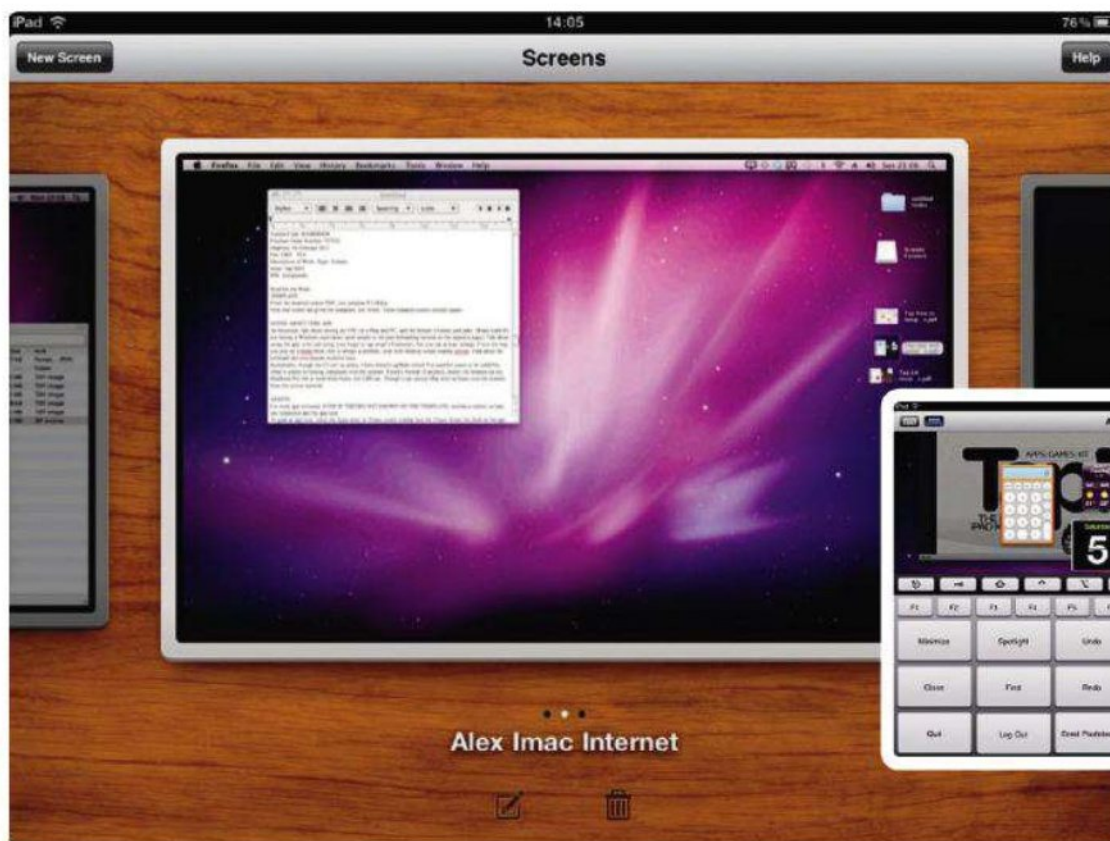
Other features of note include the ability to import songs from your iPod app (or over your Wi-Fi network), so you can play along with them. The lengthy importing process is a real hassle, but once it's done you can slow down the track and loop individual sections. Results are mixed, however – slowing down songs seems to result in a lot of audio crackle.

The app did crash a few times on us too, but these are relatively small niggles compared to the fun that's to be had here. Its nearest competitor is Griffin's iShred, but AmpliTube beats it hands down for sheer versatility, even if iShred works better with the iPod app. **GB**

Tap! VERDICT

"If you're an electric guitar player, you really don't want to miss out on this app's power and versatility."





Left If you have a Mac, Screens' optional Connect daemon will help you connect over the internet.



Above The virtual keyboard is one of Screens' finest assets.

Screens

UTILITIES Control all your other machines from the palm of your hand using your iOS device

KEY INFO

Works with



Price £11.99

Universal Yes

Version 1.1.1

App size 10.5MB

Developer

Edovia Inc

Age rating 4+



Apps that let you control and share the screens of Macs and PCs (usinc VNC) aren't exactly rare in the App

Store, and there's not much to choose between them; the distinguishing factors are generally connectivity and looks. Screens scores highly on the latter, with a wood-grain UI, previews of your previously connected computers, and a useful interface for setting up new connections.

Once you're connected, things get even better. Screens displays custom keyboards depending on the platform you're connected to; there are buttons to launch Spotlight and Exposé, for example, on a connected Mac, and an always-displayed strip of common

modifier keys. Most importantly, Screens plumps for a refreshing iOS method of control – it eschews the virtual mouse used by most apps in favour of a tap-to-click, drag-to-move affair, supporting Multi-Touch gestures identical to those used by your usual device's interface. If you're connecting to an OS X machine, it's worth noting the method employed to access a hidden dock: drag the screen edge the dock is attached to, and it'll pop up. An ingenious solution to a common problem.

Most importantly, Screens plumps for a refreshing iOS method of control

Screens' method of control is brilliant, but it's also the gloss on a very matte package. Ham-fisted users will miss the accuracy of a mouse, and it's a bit of a handful to navigate on an iPhone screen. Local connections are easy to set up, making use of OS X's remote desktop feature or TightVNC on a

Windows machine, and Edovia supplies an OS X preferences pane – Screens Connect – to help set up remote connections as long as you're not a Windows user. However, we had much more success with manually configured port forwarding – as detailed opposite – even when using a Mac.

Screens' biggest issue is its price. It's £12 in a market already packed with cheaper alternatives. Yes, it behaves differently to the even pricier LogMeIn Ignition (£18) but it's not quite as robust in terms of remote connections. And yes, it's prettier than the free TeamViewer app, but it's far from being free, and TeamViewer is much more straightforward to use. **AC**

Tap! VERDICT

"Screens is flashy and intuitive, but it lacks fine control, and struggles to justify its price."



KEY INFO

Works with



iPhone iPod iPad

Time needed

15 minutes

Difficulty

Everyone can do it
Can be a bit tricky

Tough, but worth it!

You'll learn

How to enable
access to your PC
over the internet

REVIEWplus

Set up a remote connection

Reach your machine from afar – the easy way

Port forwarding is a technique that goes by many names (including port mapping), but only has one goal: convincing your router to accept connections from the internet and point them to a specific machine on your local network. In the case of VNC, this means leaving a port open to the wilds of the internet, so make sure you set up a strong password in the VNC

settings, unless you like the thought of a hacker taking control of your machine. Before we start, make sure you have TightVNC (www.tightvnc.com) installed on your Windows machine, or switch on Screen Sharing (System Preferences > Sharing > Screen Sharing >

Computer Settings) on a Mac.

Once you've set up this feature, you can connect with an app such as Screens (opposite) or TeamViewer, to have access to the full power of your desktop PC from anywhere.

Remember, though, that we're just showing you the general

principles here; lots of other apps can make use of port forwarding to connect remotely to Macs and PCs. **AC**

Use a secure password, unless you like the thought of a hacker stumbling upon your machine

01 FIND THE INFO

We'll provide you with basic instructions, but the actual techniques and terminology used will vary widely depending on your router. Before you begin, check out www.portforward.com and search for your hardware – you won't regret it.

02 STATIC SHOCK

Connectable machines will need a static IP address so that your router can find them. Set this in System Preferences > Network > Advanced > TCP/IP on a Mac, or find it in Control Panel > Network Connections on a Windows machine.

03 SET THE IP

Choose an IP address with a final digit that isn't likely to be used by your router's dynamic addressing system. Ours assigns numbers from 2 upwards, so we've picked 25, but there's little to stop you choosing 100 or anything up to 255.

04 ROUTER ADMINISTRATION

Login to your router's web interface by typing its network address into your browser; you may need the admin details from its manual. Once in, navigate to the screen that deals with port forwarding – ours calls it 'Virtual Server'.

05 IP ADDITION

Add your static IP address to the router's list, along with a port to forward to it. VNC typically uses ports 5500, 5800 and 5900, although you're free to choose others. Want to control more than one machine from afar? Just assign different ports!

06 TAKE CONTROL

Now find out your internet IP address (portforward.com will be displaying it in plain sight) and point your VNC client to it. The port you use will determine the local IP address you connect to. All being well, you'll now be able to connect from anywhere.

@tapmaguk www.tapmag.co.uk April 2011

WorldMags

KINETIC

It's the prettiest exercise app we've seen, but can Kinetic go the distance against free competition?

Price £2.39 **Works with** iPhone, iPod touch **Version** 1.08

Size 7.3MB **Age rating** 4+



GPS tracker Kinetic maps and times routes for runners, walkers and cyclists. The interface is a single vertically scrolling page, to which you can add and rearrange modules such as Time, Compass and Map. The text is clear, and active

zones are large, and while some users might find multi-page modules fiddly, we loved being able to place information exactly as we wanted it. During runs, mapping is dependable (just as well, since saved routes aren't editable), and the auto-pause option when stationary is great. Creating activities, for logging progress over time, is also intuitive.

Kinetic's main problem isn't the app, but the competition. RunKeeper Pro offers broadly similar features – it lacks customisation but beats Kinetic regarding its online component and community aspect – and is free. **CG**



TVOUT GENIE!

Display more than just photos and clips from your iOS device on to an external screen or projector

Price £1.79 **Works with** iPhone, iPod touch, iPad **Version** 1.5

Size 3.2MB **Age rating** 4+



TVOut Genie! lets you output documents, web pages, Facebook photos and maps to an external display, using Apple's VGA adapter on an iPad or iPhone/iPod 4. As you browse on the device, the image on the external screen updates in real time, if slightly jerkily. You can view simple PowerPoint presentations, but it displays the slides as a single reel, rather than individually – so no transitions – and complex documents often get muddled. The app also lets you use the Open In... option when you tap and hold a file, such as an email attachment, so you can push files directly to it as well as

using the file sharing option in the Apps section of iTunes.

The PowerPoint element is disappointing, but until Apple allows full video out on the iOS family, this app's a useful tool. **LC**



JACK AND JOE

Keep the kids amused with this colourful storybook

Price £1.79 **Works With** iPhone, iPod touch, iPad **Version** 1.2

Age rating 4+



Jack and Joe is the story of a young lad and his Siberian Husky, who go off on an adventure. In the

finest iPad storybook traditions, the book is read to you and there's a few interactive parts – you get to shake the iPad to knock them out of a tree and you can pat the Husky (who purrs when you do this, curiously). Sadly, things have moved on, and there's just not enough going on here for us to recommend Jack and Joe over the many other offerings in the App Store.

Perhaps our three-and-a-half-year-old tester said it best after going through the book's 27 pages: "Is that all, daddy?" **GB**



STEREOMATIC

Turn your iPad into an old-fashioned jukebox

Price £1.19 **Works with** iPad **Version** 1.0 **Age rating** 4+



Back in the olden days, before such technologically advanced things as CD players, bars

would have a jukebox to provide the soundtrack to your evening. StereoMatic recreates this experience on the iPad with a gorgeous wood-and-chrome interface and old-fashioned push buttons to control the tunes. You scroll through your songs in groups of two by artist, and a button next to each allows you to add it to the playlist. Because of the random order in which the tracks appear, you may well rediscover forgotten gems. For that purpose, it's rather good, but see it as a complement to the iPod app, not a replacement. **LC**



iDOCUMENT

A document viewer that syncs with its Mac equivalent

Price Free **Works with** iPhone, iPod touch **Version** 1.3

Age rating 4+



iDocument is a free companion app for the iPhone and iPod touch, which works with IcyBlaze's identically named application on the Mac. The Mac version is a simple, but powerful, document management system, which lets you organise files, tag them and categorise them in ways that Finder can't handle. The iOS version syncs with iDocument on your Mac, giving you access to all the same files, plus the ability to take notes or pictures and have those synced back to the Mac. You can also edit metadata, such as tags, flags and ratings, with the changes again syncing back to the Mac. **IB**



SYNCSpace

A simple shared whiteboard for collaborative drawings

Price £1.19 **Works with** iPad **Version** 1.1 **Age rating** 4+



SyncSpace is a simple drawing application with a twist: it allows you to share your drawings

in real time with other SyncSpace users, who can even make changes to the same document at the same time. Once you're happy with a drawing, it can be sent as a PDF over email, to Facebook or Twitter, or to Campfire. The obvious application is for brainstorming design ideas with collaborators remotely, and it's an effective system. Our biggest quibble is that there's a lack of more comprehensive drawing tools – effectively, everything other than text has to be freehand, which limits the uses. **IB**





Portal offers an extremely pared-back interface compared to Safari.



The full-screen interface and private browsing put PERFECT ahead of Safari.

Portal vs PERFECT Browser

Price £1.19 Works with iPhone, iPod touch
Version 1.01 App size 4.3MB Developer
Light Pillar Age rating 17+



Price 59p Works with iPhone, iPod touch
Version 5.1 App size 0.9MB Developer
Ingenious Creations Age rating 17+

Portal bills itself as "the ultimate full-screen browser", but you get other useful features such as MIME file downloading, a research mode and multiple user profiles, too. The latter would be better suited to the iPad than the iPhone, but it could still be useful.

★★★★★

FEATURES

PERFECT offers a more complete browser than Safari, mainly through its customisable interface. Tabs, the address bar and the toolbar at the bottom can all be hidden independently. There's also a Private mode that prevents your activity being recorded.

★★★★★

Not great, frankly. Selecting options requires you to slide your thumb over a radial of icons, but only the slim-fingered will be able to see what's going on underneath. Each page you navigate shows a full-screen 'Connecting to...' page before loading begins.

★★★☆☆

EASE OF USE

PERFECT Browser's default display is rather cluttered, so the learning curve is steeper than Safari's. It's arguably more intuitive than Portal's, though. Separate URL and search boxes at the top make navigation quick, and the software rotation lock is a plus.

★★★★★

Once pages have loaded, it's indistinguishable from Safari, iOS's native web browser. But the lack of a universal address bar (there are separate screens for entering a URL and searching), the niggly control interface and page loading screens make it seem slower.

★★★★★

SPEED

Not only does PERFECT's usability aid speed, but pages are rendered fast, scrolling is smooth, and the app's start-up time rivals Safari's. You can force PERFECT to always display the desktop version of a page, and performance is still reasonable.

★★★★★

Some features, such as file downloading and the research feature, which corrals pages on a pre-chosen subject, are useful. However, at around twice the price of PERFECT Browser, you'll need to be sure of the value of Portal's extra features before buying.

★★★★★

VALUE FOR MONEY

It would be nice if it did more for the money – Portal's file downloading is handy, for instance. There is a separate, paid-for iPad version, but unlike Portal, it lacks multi-user support. Overall, it represents a slight improvement on Safari. **DS**

★★★★★

"Some useful features and an innovative user interface, albeit one that's not without its frustrations."

★★★★★

Tap!
VERDICT

"Some reasonable improvements over Safari, and worth a spin at under a quid. It's not ground-breaking, though."

★★★★★

Tap!
TWIN TEST
WINNER!

Circus Ponies Notebook

PRODUCTIVITY A notebook app with a multitude of impressive features

KEY INFO

Works with



Price £17.99

Universal No

Version 3.0.3

App size 11.6MB

Developer

Circus Ponies

Age rating 4+



Circus Ponies Notebook is one of the best note taking applications on the Mac, and in many

ways the iPad should be an even better fit for Notebook. After all, a portable device like this is the ultimate note taker.

There's much about Notebook that doesn't disappoint. It looks lovely, and there is a vast range of well-implemented features. There's a fully featured outliner, you can record audio as you take notes, and you can import images from your photo library. You can place images where you like, drag them around and rotate them, allowing you to customise your notebook quickly and easily. And you can import and

Images can be placed anywhere and rotated to any angle.



annotate PDFs, a feature that's almost worth the asking price alone. However, Notebook is let down by its reliance on iTunes to transfer notebooks from Mac to iPad and back. There's no real sync, just transfer. This is disappointing, but should be fixable in a future version that will allow you to use Dropbox for proper syncing. **IB**

Tap! VERDICT

"A good, well-featured notebook for your iPad that's let down by the lack of real syncing."



Gowalla

SOCIAL NETWORKING The latest update, now with foursquare integration

KEY INFO

Works with



Price Free

Universal No

Version 3.0.2

App size 4.4MB

Developer

Alamofire, Inc

Age rating 4+



Throughout 2010, location-based social networks were a particularly hot topic, and using a mobile

app to 'check in' to a venue became distinctly more commonplace. Big players foursquare, Brightkite and, more recently, Facebook have all been busy improving their mobile clients to offer check ins, and Gowalla launched version three of its iPhone client.

The biggest feature in this release is the support for Gowalla's much bigger rival foursquare. Not only does Gowalla now allow you to check in to foursquare venues as you check in using Gowalla, it also allows you to view check ins from your foursquare friends too. It's a bold addition, but also incredibly smart – if you've tried either network (or like us, try to use



The app's interface has been completely revamped.

both), you'll find Gowalla has almost instantly become the central place to go.

Add in a slick new design, a check-in screen that guesses where you are based on previous activity, and far more stable performance all round, and it's impossible not to recommend Gowalla's forward-thinking update. **NF**



Gowalla can also check you in to rival services.

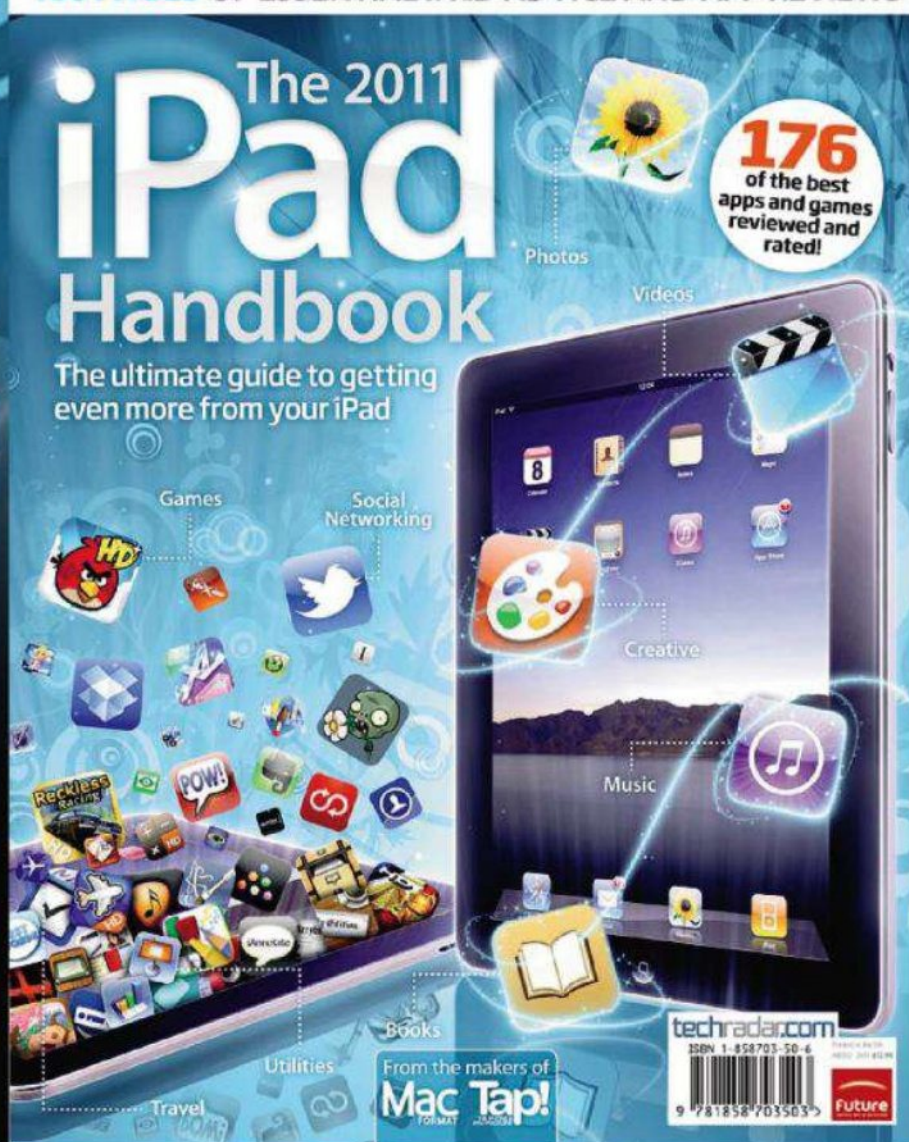
Tap! VERDICT

"A slick upgrade full of smart features that makes Gowalla an essential app for iPhone-using socialites."



Available now

180 PAGES OF ESSENTIAL iPad ADVICE AND APP REVIEWS



Make more of your iPad TODAY!

The 2011 iPad Handbook is your essential companion for getting the most from your iPad – whatever you use it for. Packed with 180 pages of iPad advice and over 175 app reviews, this is the only guide you need!

The Daily

NEWS A daily fix of US news and views in a publication written just for iPad

KEY INFO

Works with



Price From 99¢ for a week's subscription
Universal No
Version 1.0.2
App size 46.3MB
Developer The Daily Holdings, Inc
Age rating 9+



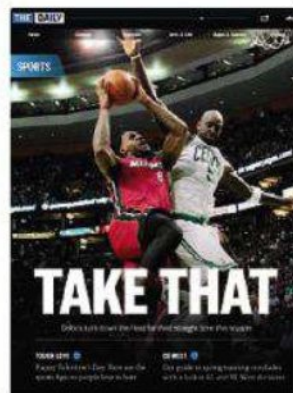
Plenty of fanfare surrounded the launch of The Daily, a subscription-based US newspaper-cum-magazine written solely for the iPad. It costs 99¢ (around 60p) a week or \$40 (£25) a year. Its content is perhaps most akin to a traditional newspaper supplement, with a blend of hard news, sport, opinion, features and puzzles.

When you load the app, it downloads the latest issue, but this could take a while because of all the images and videos each one contains. You then see the 3D carousel of articles, which you can browse, though it's rather sluggish. When you tap a page, it comes up full size to read. Swipe left or right to move between articles, or tap entries on the contents page to jump to them, but it's a shame the



Left The Daily's carousel is a 3D view of the day's articles.

Below Content is beautifully presented, but is US-centric.



contents doesn't list everything in the app. The individual page thumbnail browser and highlights video are nice, though.

We like the concept of something iPad-specific that presents a good range of reading material. However, this is largely US-centric, even if there is some world news. **LC**

Tap! VERDICT

"A good mix of content with thoughtful features, but it's aimed at the US market and the app can be slow."



THE AA THEORY TEST FOR CAR DRIVERS

Gear up for driving with this comprehensive app

Price £1.79 **Works with** iPhone, iPod touch **Version** 1.2.1

Size 8.8MB **Age rating** 4+



What better way to revise for a driving test than with an app that includes all 970 of the DSA's questions? Sure, there's also a free version with 70 questions, but we highly recommend coughing up for this, because if it's on the test, it's here.

You can opt to take a mock test, which gives you 50 questions to answer in 50 minutes, just like the real test, or there are

practice sessions, where you blast through a set number of questions in your own time. If you're weak in a particular category, you can even just go over all the questions in that area.

Annoyingly, the app offers no way to abandon a test in the middle to go back to the main screen, and we were galled to see ads for the AA's services in a paid app, but this is otherwise great for learner drivers. **MB**



MOVIE TRAILER MAKER (REDD PEPPER)

One magazine... faces its toughest challenge... reviewing this movie voiceover app

Price £1.19 **Works with** iPhone, iPod touch **Version** 1.1

Size 43.3MB **Age rating** 9+



First, some clarification: this is a movie trailer voiceover maker. You can't edit video. Instead, you string together words read out by movie voice artist Redd Pepper, then you can share what you've created over Facebook, Twitter and email.

The list of words is good, and you can make a request to add

more in an update. There are some oddities though: 'Toby Anstis' is an option, but 'Anne' is missing. The app's main problem is that words spoken individually don't make for smooth sentences. Words such as 'will' have a few different readings to mitigate this, but it's impossible to get it sounding right, even with the word-trimming functionality. The app's a bit on the buggy side, too. **MB**





Left The lovely main screen makes browsing the range of shows easy and enjoyable.

Above Catch up on your favourite shows in high quality on your iPad.

BBC iPlayer

ENTERTAINMENT Catch up on your favourite TV and radio shows and watch and listen live – at last!

KEY INFO

Works with



Price **Free**
Universal **No**
Version **1.0**
App size **3.6MB**
Developer **Media Applications Technologies**
Age rating **12+**



Hooray! We've waited far too long for the BBC iPlayer to be available in app form, but here it is. And it's been worth the wait, letting you enjoy live and catch-up BBC TV and radio on your iPad. At present, you can't download shows, nor is there an iPhone or iPod touch version, so you'll need to use the iPlayer website on those devices. Your iPad must be connected to the web over Wi-Fi as well, so forget 3G viewing (though it will work with a MiFi modem). Finally, of course, it's only available in the UK, although an international version is being mooted.

You're greeted by the gorgeous Featured programmes screen with its selection of show thumbnails.

What's not immediately clear is that you can scroll sideways to see more – a great feature once you know it's there.

Provided you're on a decent-speed connection, video quality is superb. On lower bandwidth, the app drops the quality accordingly to ensure it delivers constant video. Subtitles are available on catch-up shows but not live TV, and radio content will play in the background, so you can do other stuff on your iPad while you listen. The app can also output radio over

It's been worth the wait – enjoy live and catch-up BBC shows on your iPad

AirPlay, but not video yet. We expect iOS 4.3, which could well be out by the time you read this, will enable video over AirPlay.

Most shows' info pages list related programmes, although this doesn't tell you what episode of a series you're tapping. If you tap the wrong one, the Back button

annoyingly doesn't always return you to the previous screen, sometimes taking you to the app's main screen instead.

Something else we're less than keen on is how live TV is hidden away. You tap the Channels button to see a browsable grid listing past and upcoming programmes. Tapping the show that's on now will play it live. This makes sense, but we'd have liked to see live TV given its own button in one of the toolbars as well to give you a quick visual overview of what's on now. It's a key feature of the app, since the website version doesn't enable live TV on iOS, so why hide it? For more about watching TV on iOS, turn to our feature on p22! **LC**

Tap! VERDICT

"There are some minor flaws and omissions, but there's just so much to love here."



Tap!

THE 10 BEST APPS FOR

@tapmaguk www.tapmag.co.uk April 2011

Printed in the UK Issue three

NEWS JUNKIES

Intrepid reporter Kenny Hemphill has the scoop on the best ways to read news on your iOS device

The iPad is a news junkie's dream. With a few taps you have the whole world's media at your fingertips, and with a little careful curation you can easily create a customised flow of news and comment that allows you to keep track of what's happening anywhere in the world.

You don't have to be a news junkie to appreciate the news apps available for both iPhone and iPad. You can read your favourite daily newspaper or magazine, watch clips of important events, or just keep abreast of developments in your area of interest.

The news apps covered here can be roughly split into two types: those that aggregate RSS feeds or Twitter streams and allow you to read news from multiple sources, and those that take all their news from

them yourself. You are the editor. Single-source apps are curated for you. They have a narrower viewpoint than you would get from multiple sources, particularly if they are associated with a newspaper

that has a specific slant on affairs. However, you don't need to put any work in to set them up, and the editorial quality is, usually, of the highest standard.

"With a few taps, you can create a flow of news and comment from your areas of interest"

a single source such as *The Guardian* or the BBC.

Each has its benefits. Aggregators are more flexible and allow you to have a broader view of what's happening in the world, but you have to put the work in to find feeds and add

In addition to the apps themselves, we'll show you how you can grab stories and save them for reading offline later.

The Daily, an original news publication designed for the iPad, has also now launched. Turn to p50 for our review! ➤



Guardian

Guardian
journalist
expelled
from Russia

THE TIMES

UK £2.00 Channel Islands £2.30 Republic of Ireland €2.50

THE



Tuesday February 8 2011 | thetimes.co.uk



Max 10C, min -4C



YEE-HAH!
It's a Goya masterpiece... but

@tapmaguk www.tapmag.co.uk April 2011

TweetMag

Price £2.99 Works with iPad

Your Twitter feed creates this personalised newspaper

01 Unlike other news aggregators that use RSS feeds, TweetMag, as you'll have gathered from its name, uses your Twitter stream. By tracking the people you follow and using the links in their feeds, TweetMag builds up a picture of the world as it interests you. It then presents the linked stories as your very own Twitter newspaper. TweetMag can also use lists you've set up on twitter.com, and you can choose from categories and lists that have been curated by other users.

The stories are presented beautifully. The front page is hierarchical, with one top story and others displayed in boxes as you scroll down the page. Each story has its headline, the source and an excerpt. Some also have thumbnail pictures.

Tapping on a story turns the page and displays that story in full. There's also a sidebar on the right of the screen that shows you the tweet that contained the link, as well as retweets and replies.

You can also swipe a story on the front page to quickly see the original tweet and reply or retweet it.

In addition to creating news aggregates from your general Twitter stream or from lists, you can search topics or hash tags and create one from the results. If you like what you see and want to save it, tap and hold on its icon at the top of the screen and drag it upwards until the bookmarks bar slides into view. It will then drop into that bar to make it easy to retrieve later. This works incredibly well and makes it

"TweetMag presents the linked stories as your very own Twitter newspaper"

easy to create multiple 'newspapers' and store them. Each is updated the next time you read it.

There are a few issues with TweetMag, the most obvious of



Thumbnails and excerpts from the stories make TweetMag a rich experience.

which is performance. The app can be slow to load stories and scrolling down the front page is often less than smooth. In addition, it crashed during testing on a couple of occasions. To combat performance issues, TweetMag has a feature that allows you to permit your iPad's processing cycles to be used to process articles for other users. The idea is that by using the processing cycles of as many iPads as possible to improve speed, everyone benefits.

The other issue we had was that on some occasions when we fired up TweetMag, the first few stories came from a variety

of sources, but the rest were all from the same source. The first time we used TweetMag, that source was itunes.apple.com, which didn't endear us to the app. The more we used it, though, the greater the variety of sources on the front page.

TweetMag is a great way to keep track of the news that interests you and to follow breaking stories and trends, enhanced by the ability to read the full story within the app. At £2.99, it's very reasonably priced, and if its developer manages to resolve the performance issues, it will only go from strength to strength.

TOP TIPS FOR NEWS BUFFS

Save for later

Reading the news online is great when you're on a Wi-Fi network, but can be inconvenient if you're using 3G and are on the go.

The solution is an app that allows you to save content for reading offline later. The two most popular are Instapaper and Read It Later. Both are available for iPhone and iPad and have free and paid-for versions.

In addition to saving content from some news applications and RSS readers, these apps have browser bookmarks so you can easily save web pages.

Both apps strip out images, adverts, and formatting by default, leaving you with easy-to-read text.

However, both allow you to see the article in its original context, too – either within the app (Read It Later) or in Safari (Instapaper). And both apps allow you to synchronise saved stories across your devices and computers.

Instapaper has an additional feature: curated content. These Editor's Picks are selected from



Instapaper is great for filing long articles away until you've got time to really get into them.

those stories saved most by Instapaper users.

If you regularly find yourself stumbling across articles online and don't have time to read them on the spot, either of these apps will be a great help.



The Guardian

Price £2.99/£3.99 **Works with** iPhone, iPod touch

Get a six-month subscription for the price of a coffee – bargain!



The Guardian's iPhone app has been highly praised, and it's easy to see why.

Perhaps the most remarkable feature, however, is its subscription price: £2.99 for six months or £3.99 for a year. For the price of four issues of the newspaper, you can have a whole year's worth of both *The Guardian* and *The Observer*.

On launching the app, the first screen presents the day's top stories with pictures and headlines. Tapping on one takes you to the meat of the story. Sections are colour-coded in the same way they are on guardian.co.uk. On the iPhone 4's Retina display, body text is crisp and easily legible.

Scrolling down the front page reveals a gallery of

multimedia content, allowing you to watch video, look at photographs or listen to audio content. Further down are familiar categories, such as Sport and Culture. You can customise the home screen to show whichever sections you want and in whatever order you choose. You can tell the app to download content for reading offline – great for commuting on the Tube.

Stories and sections can be designated as favourites and saved in your Favourites folder, and you can easily see which stories and sections have been trending in the last 24 hours.

You can even change the content of the bottom toolbar so that it reflects your interests.

A superbly designed and very well thought-out app.

THE IPHONE 4'S RETINA DISPLAY MAKES TEXT LOOK AS SMOOTH AS IT DOES IN THE GUARDIAN'S PRINTED VERSION



Above All of the major news is available.

Left You can customise the home screen to display what's important to you.

BBC News

Price Free **Works with** iPhone, iPod touch, iPad

Read the news and watch the latest video from the Beeb



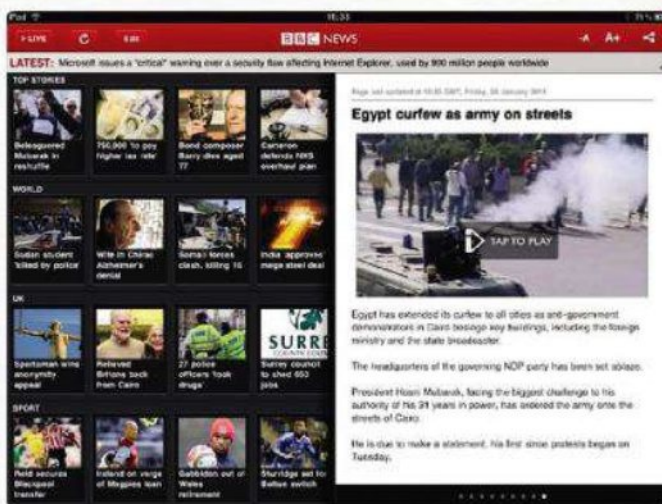
The BBC News app had a troubled gestation. It was announced, along

with a BBC Sport app and an iPlayer app, at Mobile World Congress in 2010. After complaints from newspaper publishers, the BBC Trust advised that the apps should be delayed in the UK until it could decide what to do. The News app was eventually launched in the summer, but there's still no sign of the dedicated Sport one.

Launching the app on the iPad presents the familiar BBC News logo followed by a screen that lists the default news categories – World, UK, Politics and so on – down the left side of the screen. Stories within the categories are presented as thumbnail images with a

headline beneath, four in a row, taking up half the screen in landscape mode. The other half of the screen is used to display the current story, with a headline, image or video clip, and text below. Tapping a video clip plays it in full-screen mode. Swiping the row of stories in a category reveals more news, while swiping across the text of an individual story moves you to the next one. The little row of dots at the bottom shows how far along the list you are at any point.

You can edit the categories that appear and the order in which they're listed, and you can also change the size of the text to make it a bit easier to read if you need to. Stories can be emailed, and shared on Twitter and Facebook.



The BBC News app is a lovely way to browse through stories graphically.

Latest news headlines fade in and out along the top of the screen, but perhaps the best feature is the ability to watch the BBC News channel live on your iPad or iPhone at the press of a button. Be careful, however, if you're on a 3G network, because it'll eat through your monthly data

allowance rather quickly – best to stick to Wi-Fi for video.

BBC News is a terrific way to keep abreast of general news, and you'll love it if you're a fan of the BBC News channel. The layout is a little awkward – stories feel cramped on the right of the screen – but browsing them is nice and easy.



Flipboard

Price Free Works with iPad

A magazine all about you and your world

04 Flipboard takes content from your Twitter, Facebook, Flickr and Google Reader accounts, and assembles it into a gorgeous 'flipbook'. You can add sections from parts of your accounts, so you could have different sections for, say, Facebook photos of you and Facebook wall posts. You could have different sections for different albums in Flickr or, most usefully, for different feeds or groups in your Google Reader account.

As a tool for keeping what you care about in one place and presenting it stylishly, it's

unparalleled. As an app for reading news, however, it's not the best here. There's no way to quickly scroll through your feeds and find the headlines that most interest you, unless you create a separate section.

Everything is presented in reverse chronological order, meaning that if, for example, you have a feed of forum posts on an active forum, that will be presented first. Pulse and Reeder offer more flexibility when it comes to quickly scanning headlines.

As a whole, though, Flipboard is stunning and you can't argue with the price.

The Early Edition

Price £2.99 Works with iPad

Customise a newspaper just to your own interests



The Early Edition is an RSS reader that pulls in stories from your favourite feeds and displays them like a newspaper. You can sync it with Google Reader or add feeds by importing an OPML file or by typing a URL.

Feeds can be filtered in a number of ways, including Today, Last Fetch and Previous Editions. Stories can be shared on Facebook or Twitter, or saved for later in Instapaper. Tapping the Fetch button pulls

new stories onto the front page. A long tap on a feed updates only that feed.

The Early Edition does a terrific job of assembling feeds and stories into an inviting layout. Text is easily legible, but less crisp than it could be because of the embossed effect applied to it. The app can also occasionally be sluggish when gathering stories.

Those small gripes aside, it's a fun way to read your RSS feeds, though its price means Pulse just edges ahead of it.

Reeder

Price £1.79/£2.99 Works with iPhone, iPod touch, iPad

Get all your RSS newsfeeds together in one slick app



Reeder does one thing – it syncs with your Google Reader account, pulls in the newsfeeds you've subscribed to and presents them to you on your iPhone or iPad. It does it with such panache, however, that's it's hard to begrudge paying the small asking price.

Feeds are arranged in the categories you've set up in Google Reader and listed in each one by date. Story presentation, particularly in portrait mode, is beautiful on

both devices. If you like Instapaper (see 'Save for later' on p54), you'll love this. And because some feeds don't include the whole article, Reeder can use Readability to pull in the words and key images from most sources.

Stories can be shared in a number of ways including Facebook and Twitter, and saved in Instapaper or Read It Later for picking up later.

A simple app that's only designed to do one job, but does it exceptionally well.

Pulse

Price Free Works with iPhone (Pulse News mini), iPad

Browse your newsfeeds in a sleek futuristic way



Pulse is an RSS reader with a difference. Instead of displaying feeds as long lists of headlines, it shows them as a grid of images.

Feeds can be spread across multiple pages, with up to 12 per page and up to five pages. Each story is presented as a thumbnail image and a headline. Tapping a story displays it on the right of

the iPad screen. Pulse can also display Facebook wall and status updates, and sync with Google Reader. Feeds can be re-arranged so those that interest you most are closest at hand.

Pulse is occasionally sluggish, and when showing YouTube videos it slices off the side of the screen, forcing you to watch in fullscreen to see the whole thing. Those minor issues aside, it's excellent.



Pulse's grid of images provides a very visual way to see your feeds.

The Economist

Price Free for subscribers, £3.49 per issue

Works with iPhone, iPod touch, iPad

Read the quality weekly magazine on the go



The Economist app provides a selection of articles from the weekly magazine for free and is updated each Thursday at 9pm.

Subscribers to the print title or website get the whole magazine free. For everyone else, it costs £3.49 per issue, which you can get on a one-off basis as an in-app purchase.

The basic free app is limited to six stories, meaning that it

does little more than give you a flavour of the issue. Navigation is basic and story layout isn't as elegant as The Guardian.

Stories are automatically downloaded for offline reading, so it's perfect for a journey where you might lose signal at some point. We like the ability to listen to audio versions of every story, too.

It's worthwhile if you're a subscriber, but a bit expensive and limited otherwise.

The Times

Price Free (for 30 days, then £9.99 per month) **Works with** iPad

An app true to its paper predecessor



The Times, like The Telegraph below, takes all of its visual cues from the paper edition, including that famous masthead. It takes several minutes to download each edition, but you can read it as it downloads. Navigation is sluggish and muddled at times – we lost track of where we were all too often.

Stories are split across multiple pages, so you have to

swipe instead of scroll to continue reading. Several pages have nothing on them but dense, dark text, which is a bit on the intimidating side.

We liked the colour-coding of sections, and the journalism is second to none, so it's worth grabbing the free 30-day subscription to try it out. However, at £9.99 per month, while cheaper than the paper edition, it's rather pricey for casual reading.

The Telegraph for iPad

Price Free **Works with** iPad (Telegraph for iPhone also available)

Catch up on selected articles from the national broadsheet



The Telegraph's iPad version, which publishes a digest of the *Daily* and *Sunday Telegraph*, attempts to emulate the look and feel of a real newspaper.

It's largely successful in this, but some aspects, such as the mottled grey background, are an unhelpful distraction. White would have looked cleaner and aided legibility.

Six story categories are presented in a menu bar along

the top of the screen. A drawer-type menu allows other story excerpts to slide in from the left, which is a neat feature. Less welcome is the swipe action to move on to the next story, which all too often fails to work properly.

Because it's a 'best of' app, the content can appear light compared to the newspaper's iPhone app or the Telegraph.co.uk website. But we like that it feels as though you're reading an actual paper.

TOP TIPS FOR NEWS BUFFS

Multimedia news

There are plenty of apps around that will play you the news as video and audio.

The BBC News app lets you watch the BBC News channel live, and big US news networks such as CNN and ABC have apps that display video clips of current stories. Most are free.

Sky has a News and a Sports News app, although you'll also

need the Sky Mobile TV app to watch the TV channels. This in turn means paying for a subscription. See p22 for more information about TV on iOS.

Finally, a special mention for the excellent NPR app. Produced by the US public radio network, NPR provides hourly news and audio content from all its radio stations.



You can see all the latest news footage in the BBC News app's live stream.

YOUR SHOPPING LIST

Must have apps

	TweetMag	£2.99
	The Guardian	FROM £2.99
	BBC News	FREE
	Flipboard	FREE
	Pulse	FREE
	The Early Edition	£2.99
	Reeder	£1.79/£2.99
	The Economist	FREE/£3.49
	The Times	FROM £9.99
	The Telegraph for iPad	FREE

Some apps require a subscription

Total: £20.75

WE PLAY 'EM FOR HOURS, FOR YOU!

Games

THIS MONTH
I CAN'T STOP
PLAYING...



Helsing's Fire HD

When any shortcomings
go up in flames

It's not essential for a game to tick every box for us to rate it highly (**Tap!** Top 10 chart-topper *Strategy* is hardly an audio tour de force), but it's great when it happens. This issue, *World of Goo HD* and *Helsing's Fire HD* managed this feat, although it's the latter that I've played to completion so far, because the quick-fire levels enable me to get in a go before Mr Phin starts yelling. I'm also a massive fan of the cutscenes, with their bantering Victorian characters. It's common to slap cartoonish graphics on a puzzle game, but it's rare for characters to truly come to life; the end result's much better when they do, though.

cg

Craig Grannell
Contributing Editor, Games

FOR THE
REVIEW AND
Tap!
VERDICT
CLICK TO
p62



THE Tap! TOP 10

The definitive
list of the very
best games for
iPhone, iPad
and iPod touch

We review a whole bunch of games every issue, aiming to cover as wide a range of titles as possible, from mega-hits to quirky experiments by bedroom coders. We play, we review and we rate, but some games stand head-and-shoulders above the rest, due to being so addictive and playable that we have to be physically dragged away from them to write each issue of **Tap!** These 10 are the very best of them.



BOARD STRATEGY

01 With its distilled Risk-style board-game strategy and head-to-head online matches, *Strategy* is the one game that could potentially stop **Tap!** coming out on time.

iPhone/iPad £1.19



PUZZLE WORLD OF GOO HD

02 The other **Tap!** deadline wrecker is *World of Goo HD*, a physics puzzler that takes you on a stunning journey through a surreal, imaginative world.

iPad £2.99



PUZZLE DROP7

03 Drop7 is to iOS devices what Tetris was to the Game Boy. It's simple to learn but can take months to truly master. Three distinct modes add extra longevity.

iPhone/iPad £1.79



PUZZLE ORBITAL

04 This one-thumb orb-shooter marries skill with beautiful neon graphics. Three different modes and online leaderboards will keep you playing for a long time.

iPhone £1.79 | iPad £1.79

HELING'S FIRE HD LOOKS FAB,
SOUNDS GREAT, PLAYS WELL AND
EVEN HAS AMUSING CUTSCENES.
MORE, PLEASE



> ALSO IN THIS ISSUE...

Find the game in our quick and easy A-Z listings!

33rd Division	78	Lara Croft and the Guardian	
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Asphalt 6: Adrenaline	74	Lion Pride	78
Axe in Face	79	Minotaur Rescue	74
Big Cup Cricket	75	N.O.V.A. 2 HD	71
Bug Heroes	71	Papa Sangre	63
Burn the Rope	67	Perfect Cell	70
Cave Bowling	69	Pix'n Love Rush DX	69
Dead Space for iPad	68	Pocket God: JTU	67
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Time HD	75	Ramps	69
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Explosive Love	63	Spirits	75
Flight Control HD	78	SteamBirds	79
Harbour Master	78	Super 7	79
Helsing's Fire HD	62	Super Blast 2	63
I Love Strawberries	67	Super Stick Golf	70
I Must Run!	75	Trainyard	79
Jenga	69	World of Goo HD	60

KEY INFO

Works with We use these icons to let you quickly see which games work on your device. Almost any game that runs on the iPhone will run, windowed, on an iPad, but we don't count that as a works-on-iPad game. Check the App Store for detailed compatibility info.

Price These often change. The price we list (and rate on) was correct when we wrote the review.

Universal A single game that runs on iPhone, iPod touch and iPad.

IAP In-app purchase. Some games offer more features through purchases from within the game; if it's functionally limited without an IAP, we'll review and rate it based on making that purchase.

THE RATINGS

★★★★★ Rarely given; a brilliant, must-buy game that sets the standard

★★★★☆ A strong recommendation to buy; game will have only minor flaws

★★★☆☆ A recommendation to buy, but with some caveats

★★☆☆☆ Fundamentally flawed either in concept or execution

★☆☆☆☆ Don't let this dreadful game anywhere near your lovely iOS device

☆☆☆☆☆ Yes, we sometimes give zero stars; this game is irredeemable crap



A stellar, stand-out game that epitomises everything that's great about iOS



ARCADE OSMOS

05 Fascinating and unique, Osmos is a trip into a glorious microscopic world of organic warfare. It's an awe-inspiring Multi-Touch gaming experience, perfectly at home on iOS.

iPhone £1.79 | iPad £2.99



ARCADE DARK NEBULA - EPISODE 2

06 The ultimate test of dexterity, this iOS classic mixes mazes, puzzles, devious traps and gorgeous graphics, resulting in a superb arcade experience.

iPhone £1.19



ACTION FLIGHT CONTROL

07 The original (and our favourite) path-drawing game. Guiding planes to land may be a simple concept, but avoiding mid-air collisions is extremely tough.

iPhone \$99p | iPad £2.99



ACTION GTA: CHINATOWN

08 How Rockstar Games was able to cram Liberty City into an iPhone we'll never know... but it shows that iOS games can boast plenty of depth.

iPhone £5.99 | iPad £5.99



ARCADE HELING'S FIRE

09 With its innovative light and shadow mechanic, and randomised levels across several worlds, this Victorian comic caper is a must-buy.

iPhone \$99p | iPad £1.79



ARCADE SPACE INVADERS INFINITY GENE

10 First-rate and varied shooting action married with perfect aesthetics. A yardstick on how to rework a classic game for iOS.

iPhone/iPad £2.99

KEY INFO

Works with



Price £2.99

Universal No

Version 1.2

App size 75.4MB

Developer 2D Boy

Age rating 4+

World of Goo HD

PUZZLE This is its best incarnation yet, so enjoy the somewhat sticky, rather surreal and utterly fantastic World of Goo



World of Goo is an amazing game. Our apologies if you treat a review like a movie,

carefully covering up the rating and wanting to be surprised at the end, perhaps when we reveal, in a shock twist, that "actually, the game's quite brilliant, despite its penchant for constantly showcasing the developer's socks". No, this time we want to make things clear right away: if you're an iPad owner who likes games, buy World of Goo immediately. While we're happy for you to stick around

and read our review, you could spend that time discovering new species of Goo Ball and helping them on their great adventure.

If you're not already up to your elbows in Goo and want to know more before splashing out a few quid, World of Goo is a physics-based puzzle game. But this isn't like any physics puzzler you've played before (on a platform that – let's face it – isn't exactly suffering from a shortage of physics-based puzzle games). Instead, World of Goo drops you into a surreal, sometimes dark, often beautiful

much scope that, when combined with the evocative, varied environments, you're regularly presented with something exciting and fresh. You'll soon discover new kinds of Goo Ball – forcing you to rethink strategies – and many hazards, such as complex landscapes, dangerous mechanical implements and inhospitable weather conditions.

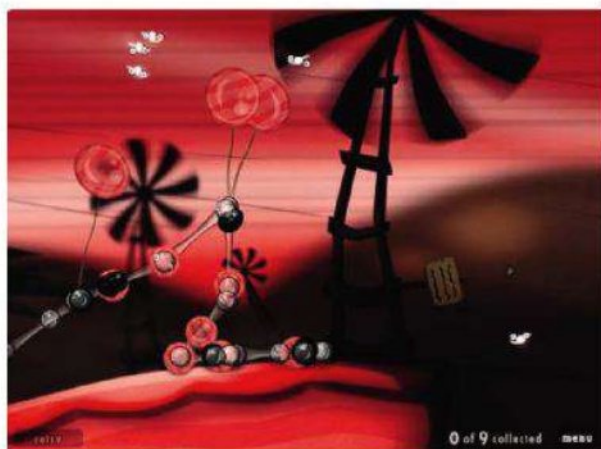
Sooner or later, you'll even start empathising with Goo. There's a tremendously beautiful red-tinted level fairly early on where you have to construct a bridge using Water Goo Balls that only have one 'arm' and so form a linear strand of Goo. Balloon Goo Balls help to suspend your fragile structure, which fights the violently blustery conditions, and it's almost heartbreaking when your Goo Balls venture too close to whirring windmill blades – although this only makes you want to redouble your efforts and try the level again.

Crucially, it's also surprisingly hard to get frustrated by World of Goo, despite the game offering relatively little help. This is mostly down to smart level design – once you understand the game's basic mechanics, you can often explore

💡 If you're an iPad owner who likes games, buy World of Goo immediately 💡

world that appears to have erupted fully formed from the twisted mind of a mutant fusion of Tim Burton and Terry Gilliam.

The basic premise is simple: use Goo Balls to create structures that lead to a pipe, whereupon remaining Goo is sucked up to Goo Heaven. Initially, levels task you with building simple towers or bridges, but the concept has so



REVIEWplus

BEHIND THE SCENES AT WORLD OF GOO CORPORATION

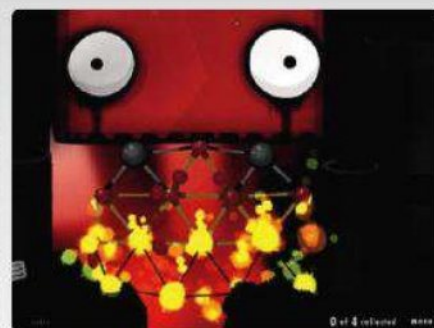
2D Boy co-founder Kyle Gabler offers some insight into the thinking behind the Goo-obsessed hit game



TIP 01

HOW TO GOO

World of Goo is a fairly simple game – the only 'instructions' are to use your fingers to drag and drop Goo Balls to build towers, bridges and giant tongues to reach the pipe.



TIP 02

MEET THE LOCALS

World of Goo is an old place, and many of the characters have been there long before you (and the World of Goo Corporation). They can get in the way – but they can't stop progress.

TIME BUGS

IF YOU MAKE A MISTAKE, TAP ONE OF THE BUZZING TIME BUGS TO GO BACK ONE 'MOVE' AND TRY AGAIN

GOO BALLS

THEY'RE VARIED AND HAVE UNIQUE PROPERTIES, BUT GOO BALLS ARE ALL USED TO BUILD STRUCTURES TO REACH THE PIPE

**THE PIPE**

THE GOAL IN THE GAME IS TO GET GOO INTO THE PIPE, ALTHOUGH IT'S NOT ALWAYS OBVIOUS HOW TO ACHIEVE THIS

SIGNS

THE MYSTERIOUS SIGN PAINTER LEAVES HINTS FOR YOU ON SIGNS DOTTED AROUND THE SURREAL LANDSCAPE

**BEST PRACTICE
A RECIPE FOR
SUCCESS**

Many iOS gamers are used to quite a lot of hand-holding, and short levels that can be rapidly and repeatedly played until they're beaten. World of Goo is a different prospect and requires patience. Take your time, breathe in the surreal world and explore a level before you tackle it. Read all the signs (their clues are cryptic, but often helpful), and if you're still stuck after several attempts, you can skip levels without penalty and return to them later when the inspiration for a solution strikes.

levels and figure out what you need to do; if not, there's no penalty for experimenting and playing the same level numerous times. Additionally, the entire game is infused with a smart, quirky sense of humour that ensures you engage with it throughout. You'll regularly spot signs from the mysterious Sign Painter, who offers valuable hints and jokes that aid and amuse in equal measure. This combination of perfect physics, great controls, beautiful and imaginative environments and musical score (which effortlessly shifts from moody, sweeping

ambiance to lively, jaunty numbers, depending on the nature of the level) makes World of Goo feel remarkably 'complete' as a world. Despite the clearly absurd nature of what you're experiencing, suspension of disbelief is easy to achieve.

World of Goo is simply an utter joy. Only avoid buying it if you don't own an iPad or have already played the game to death on another platform. Mind you, the iPad is the perfect place to experience the delights of Goo, so even if you've explored the Wii original, we still recommend reacquainting yourself with huge

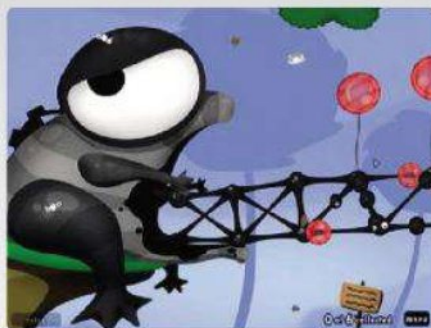
Goo tongues emerging from giant frogs, or Beauty Goo being sent to the grinder before the game extols the virtues of plastic surgery on long-thought-dead sentient power stations. Yes, this really is a weird game – but also a great one. **CG**

Tap! VERDICT

"One of the finest videogaming experiences iOS has to offer. Brilliant in every conceivable way."

**TIP 03****SHE'S A LOOKER**

A Beauty Goo Ball is an entitled creature who doesn't like effort, so less pretty Goo Balls transport her around. They generally don't mind, because she's so good looking.

**TIP 04****INTO THE SURREAL**

Disneyland could have been dull metal rides, but they created a living, magical world. The same's possible with videogames, so we pumped World of Goo full of as much life as we could.

**TIP 05****BUILD A TOWER**

Collected Goo Balls are sent to World of Goo Corp. You build a tower, and other players' towers' heights are shown. (Everyone's a winner, but the degree of winning may vary.)



Far left Thinking about it, is it really a good idea to light a massive torch in a room full of monsters?

Left The new MP for Shadow Blight East needed to brush up a little on his interpersonal skills.

Helsing's Fire HD

Tap!
EDITOR'S
CHOICE!

PUZZLE For that time when 'carrying a torch' means 'love' – but only in the sense of 'I love killing the undead'

KEY INFO

Works with



Price £1.79

Universal No

Version 1.0

App size 21.3MB

Developer

Clickgamer

Technologies Ltd

Age rating 9+



We love iOS gaming, but we fully admit our hearts sink a little every time we see yet another copycat game arrive on the App Store. With such innovation in Apple's hardware, it's disheartening when developers rip off existing concepts rather than attempting to create something new. Still, perhaps this just leaves the path clear for games such as Helsing's Fire, which provides a unique puzzle mechanic and elevates the game to classic status by dressing it in beautiful graphics, adding precision controls and finishing things off with a healthy dollop of humour.

The plot centres around the 'implacable Professor Helsing and his assistant Raffton', who travel to the Shadow Blight to defeat Dracula and his evil horde. Over

four worlds of 30 levels, you battle 15 different monster types with the cunning use of a torch and coloured tonics. The puzzle mechanic is simple but ingenious: the torch illuminates monsters in a room, but some will be hiding in shadows. You then use coloured tonics to destroy like-coloured monsters or their shields that are in the light. Get the colour wrong for a foe and it gains a shield of that colour. You must carefully use torch placement to eradicate monsters before your tonics run out. Later levels also keep you on

Beautiful graphics, precision controls and a healthy dollop of humour

your toes with enemies that fight back, forcing you to rapidly move your torch around the screen.

This alone would make for a recommendation, but Helsing's Fire takes things further. When you're done with the main storyline, you can battle higher difficulty levels (with new puzzles), an endless survival mode, and an online bounty mode, where you play preset levels online for virtual money and leaderboard fame. And

to round things off, this is one of the few games in existence that made us eager to watch between-level cut scenes, with Helsing and Raffton bantering with foes in a brilliantly illustrated and amusing comic-strip-like manner akin to Mike Mignola's *Hellboy*.

There's little to dislike about Helsing's Fire HD. If pushed, we'd admit that the action elements get in the way of some of the puzzles, rather than enhance them, and end-of-world boss-fights are more tedious than exciting. However, even the fact that this HD version is merely an enlarged iPhone game sits well with us (for once), because the extra screen space gives the gorgeous graphics room to shine and enables you to place torches with greater precision. Helsing's Fire HD is enthralling, amusing, engaging and hugely enjoyable. **CG**

Tap! VERDICT

"One of the best iPhone puzzlers is now one of the finest iPad games. Just buy it and thank us later."



PAPA SANGRE

We'll see you in hell! Actually, you won't – in this game's land of the dead, it's a case of 'lights out'

Price £2.99 **Works with** iPhone, iPod touch **Version** 1.1

Size 122MB **Age:** 12+



We can't help but be impressed by Papa Sangre's technology, but it's like someone forgot to add a game. The idea is that you're in the land of the dead, in total darkness, and must use audio to find your way around, locate a lost soul and avoid getting slain. The game uses binaural audio to render a '3D' sound image, and you tap footprints on your device to move forward and slide a dial to turn.

The challenge lies in locating musical notes while avoiding monsters and not falling over in tough terrain. While the sound design and narration are strong (good headphones are essential, as is an iPhone 3GS or equivalent hardware), we

found it a dreadful gaming experience. There's simply too much repetition and barely more interactivity (and certainly less atmosphere) than a good horror audio book. **CG**



SUPER BLAST 2

Awwww! Look at the cute little robots! Except they're flying towards us and armed to the teeth...

Price 59p **Works with** iPhone, iPod touch **Version** 1.0

Size 40.2MB **Age** 9+



We're not sure why all the robots in the Super Blast universe decided to start shooting at each other, but the battle's very one-sided. Your tough (metal) nut's job is to fly through space, blasting everything in his path. He takes his job seriously: if a solitary foe gets past, he shuts down and it's game over. Your job is to ensure that doesn't happen.

Super Blast 2 is simple fare – you tilt to move (to aim the autofiring weapons, dodge enemies and grab power-ups) and a swift tap obliterates everything on screen, courtesy of your smart bombs. The gameplay is fun, but it's the visuals that elevate the game above its peers; the robot designs are like something you'd see in an animated movie. It won't take experienced gamers long to see everything the game has to offer, but it's good for a quick blast. **CG**



EXPLOSIVE LOVE

A classic story of 'boy meets girl', only the girl's an alien and the boy is a throng of crazed robots

Price 59p **Works with** iPhone, iPod touch **Version** 1.1

Size 17.6MB **Age** 4+



When you're a one-eyed girly monster minding your own business, the last thing you need is for starships full of amorous, obsessive robots to land right next to you. That's pretty much it for plot in Explosive Love, and your aim is to avoid being zapped by your admirers. For the most part, that's done by tilting your device to dodge their advances, making homing robots collide with trundling sentient unicycles, and collecting the hearts generated in the explosions.

Initial games are brief, despite the clever recovery mechanism (get hit and you become vulnerable – get hit again and you die, but you recover fully by avoiding foes), but there are strategies to form. And although the game lacks the depth of Tilt to Live and some of the excitement of Tap! favourite Bit Pilot, it's good value at 59p. **CG**



SHIFT 2

A topsy-turvy platform game with tricky puzzles that, for the most part, is flipping brilliant

Price 59p **Works with** iPhone, iPod touch **Version** 1.0.1

Size 14.7MB **Age** 9+



The original Shift was a major online hit and translated well to the iPhone. This sequel provides 150 new levels to challenge you – and you'll certainly be challenged. Shift 2 is considerably more demanding than most platform games, requiring quick thinking and keen reactions.

Each black and white level comprises a single screen, and your aim is to get to the exit. In your way are various hazards, keys and gravity switches that you can navigate by running and jumping or by pressing a 'shift' button, which flips the screen and places you in the opposite colour. This aspect of Shift 2 disorients, and since later levels require almost pixel-perfect precision, things can become frustrating – but you'll always have 'one more go'. If Shift 2 had a little more polish and was a touch more forgiving, it'd get our top score. **CG**



Eternal Legacy

ROLE PLAYING Gameloft's aim to clone major gaming franchises continues

KEY INFO

Works with



Price £3.99

Universal No

Version 1.0.0

App size 579MB

Developer

Gameloft

Age rating 9+



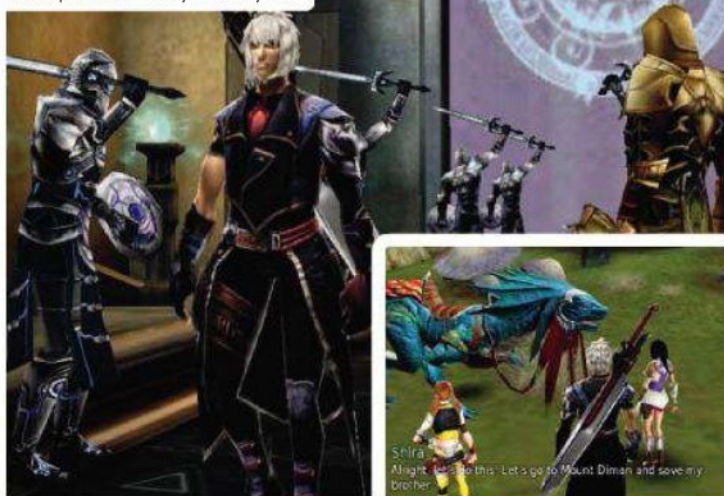
Like a Japanese RPG pick 'n' mix, Eternal Legacy is a likeable mishmash of JRPG conventions, thrown

together in a largely successful manner. But it could divide hardcore fans of the genre.

The story is full of twists and turns, high drama and a dash of political intrigue. It is played out through regular dramatic cut scenes, but frequent combat represents the meat of the game.

The combat system is of paramount importance, and what's been implemented here is functional and mostly enjoyable. You can opt to take full control of all party members, or keep things simple by concentrating on Astrian (the hero), and assigning roles to the other characters. As well as having basic attacks at your

This is Astrian, the spiky-haired hero of the piece. Remind you of anyone?



disposal, you can also perform special skills and use powerful objects (called fragments) to augment your abilities.

The game suffers from having enemies as thick as two short planks, and in addition the difficulty is somewhat uneven. Otherwise, Eternal Legacy is an extremely polished adventure. **AD**

Tap! VERDICT

"Eternal Legacy is enjoyable enough, but it's a pale imitation of the games it's attempting to emulate."



Ascendancy

STRATEGY An ancient PC classic makes its debut on iOS

KEY INFO

Works with



Price £2.99

Universal Yes

Version 2.12

App size 40.8MB

Developer

Logic Factory

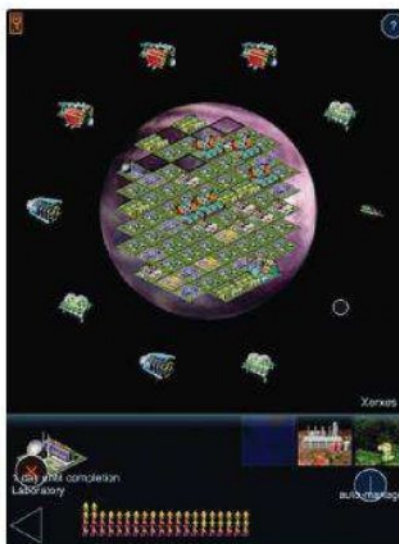
Age rating 9+



Sometimes, when writing a review, we know that we're about to upset a bunch of existing fans. So

prepare yourselves, lovers of 1995 strategy classic Ascendancy, because we can safely say that this version of the game is tedious.

Recreated by members of the original development team, there's no doubting it's an extremely thorough slice of strategising. The idea is to build a colony from scratch, growing the population, exploiting resources, researching technologies and building the means to head off and conquer the game world. In this case it all takes place between alien factions, using planetary resources, spaceships and a neat conversational system of intergalactic diplomacy. The problem with Ascendancy, though,



is that the instructions are woefully inadequate for the complexity of the game. While more recent strategy games attempt to alleviate the tedium of micromanagement, here it's a case of either having to do absolutely everything (dull), or put it onto auto-manage mode and do very little (also dull). **AD**

Left This planet's full... quick, find me another one!

Below Ready for some intergalactic diplomacy? "Sit. Down. Roll over!"



Tap! VERDICT

"It's a lovely game, lovingly restored and has great nostalgia value. It's just not terribly user-friendly."



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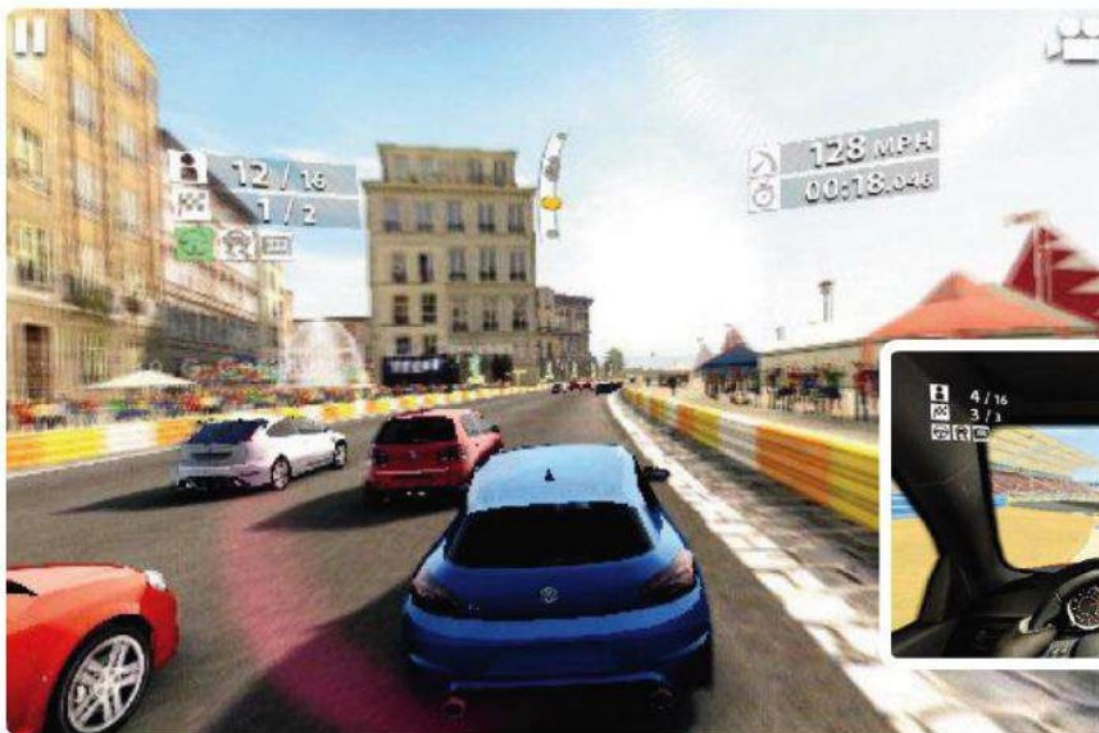
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Left Round and round and round we go – until we hit a wall at 130mph.



Above Block half your view of the action with the cockpit camera mode.

Real Racing 2

RACING Firemint's acclaimed series returns, laying down a challenge to 'fake' racing everywhere

KEY INFO

Works with



Price £3.99

Universal No

Version 1.02

App size 303 MB

Developer Firemint

Age rating 4+



Real Racing 2 is almost the perfect racing game, but it comes unstuck due to niggling elements. You get real licensed cars, beautifully rendered on over a dozen well-designed, great-looking tracks. If there's a better-looking iOS racer, we've not seen it.

The handling is excellent, and there are alternate control schemes and various driving aids to assist, if you need them (although we recommend disabling or reducing steering and braking assistance as soon as you can, otherwise the game does too much of the driving for you). Racing options include a lengthy career mode, one-off races, and online races that pit you against auto-matched online competitors. Most importantly, the performance is very good. Even on an iPhone 3GS, we suffered from few frame-rate

issues, despite the game flinging loads of cars across the track, making the likes of Asphalt 6 appear shoddily programmed by comparison.

The only problem with Real Racing 2 is a big one, though: the game gets in its own way, artificially increasing its length with a hateful unlock mechanism. You start in a car with as much grunt as a gnat, and grind through the same races again and again to get enough cash to upgrade your car, place in races, and unlock the next event. It saps too much fun,

“You get real licensed cars on over a dozen well-designed tracks”

and while you can drop the difficulty level to ease your progress, we found going from Medium (where we often struggled to place) to Easy added dozens of seconds to our opponents' times, removing much of the challenge.

This wouldn't be such an issue if you weren't handicapped early on, but for a game obsessed with realism (take a bend too fast and you end up in a gravel trap, rather

than drifting, arcade-style), there's no qualifying until the third of its five tiers, so you initially start from the back in every race. And because you need to place (and preferably win) to unlock anything (or to make enough cash to buy the right cars for various groups of races), you'll find yourself restarting after major mistakes, rather than battling on – and this hurts the game's flow.

It's a pity, because there's a fantastic game in here – but you need the patience to deal with its grind mechanics, especially during your initial few hours. Despite these shortcomings, we still recommend Real Racing 2, but it should have troubled the Tap! Top 10 by taking the chequered flag, rather than battling to a podium finish with a flat tyre that it oddly installed itself. **CG**

Tap! VERDICT

“A rather fantastic iOS racing game that's partly hobbled by a horrible unlock mechanism.”



RED NOVA

Take on legions of enemy fighters so that your pals can escape, because you're a hero... or an idiot

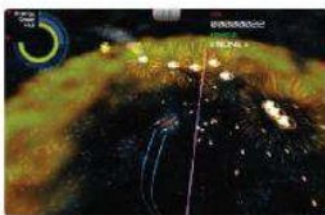
Price 59p **Works with** iPhone, iPod touch, iPad **Version** 1.0

Size 18.9MB **Age** 9+



The App Store is awash with dual-stick shooters, so it takes something different to stand out. Red Nova does so by using the genre as a launchpad, but tweaking controls and gameplay mechanics to create something unique. The best bit is how you fly around, blasting enemy fighters: momentum enables you to drift, evade enemy fire, twist and blow foes away as you glide past. It's a control scheme that demands practice, but it's more interesting and exciting than the direct schemes seen elsewhere, and can result in thrilling dogfights.

The game adds extra depth with a risk/reward system, where you graze exploded foes to collect energy, which can be used to power homing missiles or repair your ship's hull. This is just as well, because otherwise the game is fairly slight, with few enemy ships and typically short games. **CG**



BURN THE ROPE

Pyromaniac insect-haters rejoice! A game for you that doesn't involve burning down the house

Price 59p **Works with** iPhone, iPod touch **Version** 1.2

Size 16.2MB **Age** 4+



Burn the Rope is primarily a game of dexterity, with the odd logic puzzle thrown into the mix. The aim is to burn through over 100 increasingly intricate rope designs, utilising the game's core concept: fire only burns upwards. Therefore,

Burn the Rope becomes a test of how you control your flames, twisting your device to ensure maximum incineration. As the game progresses, a number of insects enter the mix and add



complexity – some change a flame's colour, enabling you to torch coloured rope, while others create bridges for, teleport, or even douse the flame.

These arcade-oriented components add variety and depth, but also randomness, making Burn the Rope something of a halfway house between the serene Zen Bound games and action-puzzlers more reliant on your reactions. **CG**



I LOVE STRAWBERRIES

We'd make a pun about this platform game being 'berry good', if we thought we could get away with it

Price 59p **Works with** iPhone, iPod touch **Version** 1.01

Size 14.7MB **Age** 4+



Box Boy is obsessed with strawberries. To get at them, he's willing to risk life and – well, he doesn't have limbs, so just life, then. He lives in a dangerous vertically scrolling world, and you fling him about by dragging an arrow to determine his direction and velocity. With skill (and a little luck), during each jump he'll grab strawberries, land higher up the level and perhaps pass a handy restart flag; if not, he'll



probably get impaled on spikes and present to you one of his many amusing expressions.

It's an addictive game. Levels are deviously designed, requiring you to carefully plan your attack. However, the generously distributed restart points rob the game of longevity, and there's little replay value once you've finished its 45 levels – but you'll love doing so. **CG**



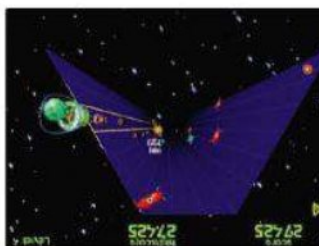
POCKET GOD: JOURNEY TO URANUS

'Journey to gaming's past, with brazen rip offs of classic arcade games', more like

Price £2.99 **Works with** iPad **Version** 1.01.1 **Size** 28.6 MB **Age** 9+



Pocket God became a surprise hit, largely through regular updates that brought increasingly inventive ways to kill innocent cartoon pygmies, and fun, if derivative, minigames. In this iPad-only saga, there's little environmental interaction and instead more emphasis on minigames. Sadly, they're just as derivative as in the iPhone original: flicking pygmies into a volcano (Flick Kick series); dragonback jousting (Williams' Joust, from 1982); and a tube shooter (Atari's Tempest, from 1980). We had fun blasting



pygmies at aliens in the last of those, primarily because we've long wanted an adequate version of Tempest for iOS, but overall it's sad to see so much copying and little innovation **CG**





Left Vandal began to suspect that something was not quite right aboard the Sprawl.



Above There's no doubt that EA has created a rich, convincing world.

Dead Space

ACTION In space, no-one can hear you screaming at the incredibly frustrating control system

KEY INFO

Works with



Price £5.99

Universal No

Version 1.0.1

App size 301MB

Developer

Electronic Arts

Nederland BV

Age rating 12+



Dead Space, for the benefit of non-console gamers, is Electronic Arts' massively popular action horror

franchise, the second game of which has recently gone on sale to enormous critical acclaim.

Dead Space for iOS devices is not, to EA's credit, simply a hacked down version of the first game, but an entirely original release taking place before the events of the sequel. It follows the exploits of Vandal, a member of a mysterious church of Unitology. The church sends him on a mission to a large space station called the Sprawl, where he unleashes the horrors of the necromorphs (terrifying mutant abominations) before being left to die by the church.

The aim, subsequently, is to take on the hordes of necromorphs and survive the hideous experience.

It's a terrific story, well told, and enhanced by the most atmospheric and impressive visuals yet seen for the iPad. From Vandal's RIG (his multi-functional space suit) to the environments and enemies, everything is richly detailed, textured and beautifully lit; a world that is made up of clean, sterile work spaces that then

“The most atmospheric and impressive visuals yet for the iPad”

descend into dark, claustrophobic places of sheer terror. An equally rich and immersive soundscape, which absolutely demands to be enjoyed through a decent set of headphones, only adds to the sensory experience.

This being a third-person shooter with survival horror elements, the general gameplay runs pretty much as you would

expect. Vandal moves through the environments (somewhat sluggishly we have to say) unlocking doorways, performing simple tasks and route-finding, while various discoveries and snatches of dialogue begin to paint in the details of the grisly plot. This meandering is, of course, punctuated by jarring encounters with the hideous necromorphs. These aspects of Dead Space are expertly handled. The level design gives the impression of a sprawling environment, while simultaneously corralling you along a fairly linear path. This allows the writers to crank up the atmosphere and mete out the thrills in satisfying increments. So far so good.

But this is where we reach Dead Space's Achilles' heel: its control system. Rather than having pesky (but extremely useful) controllers and buttons cluttering up the screen, the developers have tried something a little different. You still move and look around using virtual sticks, but in addition you arm your weapon, shoot it and



Swipe diagonally to release yourself from this creature's deadly embrace.



As you progress, so you can upgrade your RIG's armour and weapons.

reload it by tapping the right of the screen; swipe in various directions for context-sensitive attacks; and tilt the iPad to change the orientation of your weapon (which is a must for achieving all-important decapitations and amputations). The problem is, the lack of visual cues means it's all too easy to select the wrong action, making it feel like the game is constantly misinterpreting your actions. The problem diminishes a little over time, but it never works entirely smoothly.

No matter how many Dead Space fans say otherwise, the control system is poorly implemented. Well-intentioned, perhaps, but poorly implemented. It might well lead to an interesting

new control paradigm at some point, but for the moment it's a poor substitute for a visible stick and a few buttons.

Having said all that, Dead Space is a thrilling tale, and a superb demonstration of what the iPad is capable of. That it fails to deliver in some key areas is offset by its phenomenal production values. **AD**

Tap! VERDICT

"The control system is a failed experiment, but otherwise, Dead Space is technically brilliant."



GRAB BAG

LIL' APP REVIEWS

PIX'N LOVE RUSH DX

Failing to make the leap from iPhone to iPad

Price £1.19 Works with iPad Version 1.0 Size 12.9MB Age 4+



The core of this iPad upgrade is identical to the brilliant iPhone

original: quickfire levels of varying platform-game styles, with visuals inspired by classic consoles. But the iPad release uses half the screen for a clunky fake handheld console, and only adds one rubbish new auto-run mode. The iPhone original, which is half the price, works well on iPad, so you'd be better off buying that instead. **CG**



CAVE BOWLING

Me like bowling! Me like cave! But me no like cave bowling. Ug

Price 59p Works with iPhone, iPod touch Version 1.0 Size 5.8MB Age 9+



That this is yet another physics game, rather than a bowling effort,

wouldn't have mattered if it was any good. But Donut Games doesn't get a strike here – or even a spare. The gameplay is pedestrian and finicky, yet it's easy to race through levels without much thought. With the visually superior and more challenging iBlast Moki costing the same, we recommend you choose that option. **CG**



JENGA

A load of old blocks! But at least they don't need tidying away

Price £1.79 Works with iPhone, iPod touch Version 1.151 Size 31.1MB Age 4+



Board games as video games make for speedy set-ups, but

lack tactility. For Jenga, this is problematic, since the game hinges on its physical nature; players carefully removing wooden pieces until the tower falls. The iOS game tries hard to recreate the original's feel – the physics and controls are strong – and adds an arcade mode and pass-and-play, but it's still not a patch on the real thing. **CG**



RAMPS

Slowly sliding down the slippery slope to Also-Ran village

Price £1.19 Works with iPhone, iPod touch Version 1.0.2 Size 12MB Age 9+



The aim of Ramps is to get the grinning smile ball into the cup, with

the aid of carefully positioned and rotatable ramps. There's plenty of content, but early levels take seconds to complete, and later ones are plagued by random elements that make progress too dependent on luck. It's tough to recommend Ramps when superior physics puzzler Cut the Rope is also cheaper. **CG**



Super Stick Golf

SPORTS Somehow even more infuriating than the actual sport

KEY INFO

Works with



Price £1.19

Universal Yes

Version 1.1

App size 47.6MB

Developer

Noodlecake Games

Age rating 4+



Jack Nicklaus. Tiger Woods. Severiano Ballesteros. They had it easy. The odd water hazard and bits of

uncut grass are nothing compared to what the nameless golfer faces in Super Stick Golf. In his surreal world, courses are built into dungeons and giant trees, and golfers are occasionally whisked away to thwack balls across the surface of Mars (and through annoyingly lumpy space stations). The action is side-on, with you choosing each shot's elevation and power, before crying out in anguish as your ball inevitably ricochets about before deciding it fancies a dip.

Like the original Stick Golf, this 'Super' incarnation is lots of fun and just on the right side of frustrating. However, it does

Hole in one? Hole in one hundred, more like.



retain the original's uneven difficulty and – annoyingly – two thirds of its content. (16 of the 24 courses are from the old game, and you can't even import your scores and progress.) Still, the new holes, handy extras (including bonuses such as sticky balls) and Game Center integration add value even if you own the original. **CG**

Tap! VERDICT

"A great arcade golfing experience, even if a fair bit of the content is recycled from its previous version."



Perfect Cell

ACTION B-movie alien kills captors! Human race never learns! More at 11!

KEY INFO

Works with



Price £2.99

Universal Yes

Version 1.0.5

App size 213MB

Developer

Mobigame

Age rating 9+



There are two kinds of aliens: ones that come in peace, and ones that want to tear you to pieces. The flying

octopus thing (which we'll call Blobby) in Perfect Cell belongs to the latter camp. Fortunately, you control him as he rampages round a military base, solving puzzles and ripping his captors apart.

The action takes place on a 2D plane, and you tap or slide to move Blobby about. You can also swipe to dash (handy for killing fragile humans and smashing doors), and Blobby evolves over time, gaining the ability to split (so each component can trigger switches) and super-dash along drawn paths. Unfortunately, the controls aren't always reliable (especially on iPhone), and the difficulty is inconsistent – it's too easy at first,

Humans in Perfect Cell are dumb, easy targets.



but the level design forces many cheap deaths towards the end.

At its best, though, Perfect Cell is a delight. When the soundtrack's pumping and Blobby's careering around killing things and dodging machine-gun fire, this is an exciting, thrilling game. And it's this that makes it at least worthy of consideration. **CG**

Tap! VERDICT

"An original, engaging mix of stealth and arcade action, kept from greatness by niggling problems."



N.O.V.A. 2 HD

ACTION Can this FPS sequel live up to its impressive heritage?

KEY INFO

Works with



Price £3.99
Universal No
Version 1.0
App size 739MB
Developer
Gameloft
Age rating 9+

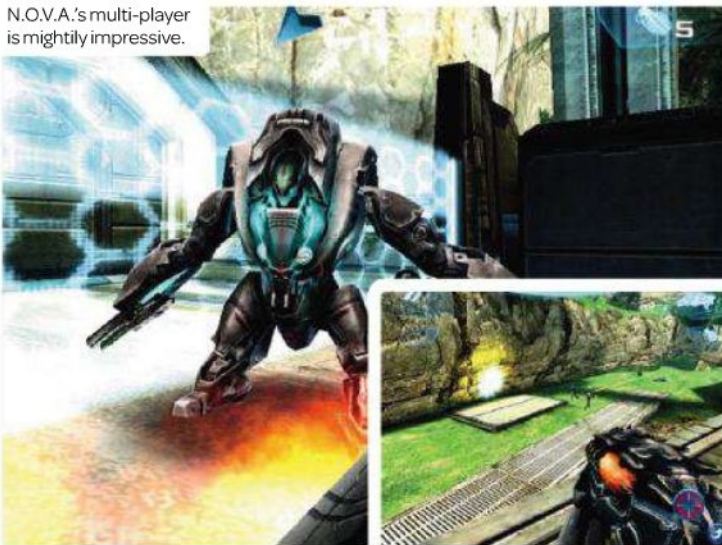


The original N.O.V.A. was a revelation when it debuted on iPhone because it showed just how good a first-person shooter could be on the tiny device. The sequel didn't impress quite so much because the enemies were often too small and distant to be appreciated in a restricted viewing area. On the iPad, N.O.V.A. 2's visuals have room to breathe and the result is a more satisfying experience.

Set in a variety of exotic galactic locations, the action follows one-man-army Kal Wardin as he takes on the alien Volterites.

The single-player mode features a few too many set pieces in which Kal has to pick off wave after wave of enemies; at times it feels more like an on-rails shooter than an FPS. But for the most part the

N.O.V.A.'s multi-player is mightily impressive.



action is well-choreographed, the weapons (on both sides) are superb and vehicular levels add variety.

The real draw here, though, is the multi-player mode, boasting the sort of feature set you'd find in a console game. A great set of maps and modes combined with effortless match setup make this a terrific online experience. **AD**

Tap! VERDICT

"N.O.V.A. 2 benefits from the iPad's bigger screen, and the excellent multi-player mode is a winner."



Bug Heroes

ACTION Tower defence, twin-stick shooting and creepy crawlies. Oh my

KEY INFO

Works with



Price £1.19
Universal No
Version 1.0.1
App size 49.9MB
Developer
Foursaken Media
Age rating 12+



If games were judged on cuteness alone, Bug Heroes would be Game of the Year.

However, we also judge them on how they play, and while Bug Heroes is a brave experiment, it hasn't fully paid off.

The idea is to fight off an army of bugs using your team of three heroes: a gun-toting ant, a club-wielding beetle and a spider assassin. Each has strengths and must be used against appropriate enemies using a twin-stick system of moving and attacking. In addition, they have to protect their stash of food, a task made easier by fortifying it with weapons.

Players can enhance their bugs' abilities by levelling up and purchasing power-ups along the way. It's a novel idea, and is packed with personality, but it doesn't



Blast those pesky bugs off the desktop before they steal all your food.

quite work. Even when your bugs have levelled up, the game plays at a snail's pace, and each time you die, you then have to repeat the levelling up process all over again.

There is some fun to be had with Bug Heroes, but currently it lacks pace and polish. There's enormous potential for a cracking sequel though. **AD**

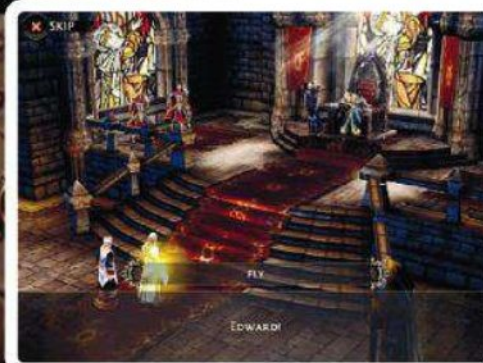
Tap! VERDICT

"An innovative, cute and moderately enjoyable game, but it's not quite the finished article."





Left You'll need to keep your wits about you to see off this hideous hag.



Above You find your brother Edward torturing the king. The evil git!

Dungeon Hunter 2 HD

ADVENTURE This hack-and-slash sequel is the best RPG on iPad

KEY INFO

Works with



Price £3.99

Universal No

Version 1.0

App size 467MB

Developer

Gameloft

Age rating 12+



Action RPGs can be hamstrung by a badly paced story, sprawling environments or a tedious combat and

levelling system. Dungeon Hunter 2 avoids all of these pitfalls to deliver an epic adventure that remains compelling throughout.

We should briefly mention the fact that you can play the game co-operatively online and locally, which is mildly diverting, but the real enjoyment comes from the single-player mode.

The premise sees your character – an immortal of royal descent – freed from prison to find that your brother has succumbed to his dark side and wrested control of the

kingdom from your father. It's up to you to stop him, naturally.

At the start of your adventure you can choose between warrior, rogue and mage character types, each of which has strengths in different areas. You can later choose a specialisation for your character in order to expand their fighting capabilities.

The whole process of character development is handled well. Levelling up occurs with pleasing frequency, so there's little need for grinding. Armour and weapons are

“The differences between weapons means it pays off to switch things up”

also in plentiful supply. Choosing the right weapons is entertaining in itself, because the differences between them means it really pays off to switch things around for different enemies.

The actual combat is a joy. Initially, you lock onto a target and your character will automatically

keep attacking. However you can then instigate special attacks in order to see off more problematic enemies, heal yourself and even perform attacks manually when walking into trouble. The upshot is a combat system that's pacy and rarely becomes tiresome.

Questing is also thoroughly enjoyable. You can rack up several quests at once, both from the main story and side missions. Some of the dungeon-based forays can be a little repetitive, but for the most part heading off to discover new areas is an engaging process.

Dungeon Hunter 2 is not only an improvement over the original, but it's the most enjoyable RPG available on iOS devices. **AD**

Tap! VERDICT

“A fantastic RPG with an engaging story, slick combat and satisfying character development.”



Lara Croft and the Guardian of Light

ADVENTURE Lara's new adventure reminds us of the good old tombs

KEY INFO

Works with



Price £3.99

Universal No

Version 1.1

App size 307MB

Developer

Square Enix Ltd

Age rating 9+



Lara Croft's most recent outings have recaptured the magic of the early Tomb Raider games, and

Guardian of Light is a particularly satisfying chapter in her story – provided you can ignore a few irksome technical issues.

Not content with merely retooling the old Tomb Raider formula, the developer has taken a twin-stick shooter and built a thoroughly engrossing Lara Croft game around it.

The levels are rich with detail and challenging puzzles, involving unlocking gateways, platforming and grappling. Camera and control issues occasionally rear their heads but not enough to spoil things.



Lara takes on a T-Rex in a pleasing nod to the original Tomb Raider.

You can also play co-operatively over Bluetooth and online, with a second player taking control of Lara's buddy Totec as they use their skills to help each other out.

Be warned, the game crashed regularly on a second-generation iPod touch, but Guardian of Light is a wonderfully fulfilling adventure on newer hardware. **AD**

Tap! VERDICT

"Technical gremlins aside, this is vintage Lara Croft with fantastic shooting and adventuring."



Puzzle Quest 2

PUZZLE Quest and solve puzzles in this appropriately named sequel

KEY INFO

Works with



Price £2.99

Universal Yes

Version 1.0.1

App size 575MB

Developer

Namco Networks America

Age rating 12+



Like the original Puzzle Quest, this sequel marries match-three action puzzles with role-playing.

After selecting a character, you find yourself assisting townsfolk to defeat fantasy creatures, before embarking on more dangerous quests in towers and caves. Battles are engrossing Bejeweled-style affairs, with you matching skulls to inflict damage or casting spells powered by Mana, which is collected by matching coloured jewels. The system provides plenty of scope for strategy – although, as with the original, the game cheaply dumps chains of skulls into the well during your battles with opponents.

Puzzle Quest 2 looks good, with clear boards and pretty isometric environments. However, this

Battles are strategic Bejeweled-style affairs.



comes at the cost of speed (a few seconds of loading between every screen) and weight (the app is over 1GB uncompressed). Additionally, dire voice acting, a few bugs and a fiddly interface on iPhone count against the game, and we also found it more compulsive than truly fun. It gets a guarded recommendation from us. **CG**

Tap! VERDICT

"You get lots of engaging gameplay for your money, but the going is slow and a bit of a slog."



Minotaur Rescue

ARCADE Tonight we're gonna party like it's 1979. By rescuing minotaurs

KEY INFO

Works with



Price 59p

Universal Yes

Version 1.0

App size 7.3MB

Developer

Llamasoft

Age rating 9+



Veteran developer Jeff Minter, the man behind Llamasoft, has been creating exhilarating shoot 'em ups for over 30 years. His first iOS release is Minotaur Rescue, a love letter to the classic systems he first worked with that also takes advantage of modern hardware. The game has visuals akin to those from an early 1980s Atari console, augmented with dazzling effects from Minter's cutting-edge Neon 2 gaming engine. Paradoxically, a game that looks like it arrived from 1980 and got a bit trippy needs a 3GS or better to run.

In terms of gameplay, it borrows space-rock destruction from Asteroids, a sun with strong gravitational forces from Spacewar! and adds plenty of risk/reward in rescuing minotaurs

Here we are, rescuing minotaurs. Honest.



(grab them to power up your craft's gun, but wait until they're closer to the sun to get higher scores). Moving your ship is great, thanks to one of the most considered swipe-based control systems on the platform. There's a difficulty wall around level 10 that's like a punch in the face, but this is a first-rate shooter. **CG**

Tap! VERDICT

"An iOS shooter that combines the best of old and new, and offers plenty of grunt."



Asphalt 6: Adrenaline

RACING Road safety? Pah! Slamming into walls at 200mph? Erm...

KEY INFO

Works with



Price £2.99

Universal No

Version 1.0

App size 557MB

Developer

Gameloft

Age rating 4+



If you want realism in your racing games, you should probably stop reading, because Asphalt 6 is more akin to bobsleigh than track racing. This is pure arcade thrill-seeking as you belt along at over 200mph, drift round corners, fly through the air at regular intervals, smash up trackside objects and force opponents into walls at every available opportunity.

There's no denying the game is a blast. You can't help but get taken in by the absurdly bouncy physics, despite some annoying quirks (notably the abrupt, unavoidable nature of many head-on collisions, which stop you dead, despite the cars seemingly being able to



"I'm afraid this adds up to 96 points on your licence, sir."

survive much worse). There's a distinct lack of personality and depth, though, as well as framerate issues. While the environments are more exciting than those in NFS: Hot Pursuit, we preferred the handling and chase-and-smash gameplay of EA's product; still, if straight arcade racing is more your thing, Asphalt 6 is a better buy. **CG**

Tap! VERDICT

"An insanely fast racer with some great track design, but it somehow feels a little empty."



BIG CUP CRICKET

It's just not cricket! Seriously. This is a strange arcade game masquerading as the sport of gents

Price 59p **Works with** iPhone, iPod touch, iPad **Version** 1.0

Size 14.8MB **Age** 4+



This is a brave attempt to take a game that can take five days to play and turn it into a frenetic arcade experience that makes Twenty20 look like a test match (for readers oblivious to cricket: the really fast version look like the really slow one).

By default, each team gets one innings of 10 overs, and teams will often be all out for a few dozen runs. In theory, this should make a great on-the-go mobile game for cricket fans.



The problem is that you never feel in control. Wisely, everything's been simplified to swipes (for bowling and batting) and taps (to alert a fielder to catch a ball), but the game too often fails to correctly interpret your gestures. Against lower-ranked teams, this isn't an issue, but when the Aussies hit a six off every ball, you'll soon want to smack their little digital faces with a stump. **CG**



SPIRITS

Scottish **Tap!** Editor gutted to discover game is about woodland sprites and not whisky

Price £1.79 **Works with** iPhone, iPod touch **Version** 1.0.2

Size 42.9MB **Age** 4+



Spirits is a whimsical take on popular 1990s puzzle game Lemmings. You guide mindless creatures to each level's exit, ensuring they don't fall prey to hazards. As in Lemmings, your guys have tools at their disposal to help them succeed – they can dig, blow and build. Usefully, you can pause the game to look around, ensuring your guys don't fall to their doom while you're locating the exit.

In terms of look and feel, Spirits is perfect. It's a pretty game with an evocative atmosphere as you watch spirits flit about in the breeze. Unfortunately, the gameplay is dull, lacking the humour and excitement of Lemmings. Spirits

also desperately needs a fast-forward option, since you often spend time twiddling your thumbs, waiting for levels to end – although you'll still finish in a couple of hours. **CG**



I MUST RUN!

Tap! Top Tip: if you feel you must run, don't do it over rooftops or on speeding subway trains

Price Free **Works with** iPhone, iPod touch **Version** 1.0.2

Size 25.8MB **Age** 9+



I Must Run! is another entry into the auto-run club, and initially resembles Canabalt. But with its double-jump action (so you jump again while in the air), the gameplay is more strategic and forgiving, akin to Robot Unicorn Attack.

As you play, the scene occasionally changes. First, our hero finds himself in the subway, whereupon Run!-like punch and slide gestures become essential to survival. Subsequent scenes include sewers and suburbs, and – unlike its contemporaries – I Must Run! is finite, so it can be completed.

On release, the game was hugely frustrating, since you had to start from scratch if you died even once. A recent update

introduces lives (one extra by default; more via a 59p IAP), which may irk hardcore gamers, but will propel I Must Run! ahead of its peers for almost everyone else. **CG**



DOCTOR WHO: THE MAZES OF TIME HD

Wibbly wobbly, timey wimey, blocky slidey, puzzley gamey. Stop us if we're getting a bit technical

Price £2.99 **Works with** iPad **Version** 1.1 **App size** 101MB **Age** 4+



Our favourite Time Lord is back to save a family hurtled into history by a rogue Dalek. A brilliant mind in the TV series, the Doctor's cunning plan in Mazes of Time appears to involve sliding blocks around, Soko-Ban-style, and tripping the odd switch. Some screens involve suitably authentic 'running away from scary enemies', but the game's mostly a gentle cerebral affair, dressed in slightly iffy *Doctor Who* visuals. We wonder if we'd like the game as much if it wasn't for the licence (and if we'd forgive the contrived restrictions imposed

on the characters – Amy Pond won't push blocks because it's not 'ladylike', and Fatty Doctor can't squeeze through gaps). Ultimately, this is a pleasurable – if unremarkable – game. **CG**





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If you lo♥ed...

Flight Control

then you'll lo♥e these!



What do you mean, you've never heard of...



Flight Control (59p, iPhone) is one of the standout titles of iOS. It pretty much defines a genre, and has sold over three million copies. The concept is simple: aircraft appear from the edges of a map and you drag a path for them to a landing area (a runway or a helipad). With one or two craft flying about, this is easy, but when your screen is full of jets, planes and helicopters – all moving at different speeds, and with flight paths resembling a complex mesh – you probably get some indication of the stress a real air traffic controller feels.

Part of the reason Flight Control has been a massive hit is because it offered something entirely suited to touchscreens, rather than try to force control conventions from traditional consoles onto an iOS game. The path-drawing concept that underpins the entire game, with you guiding aircraft to runways and helipads, is intuitive for newcomers, but the game also quickly ramps up the challenge to ensure hardcore gamers aren't left bored.

As with any iOS game that spends a number of months troubling the charts and goes on to sell millions, plenty of brazen copycats subsequently appeared. But when it comes to path-drawing games, some of the better efforts inspired by Firemint's classic extend Flight Control's core gameplay in interesting ways or mash up path-drawing with other genres to create something fresh.

That said, if you're a Flight Control nut and have an iPad, Firemint's own **Flight Control HD** (£2.99, iPad) should be your first port of call. Unlike most 'HD' games, Flight Control HD doesn't merely

provide an iPad-sized version of an iPhone title – although you do get suitably chunky versions of the original five iPhone maps, which are quite a bit easier to play on the bigger screen. However, if you're the kind of person who's a Flight Control master, lazily scoring into the thousands of points while simultaneously watching television, the HD maps will wipe away your complacency. They dump two airfields on each map, hugely increasing the complexity and overlap of flight paths. And while great local multiplayer over Wi-Fi or Bluetooth (even with Flight Control on iPhone or iPod touch) is

included, there's also a fab split-screen two-player 'versus' mode.

If maritime action is more your thing, **Harbour Master** (£1.19 for iPhone, **Harbour Master HD** for iPad free with IAP levels) takes the Flight Control concept and drops it into the water. Instead of

“ Cargo must be unloaded, and the boats then guided off the screen ”

guiding planes to land, you help ships to dock. What ensures the game isn't an out-and-out Flight Control clone is the addition of cargo. In Flight Control, planes that land disappear, clearing the runway; but in Harbour Master, cargo must be unloaded, and the boats then need guiding off-screen. This creates a more demanding game from a strategic standpoint, since you need to take into account boat speeds, unload times and also dock/cargo colour-matching.

33rd Division (£1.19, iPhone) and **Lion Pride** (59p for iPhone, £1.79 for **Lion Pride HUGE** for iPad) also ramp up the strategic aspect of path-drawing. The former largely resembles a simplified stealth game, with you helping tiny soldiers to sneak past enemy defences and reach the other side of the screen. (This seems a fairly odd way to win a war, but there you go.) The line of sight for each enemy is prominently displayed, and so the game is about planning a route that won't get you spotted, or tapping your guy to make him lie down should



Harbour Master adds cargo to the Flight Control model.





he stray too close to someone with a big, dangerous gun.

Lion Pride has more depth, and tasks you with controlling a pride of lions stalking their territory and ambushing prey. It's strange to play a game that's essentially a hybrid of Flight Control and a TV show by David Attenborough, but it works. In early levels,



Think about how to ambush prey in Lion Pride.

you get to grips with how the lions move about, targeting and killing easy (read: slow) prey, but in later levels your lions must work as a group, sending tasty four-legged treats into ambush situations. Lion Pride might not be the fastest nor the most exciting entry in the genre, but it's certainly one of the most interesting, and worth buying if you fancy something different (or have a thing for really big cats with sharp teeth).

Getting back to more action-oriented fare,

Axe in Face (59p, iPhone – see issue one, p56) has Red Beard the Viking defending his daffodil patch against his horticulturally challenged chums in a game that might just take a few liberties with historical accuracy. Paths you draw determine the route of Red Beard's very sharp axe, mostly sending it through the necks of unfortunate cartoon Vikings. It's a great mash-up of castle defence and path-drawing that you won't put down until all 32 levels are beaten. **Super 7** (59p,

universal) is also something of a mash-up, albeit with a maths game. Your aim is to combine numbered shapes as they float around the screen, by drawing paths that connect them 'magnetically'. A combination

totalling seven vanishes, but should a combination hit eight or higher, your game is over, something hastened by the arrival of negative numbers and multipliers. Like Axe In Face, Super 7 is a bargain at 59p, and although it's great on the iPhone, it works particularly well on the iPad's larger screen.



In DrawRace, you drag a path for your car to follow.

Although the majority of path-drawing games are essentially twitch-based and reaction-oriented, albeit with a bit of forward planning, some reverse this dynamic.

DrawRace (£1.79, iPhone) is an innovative take on a top-down racer, but instead of you directly controlling a car as you would in Micro Machines, you instead draw a path before the race begins.

The speed and direction of your car in the subsequent race is based on the speed with which you drew the path and the sharpness of the turns you created – if they were too sharp, the car skids, losing valuable time. Once tracks are unlocked (by beating computer opponents), you can battle players online. There's also a local multi-player mode for racing friends. DrawRace isn't nearly as intuitive as the likes of Flight Control, though – it takes plenty of practice before you master how to defeat opponents in later races.

Trainyard (59p, iPhone) and **SteamBirds** (£1.19 for iPhone, £1.79 for iPad as **SteamBirds HD** – see issue two, p69) also bring a distinctly strategic and considered approach to path drawing. The former is really a puzzle game, and the paths are train tracks, rigidly sticking to a grid, with you attempting to send the trains from station to

station. Initially, you think you'll breeze through, but you soon find yourself battling puzzles and burning brain cells when

It's a hybrid of Flight Control and a TV show by David Attenborough

tasked with combining trains to 'mix' their colours, or laying switchable sections of track. (Also, while Trainyard is not a universal app, we noticed that it uses high-res graphics in 2x mode when installed on the iPad – a nice touch.) Finally, SteamBirds resembles a steampunk turn-based version of Flight Control, with you drawing paths to bring down German aircraft in an alternate World War II. It's tough and compelling, and while it's still path-drawing in the sky, it and the other games showcased on this page show how a single simple idea can give birth to a number of great games when developers are willing to take a risk rather than get out their photocopyers.

BEST PRACTICE HOW TO AVOID MID-AIR COLLISIONS

Panic is common when playing Flight Control. With lots of aircraft on-screen, it takes concentration to avoid a mid-air collision. Many players don't realise that you can amend and loop paths. If a plane's about to hit another, quickly redraw one's path in the opposite direction of travel (don't draw a curve – planes 'snap' to a direction very quickly); and if you don't have time to deal with a new aircraft, draw a circle a number of times for its path and it'll remain in a 'holding pattern' until the line runs out.

YOUR SHOPPING LIST

Must have apps

	Flight Control HD	£2.99
	Harbour Master	£1.19
	Harbour Master HD	FROM FREE
	33rd Division	£1.19
	Lion Pride/HUGE	59P/£1.79
	Axe in Face	59P
	Super 7	59P
	DrawRace	£1.79
	Trainyard	59P
	SteamBirds/HD	£1.19/£1.79

Total: £10.71



Turn your idea into a game!

Think you've got an idea for the next Angry Birds inside you? We've teamed up with Neon Play to help turn your dreams into reality...

➤ Turning even simple ideas into great apps is hard work, and almost impossible if you don't have the necessary programming chops. So, what if you've got a great idea for an iPhone game but no way to turn that idea into reality? To help you out, we've teamed up with Neon Play to offer you this amazing competition. One lucky *Tap!* or *MacFormat* reader can have their idea turned into a real iPhone game, which will be made by Neon Play and submitted to the App Store for approval by Apple.

As the designer of iOS classics Paper Glider and Flick Football (the second best-selling iPad app of 2010), UK-based developer Neon Play (www.neonplay.com) knows a thing or two about making addictive and compelling iPhone games. Its bustling office, located in the beautiful market town of Cirencester, hosts a team of creative minds dedicated to making the sort of games you just can't put down. All revenue generated by the app will be split 75/25 between Neon Play and the lucky winner. And of course, you'll have the never-ending pleasure of playing your app on your iPhone once it's been released!

HOW TO ENTER

All you need to do to enter is jot your idea down in the form on the opposite page, together with a rough sketch of what the screens will look like, and post it to Neon Play by 11 May. After the competition closes, the *Tap!*, *MacFormat* and Neon Play judging panel will meet to pick a winner. We're looking for originality here, so don't simply describe an existing game on the App Store. You don't need to be a great artist either – a simple rough sketch of how you imagine the screens will look will do. When you're done, post your entry to Neon Play and keep your fingers crossed. We'll reveal in a future issue of *Tap!* who won the contest and tell you all about it. Good luck!



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MADE A MISTAKE OR NEED MORE SPACE?

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tapm.ag/eK45Cl

HOW TO ENTER

Main idea

Visual style

Why this is a great game

Don't forget to include your name, address and email address in a covering letter so we can contact you!

Terms and conditions: Entry to the competition is by post only to: Neon Play, 31a Castle Street, Cirencester, GLOS, GL71 1QD. By sending your entry, you agree to the competition rules, which you'll find in full at tapm.ag/eK45Cl. Closing date for the competition is 11 May 2011. The judges' decision is final.

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THIS MONTH
I'VE BEEN
LEARNING
HOW TO...



Go where FaceTime has yet to tread

Video chat to your friends on just about any platform over 3G!

➤ Yeah, yeah, we've all seen the fuzzy, heart-warming FaceTime ads, showing how video chat can bring you closer to your nearest and dearest. I love the idea – a picture tells a thousand words, after all – but it's such a shame that it's Wi-Fi-only, and that you can only call other iOS devices or Macs. Since FaceTime's an open standard, I'm sure it's only a matter of time before it becomes more widely available, but I wanted to share with you that there's another option: Skype.

That's right, the established calls service with millions of users worldwide enables you to video chat from your iOS device to other Skype users, even over a 3G mobile network! That means you can video call your long-lost cousin on the other side of the world on their PC while you're waiting at the airport with your iPhone 4!

We'll show you how to get set up and, more importantly, how to make sure you're looking your stunning best during a call!

Laurence
Laurence Cable
Staff Writer

WITH A 3G SIGNAL, YOU
CAN VIDEO CHAT USING
SKYPE WHEN YOU'RE
OUT AND ABOUT



SKYPE CAN USE THE FRONT-FACING CAMERA ON IPHONE 4 OR FOURTH-GEN IPOD TOUCH

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> KEY INFO

There are some basic icons you'll see frequently on your iOS device. We use a few of them throughout the magazine, so to make sure you'll recognise them when we use them – and so you'll know what to expect when you see them on your iPhone, iPad or iPod touch – here's a handy reference guide.

-  The Home button is the big round one on the front, below your device's screen
-  Lots of apps use this 'compose' icon to start a new email or similar
-  Usually 'reply' – though, confusingly, Mail actually also uses it for 'forward' and 'print'
-  Refresh a current view – though apps such as Twitter use a 'pull down to refresh' gesture
-  Deletes an item – but remember that you can also swipe across some things to remove them
-  Moves or files an item; you see this icon most obviously in Mail
-  Lots of apps – including Safari – use a system of bookmarks, indicated by this symbol
-  Safari lets you open up multiple pages – a bit like tabs – by tapping on this icon
-  Some apps, such as the iPod app, use this ellipsis icon to tuck further options away
-  This symbol for 'play' predates even the VCR, and is used in loads of apps
-  If you see this icon in your status bar, it means Location Services is active
-  You don't see this one often, but it's used in apps such as iWork for info and settings
-  Some apps don't use the Settings app itself, but tuck preferences behind a cog icon
-  Close or delete – you see this if you tap and hold an app icon on the Home screen
-  The universal symbol for find, of course!
-  This is usually used to share an item – by email, Twitter and more

KEY INFO

Works with



iPhone iPod iPad

Time needed

15
minutes

Difficulty

Everyone can do it

➤ Can be a bit tricky
Tough, but worth it!

You'll learn

How to take almost
any video footage
from your computer
and convert it to play
on your iOS device

STEP-BY-STEP

Convert video for iOS

Use Handbrake to make any video play on your device

1 We saw in the feature on p22 that you can watch live television on your iOS device, but what about videos you already have stored on your computer? How do you convert those to play on your iPhone, iPod touch, or iPad?

If you've bought movies or TV shows from the iTunes Store, they will play on your iOS device without any conversion. You just need to choose to add them the next time you sync your device.

Some video files can be opened in iTunes on either a Mac or Windows PC, and you can create an iPod/iPhone or iPad version by right-clicking on them, or clicking on the Advanced menu, and selecting the appropriate 'Create...' option.

There are two problems with this approach, however. The video formats and file types that can play in iTunes are limited to those with MOV, MP4, or M4V file extensions on both Mac and Windows. If the videos you want

Handbrake can convert all your videos before adding them to iTunes

to play are, say, AVIs, Windows Media Video, or DivX files, you're out of luck. The other problem is that iTunes' conversion process is hideously slow and lacks proper progress feedback.

By adding plugins to QuickTime on a Mac, it can play almost any video file. You can then export the video using File/Export and choose the appropriate preset, or specify your own settings.

The problem with this approach is that it doesn't work on Windows. Windows Media Player won't let you export files either, although there are a range of paid-for tools that will allow you to do this.

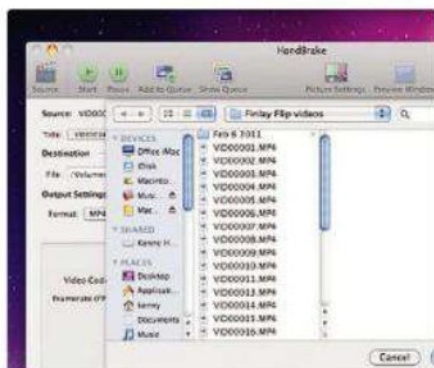
A better way is to use a third-party tool, such as Handbrake, to convert all your videos before importing them to iTunes on either platform. Handbrake is a free download from handbrake.fr, so grab it and read on to find out just how easy it is. **KH**





01 Download and install Handbrake

Go to handbrake.fr, click Download and choose the version for your OS. On the Mac, drag the icon to your Applications folder. In Windows, choose Run from the options.



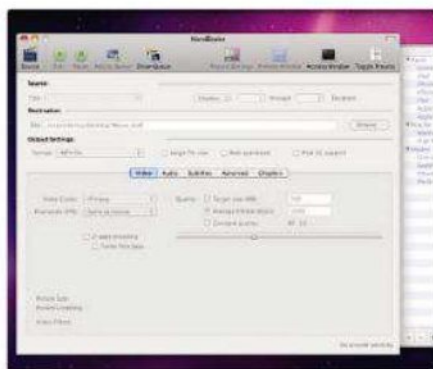
03 Choose your video file

Click Source in the toolbar. On a Mac, you'll be asked to navigate to the file you want to encode. In Windows, you can specify a file or a folder to encode. In Destination, choose where you want to save the file.



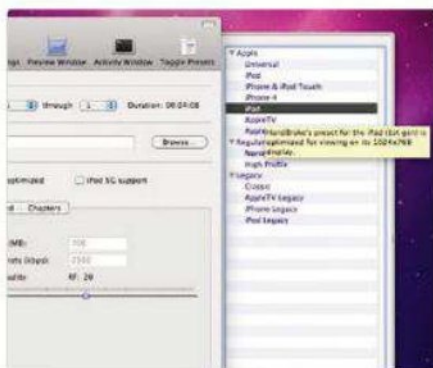
05 Start encoding

With the preset chosen, check the Destination to make sure it's correct. Press Start to begin. To encode more files in one go, choose them using Source, select a preset and click Add to Queue.



02 Launch Handbrake

Handbrake's main window may seem intimidating, but you won't need most of the many options here. On a Mac, click Toggle Presets in the toolbar. In Windows, the presets are already visible.



04 Choose your preset

In addition to iPod touch and iPhone, Handbrake also has an option for iPad, which optimises for its larger display. Choose the preset for the device you want from the list. You don't need to change anything else.



06 Add to your device

In iTunes, go to File > Add to Library, then select the files you've just encoded. To add them to your device, connect it, click on it and then click the Movies tab. Check the box next to the videos you want to transfer, sync.

QUICK TIPS

FIVE WAYS TO BECOME A VIDEO STAR

Make the most of your videos with these more advanced tips

TIP 01

QuickTime

QuickTime Player supports a limited range of formats.

Mac users can add more, such as AVI, DivX, and FLV, by downloading the Perian plugin from perian.org. Flip4Mac (tapm.ag/f8WC1p) adds support for Windows Media files.

TIP 02

Commercial DVD

Handbrake can't rip encrypted commercial DVDs. Breaking the encryption is illegal in many countries, including the UK and US. However, it is possible to find tools on the internet that can rip DVDs first.

TIP 03

Unencrypted DVDs

DVD discs that you've made yourself, or that have no encryption, can be converted for iOS in Handbrake. Once you've chosen the disc in Source, you'll need to specify which 'Title' (usually the longest one) to convert.

TIP 04

Beyond the presets

The presets optimise video for your device. But iPad and iPhone support video up to 1280 x 720 at 30fps. Using those settings will allow you to play the file on your device and at a decent size on a computer or Apple TV.

TIP 05

Space saver

If you're short of space on your iOS device, you can tell Handbrake how big you want a video to be. In the main window, click on 'Target size' and enter a figure. The smaller the size, however, the lower the quality of the video.

KEY INFO

Works with



Time needed



Difficulty

Everyone can do it
Can be a bit tricky
Tough—but worth it!

You'll learn

How to make and
receive Skype
video calls

STEP-BY-STEP

Video chat with everyone!

Skype on the go with your iOS device

01 FaceTime is one of the flagship features of the iPhone 4 and the latest iPod touch, but comes with caveats: it only works over Wi-Fi, and between iOS devices and Macs. Skype video chats are Windows-compatible, and also work across 3G on iPhone. Of course, FaceTime takes advantage of front-facing cameras, so while you can Skype to your heart's content on an iPhone 3G, you'd have to turn the phone around to show your face. 3G video chats are jerky at best, so you're only likely to use it outside of a Wi-Fi zone if there's something really worth sharing in real-time. **NC**

QUICK TIPS

FIVE TRICKS TO GET YOU TALKING

Our five-step plan for helping you look dapper on video

TIP 01 **Keep it on a level**
It can be tricky to hold your iOS device at the right height to be flattering, since you're usually either holding an iPhone to your ear or looking down on it in your hands. Teach yourself to bring the camera to eye level.

TIP 02 **Don't be a silhouette**
Try not to position yourself in front of a window or any strong light source, because you'll come out looking like a *Crimewatch* reconstruction. If you're video calling someone, you might as well show your face.

TIP 03 **Stay at arm's length**
Keep the iPhone or webcam a reasonable distance from your face. The last thing you want is your video-chat buddy having a cardiac arrest when all they can see is a giant eyeball filling their screen.

TIP 04 **Consider your surroundings**
Bear in mind what's going on behind you, because that's what the person you're calling can see. Would you rather talk to someone who's in front of a palm-fringed beach or a sewage works?

TIP 05 **Look down the lens**
Talking to the camera treats your chat-buddy to direct eye contact rather than the sight of you looking down at the screen. Of course, if you're both doing it, neither of you is looking at the other one's face anyway.



01 Set up Skype for iOS

Download the free Skype app and sign in. You can create a new account from within the app if necessary. Go to **Contacts > Skype Contacts**, hit the **+** and then **Search Skype Directory** for your contact's username.



02 Video chat from iOS to iOS

Hit the **Video Call** button next to your contact. Answer a call and the caller's face will appear. Tap the screen to reveal the top menu, and select **Camera**. On iPhone/iPod 4, you can then switch between front and back cameras.



03 Video chat from iOS to PC

When you receive a Skype call on your computer, you'll be able to accept or reject the call. Click the green **Accept** button, and when the caller's face appears, hit the **Video** icon to start taking a feed from your webcam.



04 Video chat from PC to iOS

To make a call to an iOS device from your Mac or PC, first choose the relevant contact. Hit the green **Call** icon, and then the **Video** icon to activate the webcam. On the iPhone, the incoming call will then flash up.

KEY INFO

Works with



iPhone iPod iPad

Time needed

05 minutes

Difficulty

Everyone can do it
Can be a bit tricky
Tough – but worth it!

You'll learn

How to connect
and use a wireless
Bluetooth keyboard

STEP-BY-STEP

Use a Bluetooth keyboard with iOS

Speed up your typing with a real keyboard

01 If you work with, rather than against, the intelligent autocorrect and other smart features built into iOS, you can get up to a fair old typing speed using the on-screen keyboard on your iPad, or even iPhone or iPod touch. If, though, you're using an iPad to write a long document, or want to do more in a reply to an email on your iPhone than peck out a few

hasty words, you should consider investing in a wireless keyboard. They're easy to set up, their batteries usually last for many hours and you can pair them with almost any iOS device. And perhaps best of all, you get proper keyboard shortcuts back for copy, cut and paste, selecting text and navigating around what you've written.

Now, technically, it has to be a Bluetooth keyboard you use. If you buy Apple's dock-to-USB Camera Connection Kit, or a third-party dongle such as the one reviewed on p109, you can connect a USB keyboard, but it's not officially supported, and this trick only works with the iPad. A Bluetooth keyboard such as Apple's own Wireless Keyboard, however, works with many devices. The iPad, iPhone 3GS and later, and the third-generation iPod touch and later all work; you just might need to connect your device to your PC or Mac and update its firmware.

The even better news, however, is that we've yet to meet a Bluetooth keyboard that didn't work with our devices. Even an ancient – though still unbeaten, and sadly long-discontinued – PDA-era folding keyboard from ThinkOutside happily paired, typed and let us use the handy keyboard shortcuts.

You may, incidentally, have to use the Windows key in place of Control as the primary modifier key for actions such as cut, copy and paste if you pair a non-Apple keyboard.

Once you're all paired with your keyboard, set your device in a dock or stand – may we recommend the Twelve South BookArc that you get free if you subscribe on p30? – and you can happily bash out the most epic of documents in comfort. **CP**



01 Prepare keyboard

Bluetooth devices have to be put into a special pairing mode before you can connect them to a host device. Often, this is done by holding the power button for a few seconds until an LED starts flashing, but check your keyboard's manual.



02 Pair with your device

On your iPad, iPhone or iPod touch, go to Settings > General. Switch Bluetooth on and, after a few seconds, you'll see your keyboard listed. Tap its name, and you'll be prompted to type a passcode on the keyboard, followed by Enter.



03 Use your keyboard

That's it! You can now use your keyboard, along with many standard text-manipulation shortcuts, in place of the on-screen one. (If you want to pop it up again, tap the Eject key or F12.) We recommend iA Writer for distraction-free word processing.

Best of all, you get proper keyboard shortcuts back for copy, cut, paste, and selecting and navigating around your text



STEP-BY-STEP

Work on the go with Google Docs

Access and edit your documents and spreadsheets from your iOS device

KEY INFO

Works with



Time needed

30
minutes

Difficulty

Everyone can do it
Can be a bit tricky
Tough – but worth it!

You'll learn

To create and edit documents on the move and access them from anywhere

The days of keeping files on one computer are closing; the cloud is where it's at now. Storing your files online means that you can access and edit them from anywhere you can get on the internet – and that includes with your iPad or iPhone.

There are several options you could use when it comes to storing and editing your documents online, and our favourite is the free Google Docs, which you use through a web browser. The system's been around for a while, is very robust and is gaining features all the time, but it's only recently that you've been able to edit your documents on an iOS device without a dedicated client app. The mobile version of Google Docs is basic compared to the full desktop site you'd use on your computer, but on an iPad or iPhone it's much faster and enables you to create and do basic editing of documents and spreadsheets. You can also view drawings,

presentations or forms created using Google Docs. And, of course, any changes that you make on your iOS device will show up instantly when you view the file on another computer.

It's possible to switch to the desktop version of Google Docs on your iPad, which will give you more formatting options, but we wouldn't recommend this. Not all the

features will work on iOS devices and the whole thing runs very slowly. The editing capabilities of the mobile site are perfectly good for working with text documents on the move, so keep the more intricate work for when you're at home. For spreadsheets, we'll look at some other options. In time, we expect to see the mobile version gain plenty of extra features. **LC**



Any changes that you make on your iOS device will show up instantly when you view the file on another computer



01 Sign up!

If you don't already have one, get a Google Account by going to www.google.com/accounts and tapping 'Create an account now'. Fill in your details and tap 'I accept' at the end. Tap the link in the email you receive.



02 Get the Google app

Fire up the App Store and download the Google Mobile App, which will give you quick access to Google Docs. Tap its icon and then tap Apps at the bottom to see what's on offer. Select Docs to be taken to the mobile site.



03 Look around

At the top is a search bar to help sort through your documents, which becomes really useful over time. Below that are viewing filters and the button to create a new file, while beneath them are your folders and the Trash.



04 Your first document

Tap the New Document button and choose what you'd like to create – let's start with a text document. Give it a name and tap Create. The next screen is your editing window – tap the white area between the two bars.



05 Editing text

The iPad's familiar on-screen keyboard will pop up, enabling you to type away. As you work, changes are saved automatically and you'll see confirmation of this in the top blue bar. That's about it as far as editing goes!

Holiday shopping list

To buy:

- Sun tan lotion
- Parasol
- Beach mat
- Flip-flops

Sign out

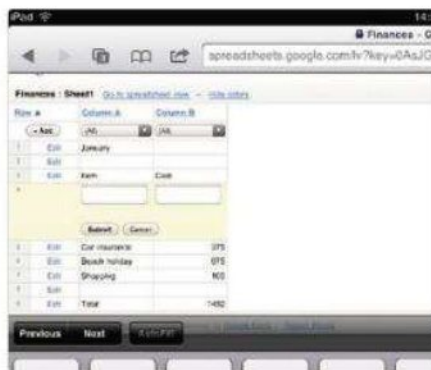
06 Back to your documents

Strangely, the mobile version of Google Docs won't let you go back to your files from a document. Either switch to another Google tab (such as Calendar) and then back to Docs, or press and open the Google app again.



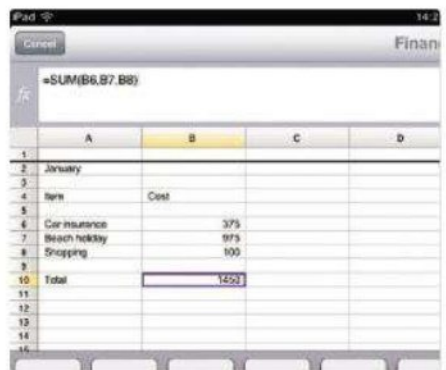
07 Edit an existing file

While you can't do fancy formatting from the mobile site, Google Docs will retain styling in documents created on a computer. When you open a file, it'll be in viewing mode. Tap Edit to make changes.



08 Spreadsheets

While the mobile version of Google Docs is fine for viewing spreadsheets, editing them is frustrating and limited. You could tap 'Go to spreadsheet view' and switch into the desktop version of Docs, but that's not ideal.



09 Google Docs apps

Editing Google spreadsheets is much easier if you get yourself an app, such as Documents To Go or Office2. They're not free, but they'll sync with your Google Docs account, so changes will still be saved.



10 Printing your work

Google Docs has its own system to create hard copies of your work called Cloud Print. It's currently Windows-only and you'll need the Chrome browser. To get started, tap the arrows next to Refresh and select Print.



11 Using AirPrint

Because you do all the editing in the Safari browser, you can print your documents as web pages, although you will get Google's toolbar at the top. Simply tap the button in the Safari toolbar and choose Print.



12 Share your documents

Currently, you can only share documents from a PC or Mac. Click the Share button in the top-right and select 'Sharing settings'. Type in the person's email address and they'll be notified they can access the file.

KEY INFO

Works with



iPhone iPod iPad

Time needed



Difficulty

Everyone can do it
Can be a bit tricky
Tough – but worth it!

You'll learn

How to use a short
passcode to prevent
strangers accessing
your device

STEP-BY-STEP

Secure your iOS device

Protect your data by securing your device

Being able to do anything on your iOS device is a double-edged sword. On one hand, it's great to have all that information on one device. Lose your iPhone, though, and you'll think differently. Your recently accessed websites, email, and passwords are in the hands of a stranger. That's bad if you lose your phone, but a calamity if it's stolen.

You can make your device safer by adding a passcode – a four-digit number – to enter each time you wake up your device. This addition to your phone's security means that if it's stolen, it will be useless without the code. You can even lock your device remotely if you have an iPhone 4, an iPad or a fourth-generation iPod touch – install the Find My iPhone app and you can lock or wipe your data remotely.

Passcode settings are under the General tab of your device's Settings. Tap Turn Passcode On at the top of the screen, and enter a four-digit number you'll remember. This is vital – forgetting means being locked out of your phone.

Assuming you left the default settings, you'll enter a passcode each time you use your device, but there's a sliding scale of security versus convenience. For example, a four-digit code will deter all but the most determined device-breakers, but the truly paranoid – or those who keep sensitive information on their devices – should slide the Simple Passcode option to Off, then tap Change Passcode. This shows a full keyboard, allowing you to set a longer, case-sensitive password, including numbers and symbols. There's even a nuclear option: the Erase Data setting at the bottom. Flick this to On and your data will be deleted if the passcode is entered incorrectly 10 times.

Entering a code every time you want to use your phone isn't very convenient, which is where the Require Passcode setting comes in. Choose this, and if you unlock your phone within a set time of locking it – five or 15 minutes, for example – you don't have to re-enter the code. Shorter times are more secure, and we recommend opting for less than five minutes, or leaving the setting off altogether. After all, what's your data worth? **DS**



01 Get started

Tap the Settings icon on your device's Home screen, then tap General. Go to Passcode Lock and choose Turn Passcode On. This immediately produces a screen on which you enter your chosen passcode. You need to enter it twice.



02 Make it easy to use

You can make a concession to convenience – tap Require Passcode and choose a sensible length of time. Unless you've got a specific reason, 15 minutes or more is too long for your phone to be unlocked. Five minutes is a sensible maximum.



03 Make it safe

Anyone with enough time and motivation is going to get around a four-digit code. If you're serious about security, turn off Simple Passcode. You'll then be given the option to enter a real password, complete with capital letters, numbers and symbols.



KEY INFO

Works with



iPhone iPod iPad

Time needed



Difficulty

Everyone can do it

Can be a bit tricky
Tough, but worth it!

You'll learn

How to use your
iPad as an additional
computer screen**STEP-BY-STEP**

Use your iPad as a second monitor

Use Air Display to give you more space to work

▶ Home computers are exceptional machines these days. They're frighteningly powerful and can multitask at speeds we as humans can only dream of. And that's the main problem with your computer – it's got one huge limiting factor: you.

One of the best ways to increase your potency and productivity at work is to attach an extra screen to your PC or Mac. You could buy a second monitor, which can be hugely expensive – not just because you need to buy a new screen, but because you may need to upgrade

Mac (running Mac OS X 10.5.8 or later) or Windows PC over Wi-Fi and, providing it's on the same local network as your computer, will turn your iPad into an extra screen.

The advantages of such a setup are plentiful. For instance, you could bring up a spreadsheet with important information on the iPad's screen while working on a document that requires the data on your main display, so you can easily reference both. Users of professional software such as Photoshop or Final Cut Pro would be able to move tool panes to the iPad's screen, freeing up more working space.

What's more, the iPad doesn't just act as a passive screen – touch works, too, so you could either use your cursor to click on tool options, or you could use your finger.

That said, there are a few limitations and drawbacks. Because the image is all being transmitted wirelessly, there is sometimes a bit of lag between you moving the cursor and it responding on the iPad's screen. What's more, it only really functions

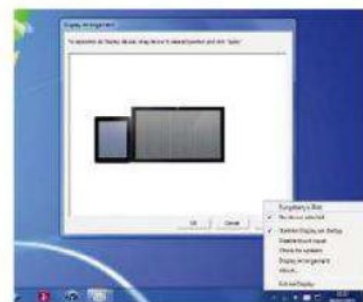
effectively with largely static windows. That means it works perfectly if you put a browser window on it, but video streams can look blocky and unwatchable.

You're also going to need a stand – after all, what good is using an iPad as a touchscreen monitor if it won't stand up on its own?

There are plenty available, but check out the BookArc Stand in our subscription offer on p30! **JR**

**01 Get set up**

Air Display pairs your iOS device with a computer by using an app on each end. Purchase and install the iPad app from the App Store, then go to avatron.com/d on your computer to download and install the partner desktop app for your system.

**02 Configure**

Click the Air Display icon in the Mac menu bar or the Windows system tray, and select your device. In Windows, select Display Arrangement to line up your screens. On a Mac, use System Preferences > Displays > Arrangement.

**03 Drag and drop**

Now you're ready to go. Your computer's display now extends onto your iPad screen. To make use of the extra space, drag windows onto the iPad using your mouse. After that, you can use the touchscreen on the iPad to make changes.



PERCOLATE, GEOLOCATE, INNOVATE

BIRMINGHAM'S URBAN COFFEE COMPANY HAS EMBRACED ITS CLIENTS' LOVE OF TECHNOLOGY

CHRISTOPHER PHIN FINDS OUT HOW TECH INNOVATION IS HELPING ONE TINY INDEPENDENT COMPANY COMPETE WITH GLOBAL BRANDS

➤ When you're a small independent company in a market dominated by gargantuan global über-brands, how do you compete? For Urban Coffee Company, a tiny concern that until recently had only one coffee emporium, located in the middle of Birmingham's business district, the answer is technology and innovation. Oh, and great coffee, of course.

It offers free Wi-Fi, embraces the so-called 'digital nomads' who come into the store toting iPads, smartphones and laptops, gives its foursquare mayor a free coffee every week, exploits Twitter and Facebook, and even has its own app to let you order your cup o' joe on your iPhone before you arrive. We went to meet with founder Simon Jenner to find out – over a cup of coffee, naturally – how Urban Coffee is out-innovating Starbucks, Caffè Nero and Costa.

Let's start with the iPhone app. "We originally looked at an app early last year and got a few speculative quotes," says Jenner. "They were coming in at £6,000 and more, and given we couldn't see the app being a clear revenue generator, we

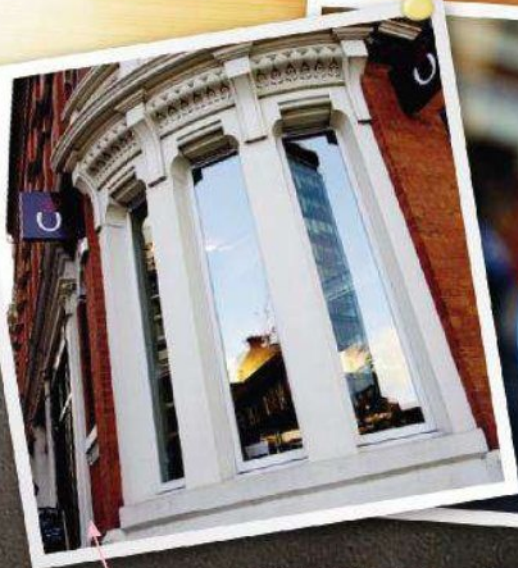
couldn't justify getting one at the time." Happily, one of Urban Coffee's regular customers had been experimenting with developing for iPhone, and was looking for a project to focus his new skills.

"One day, I had a sudden eureka moment that a coffee shop app would be a great first project," says Scott Remnant, a developer who now works for Google. "I wondered why Urban, with its tech-savvy customer base, hadn't got one already.

"I had an idea of how the flow of the app should work, so I created a quick mock-up of the process on my iPhone for the first meeting with Simon. When we met, I was able to give him an idea how it would work. The overall development process then consisted of a series of beta versions sent to a few people to make sure things were heading in the right direction and to get feedback. We had a few in-person meetings along the way, too."

The tech side of things, then, was quite simple; the only problems the company encountered were boringly real-world. "The major issue for us was not technical but to do with practicalities within the coffee





THIS INDEPENDENT IS
GIVING THE BIG CHAINS
A RUN FOR THEIR MONEY
WITH ITS INNOVATIONS



HOW THE APP WORKS

Scott Remnant explains how the Urban Coffee iPhone app works behind the scenes. "We decided that the best way to integrate was to add a screen behind the counter that would show incoming orders and an estimated arrival time, so the Urbanista could prepare the order and the customer would join the usual queue to pay and collect. The screen simply shows a dynamic web page, which is the



The app enables customers to order their coffee online.

same web app the iPhone application posts the orders to; this server also maintains a connection to Apple's Push Notification server, which allows us to send messages to customers when their order is ready."

emporium," says Jenner. "How were the baristas alerted to the order, what happens if a customer didn't turn up, what happens if they were late and it had gone cold, what happens if we needed to stop taking orders; that sort of thing."

SOCIAL ENGINEERING

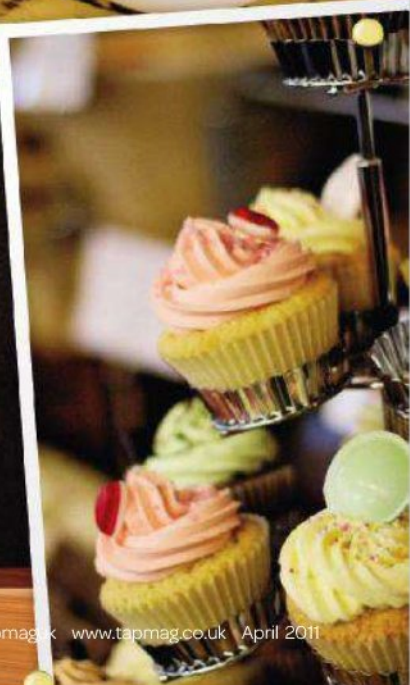
That's a common concern of Jenner's. He'd like to evolve the app to add the ability to pay directly from your phone, either through Apple's in-app purchase mechanism or using an alternative such as pre-pay vouchers, as well as features such as a loyalty card. Again, however, though the technical side of implementing these in the app is relatively trivial, integrating them into the till system in the coffee shop is impractical – tills are notoriously complex, archaic systems, and trying to get till manufacturers to do development work such as would be required here is traditionally ruinously expensive.

But while a company as small as Jenner's can't afford the tens-of-thousands of

pounds of investment needed for this kind of end-to-end payment system, its small size brings other advantages. Urban Coffee can move quickly to make small investments, such as in the app – which, though Jenner says he doesn't think it has directly driven any significant revenue, has contributed to the customer experience, building loyalty. Plus the company can implement decisions quickly because there isn't a huge corporate structure. It can also build very close, personal relationships with its customers.

For example: everyone at Urban Coffee, including every barista, has access to its @urbancoffeeco Twitter account, and is encouraged to post to it and respond to tweets from customers. Sure, sometimes someone says something that makes Jenner wince a little, but he thinks everyone on Twitter understands that it's a conversation, and appreciates that humans are actually tweeting real views; Urban Coffee's Twitter feed isn't some bland, triple-approved corporate-speak.

ITS COFFEES
AND CAKES ARE
COMPLEMENTED
BY FREE WI-FI



NEED TO KNOW

- ▶ **Android** This is an operating system – a basic set of instructions – for smartphones that's a rival to iOS, the operating system used by Apple for its mobile devices.
- ▶ **Facebook** A huge social network.
- ▶ **foursquare** A location-centric social network, in which people can 'check in' with venues they visit, share tips and plan their itineraries, and unlock virtual achievements and sometimes real gifts.
- ▶ **NFC** Near Field Communication, a set of wireless technologies that let devices communicate quickly and easily when in close proximity.
- ▶ **Twitter** A social network in which you post short messages and interact with friends, customers and more.



THE STAFF USE TWITTER TO ENGAGE WITH POTENTIAL PATRONS IN URBAN COFFEE COMPANY'S LOCAL AREA

Jenner credits Twitter with some of the emporium's initial and ongoing success. When it opened in 2009, it kept an eye on people tweeting about coffee within a five-mile radius, and tweeted them directly to invite them to pop into Urban Coffee. What's more, he maintains that this active social engagement brought in a clientele that its business-district premises would otherwise have struggled to attract. At the weekend, knitting groups, book groups and even a group of folks who get together to play board games ensure Urban Coffee is always busy, while many neighbouring businesses are almost deserted. And all this without any traditional advertising.

LOCATION, LOCATION

Urban Coffee rewards its foursquare mayor with a free coffee every week, but Jenner's not sure this is working as well as he originally intended. "If you have a regular customer then it's very difficult to knock them off the top spot, and therefore what should have been a competitive thing becomes a fixed thing. That said, we do think geolocation promotional tools will be a critical battleground for retail over the

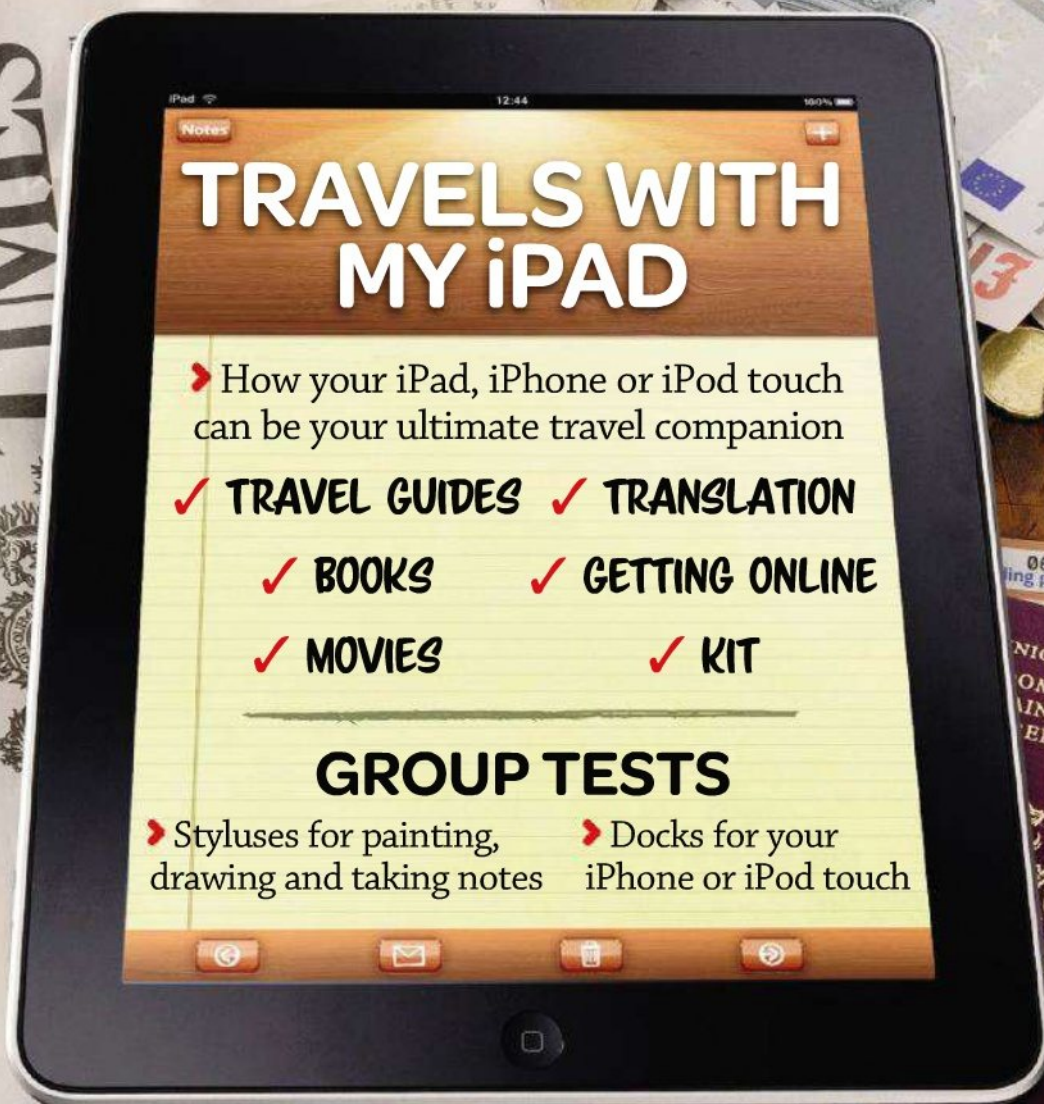
next few years." And Jenner has lots of ideas for what he wants to do over those next few years. As well as plans for expansion – with a second emporium just opened in Birmingham and plans for one in Manchester – he's keeping an eye on tech trends. He hopes to port the app to BlackBerry and Android, and is excited about the possibilities for instant, contactless payment that the rumours of NFC in future iPhone models will bring.

With 18 months' experience under his belt, then, what advice would Jenner give to other independents looking to stand up to the big boys? "I recommend: invest now and innovate like crazy, because the big high street chains will not be able to keep pace. Independent coffee shops are already giving the high street chains problems, because we can provide a better cup of coffee by higher-trained baristas. If we now out-innovate them on the tech side, then we will start to see a change in the makeup of our high streets, which can only be a good thing."

Wake up and smell the coffee, Starbucks – tech innovation is helping little independents punch above their weight. ●



NEXT ISSUE...



PLUS!

**GREAT APPS UNCOVERED,
AWESOME NEW GAMES
AND MUCH MORE**

Contents subject to change

ISSUE 4 ON SALE 12 MAY!

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Kit

THE LATEST STUFF, TESTED PROPERLY!

THIS MONTH I'VE BEEN PLAYING WITH...



Memorex Mini Alarm Clock Radio

Wake to charged iPhone and the sound of your favourite track every morning

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➤ Alarm clock docks (just you try saying that fast after a couple of shandies) are, to my mind at least, one of the best examples of the way technology can fit seamlessly into daily life. You simply pop your iPhone into your dock before you go to bed and you wake refreshed to a fully charged device and the sound of your favourite music. Brilliant!

The Memorex (reviewed as part of our group test, starting on p102) instantly caught my eye when it came into the office. I love the retro styling, and I remember the Memorex brand from the good old days when you had to record your computer programs onto cassette. Therefore, I was delighted when it turned out to not only look great, but also be a winning product. It's just so simple to use, which is exactly what you want when you rise, bleary-eyed, to face the world, regretting those last two shandies you had the night before.

Graham Barlow
Editor-in-Chief



AN EIGHTIES-STYLE DIGITAL DISPLAY TELLS YOU THE TIME CLEARLY



ALL YOUR IPOD CONTROLS
ARE HERE, PLUS THERE'S A
GIANT SNOOZE BUTTON AT
THE FRONT!

>ALSO IN THIS ISSUE...

Our handy A-Z guide to help you find kit fast!

Apple In-Ear Headphones.....	98	Memorex Mini Alarm	
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>KEY INFO



Works with This is meant to be an at-a-glance indication of whether the accessory is intended for your device. Sometimes, a piece of kit will technically work with devices not highlighted, but we make a judgement call each time about their suitability, and suggest only those devices we think are most suitable. Check with the manufacturer for detailed compatibility info.

Price The price we quote is not the RRP or MSRP. We research online to find the cheapest price, including VAT – though not delivery, since that can vary widely depending on locations – from a reputable store. Prices are correct at the time of writing.

>THE RATINGS

★★★★ Rarely given; a brilliant accessory that is essentially perfect
 ★★★★ A strong recommendation to buy; kit has only minor flaws
 ★★★ A recommendation to buy, but with some caveats
 ★★ Fundamentally flawed either in concept or execution
 ★ A waste of your money and everyone's time; do not buy
 Yes, we sometimes give zero stars; this kit is irredeemable crap



Given at the discretion of the editor for kit that is exceptionally good

5 'STEP-UP' EARPHONES

The earbuds you get in the box aren't doing your music justice; upgrade to something better!

Apple called the iPhone "the best iPod we've ever made" when it was launched, and while you'll hear no argument from us, it's nevertheless ironic that the company that has so completely reinvented the music industry ships headphones with its iPods, iPhones and iPads that are mediocre at best.

You're really not letting your music shine if you stick with Apple's standard white earbuds, and their leaky sound is likely to turn fellow passengers on public transport against you. In this group test, we've selected five 'step up' earphones – models that you should consider if you

want to get more from the music, movies and podcasts on your device. Even better: we've selected those that aren't especially expensive.

Whether you've received an iPhone, iPad or iPod touch for Christmas, your notoriously delicate white Apple buds have broken for the umpteenth time, or maybe you just want to upgrade your sound, we'll tell you which of these five sets is right for you.

We've lived with these headphones for weeks, playing a huge range of music at different bitrates – including lossless – and when we came to grade the audio performance,

we sat down in a quiet room with a carefully selected playlist of eight tracks, each representing a particular musical genre or demonstrating a specific audio characteristic, such as stereo separation.

In testing their abilities as handsfree kits, we set up a controlled environment with loud ambient white noise –

a stereo playback of a stream and some other nature noises – and made several calls over a normal phone line for the most useful real-world testing scenario.

So join us: ditch your buds and step up to one of these sets. Your albums deserve it!

HOW WE SELECTED...

While we set a rough budget, the selection here was more about picking headphones that offered a significant step up in quality. One note: the Apple headphones in this group test are not the ones that come in the box and are £26 on the Apple Store; they're the fancier, dual-driver models.

WHAT WE TESTED...



01 Apple In-Ear Headphones



02 Denon AH-C260R



03 Etymotic mc3



04 Sennheiser MM 70i



05 Shure SE115m+



THE THREE-BUTTON REMOTE ON ALL THESE MODELS LETS YOU ADJUST VOLUME AND PLAYBACK ON MOST iOS DEVICES

TEST ONE

PLAYING MUSIC

Predictably, the most expensive headphones here gave the best results when judged on audio quality alone. Shure defaults to fitting its headphones with slightly unusual foam earbuds. They make putting them on a bit of a palaver – you have to roll the foam between your fingers to compress it before holding them in place in your ears to let the foam expand – but it's worth it. The foam provides excellent sound isolation, blocking out most ambient sound, and letting the gorgeous audio shine. Bass is powerful and dense, but it doesn't overwhelm the mid or treble, and vocals float right on top of the instruments. Listening to layered, complex tracks is a joy because you can shift your attention easily to listen to each part of the track. Truly, these are stellar earphones, and genuinely not overpriced at £83.

You don't, however, have to spend that kind of cash to get good audio. Even Apple's In-Ear Headphones, almost half the price of the model from Shure, really impressed us. Different parts of a track – different

frequencies in the audio – aren't as crisply defined as with the Shures, but they still deliver rich sound that's a significant step up from the white earbuds that Apple supplies with its devices. The bass is a little muffled and the treble a little tinny, but for £44, they're great value.

The same, however, can't be said for Denon's AH-C260R; despite being initially impressed when we first plugged them in and just used them casually, when we sat down to really concentrate on the audio, it

💧 They have a warm, saturated tone that make acoustic, vocal-heavy tracks sound lovely 💧

became clear that £37 wasn't buying you an awful lot. They're not actively bad, and if you were to ditch your bundled buds for these, you'd be blown away (at least initially) by the huge, bombastic bass – but that's pretty much all they're good for. Frequencies are a little muddled and the treble feels unpleasantly sharp; great, then, for dance or R&B, but not for much else.

We were happier with the Sennheisers. Though we were wary of their cables'

flimsiness, they actually belted out some terrific sound; very loud, with a lovely warm, saturated tone that made acoustic, vocal-heavy tracks sound wonderful. Note, however, that what Sennheiser has apparently done here is to trade fidelity for impact; our familiar test music sounded great, but not quite as it should. Instead, it was as if someone had applied a fresh coat of varnish to an old master; sure, the colours are more vibrant, but it's not what it's 'supposed' to look like.

Etymotic's mc3s are quite the opposite. While to some ears the sound they produce is a little clinical, they are actually exceptionally good at reproducing music. This kind of dispassionate, efficient playback might not be to everyone's taste, but we love it, and when we came to grab a set from the five draped on the desk, we found ourselves reaching for Etymotic's earphones time and again.

HOW DID THEY SCORE?

Apple In-Ear Headphones	★★★★★
Denon AH-C260R	★★★★
Etymotic mc3	★★★★★
Sennheiser MM 70i	★★★★★
Shure SE115m+	★★★★★

TEST TWO

MAKING CALLS

All sets have a microphone built into the little in-line remote, so they can be used as handsfree kits to make and receive calls, and, on devices that support it, interact with the phone using Voice Control.

A black mark immediately against the model from Denon, then, since positioning the mic/remote where the left and right earphones meet – below your sternum – means that it can't be used hands-free at all; you have to hold the mic up to your mouth.

The very best results were from Etymotic's mc3s; our voice was picked up clearly – even having a decent stab at isolating it from ambient noise – and, unlike with the Shures' very snug foam earbuds, the nature of the seal didn't mean that your own voice echoes around your head.

There were no strong disappointments.

HOW DID THEY SCORE?

Apple In-Ear Headphones	★★★★★
Denon AH-C260R	★★★★
Etymotic mc3	★★★★★
Sennheiser MM 70i	★★★★★
Shure SE115m+	★★★★★

TEST THREE

DESIGN & FEATURES

Sometimes, it's the simplest things that remind us why we love Apple's industrial design. Take, for example, the case in which you can store your Apple In-Ear Headphones; it looks simple enough – a two-part plastic triangle with soft, rounded corners – but it's almost irritatingly well designed. Slot the headphones into the middle and begin to wrap the cable around the perimeter, and you'll notice that bumps on the cable – the mic/remote, the bit where the two cables join – always fall along one of the edges of the triangular case, and never try to fold around the corners. Apple's discreet remote is also the best of the bunch – the huge carbuncle on the Shures' cable is ungainly, and it's actually surprisingly hard to differentiate the buttons by touch alone.

Most of the others just include a pouch or case into which you can loosely coil the cables. Sennheiser at least includes a rubbery thing you're supposed to wrap the cables around, but for the life of us we can't figure out how it's supposed to work; it's like one of those Christmas cracker puzzles. (Sennheiser, by the way, is the only manufacturer here to opt for asymmetrical

cables, where you insert the earbud with the shorter cable into your left ear and bring the longer right cable around the back of your neck. Whether or not you like this system is very much a matter of taste.)

Denon gets a smack on the wrists for positioning its remote so low down on the cable. Not only does this mean that you have to bother to bring it up to your mouth if you want to use the mic – it will pick up sound when dangling, but not well enough for your caller – but if you're in the habit of threading the cable neatly under your clothes, the remote buttons will be covered up.

The models from Denon and Sennheiser have worryingly slim cables; treat with care.

As well as a range of excellent eartips in the Etymotics' box, you can have custom-moulded earbuds made.

HOW DID THEY SCORE?

Apple In-Ear Headphones	★★★★★
Denon AH-C260R	★★★★
Etymotic mc3	★★★★★
Sennheiser MM 70i	★★★★★
Shure SE115m+	★★★★★



FEATURES TABLE	Apple In-Ear Headphones	Denon AH-C260R	Etymotic mc3	Sennheiser MM 70i	Shure SE115m+
Final score	★★★★★	★★☆☆☆	★★★★★	★★★★☆	★★★★☆
Price	£44	£37	£70	£55	£83
Manufacturer	www.apple.com/uk	www.denon.co.uk	www.etymotic.com	www.sennheiser.co.uk	www.shure.co.uk
Frequency response	5Hz – 21kHz	20Hz – 23kHz	20Hz – 15kHz	18Hz – 22kHz	22Hz – 17.5kHz
Impedance	23 ohms	16 ohms	16 ohms	16 ohms	16 ohms
Cable length	1.065m	1.3m	1.22m	1.4m	1.3m
Cable style	Symmetrical	Symmetrical	Symmetrical	Asymmetrical	Symmetrical
Connector style	Straight	L-shaped	J-shaped	Straight	J-shaped
Weight	10.2g	15g	13g	12g	22g

And the winner is...

Etymotic mc3 £70



Music to our ears; terrific audio, solid design, and the option of custom moulds

With this group test, happily, our job is pretty easy. The decision on which set to buy comes mostly down to how much money you have to spend. If you're feeling flush, then Shure's SE115m+ set is unmatched here if you're judging on straight music playback alone. There's something that happens when you get towards the £100 mark that makes expensive headphones sound not just better than their cheaper brethren, but actively different to them. You begin to listen to old favourite tracks in a new way, and discover subtleties – even entirely new instruments – in albums you thought you knew inside-out. The problem with the Shures, however, is that they're not especially good at the other stuff; the big remote is ungainly, and the foam earbuds, so great for music, mean your voice echoes

distractingly inside your head when using it as a handsfree kit.

If, on the other hand, your budget is stretched, Apple's own In-Ear Headphones are actually a terrific step up from the white earbuds that come bundled with iPhones, iPads and iPod touches. They're great value, sound genuinely accomplished, and are without doubt the best-designed earphones in this

💧 **Even if you wear them when you run, they should stay in your ears** 💧

group test. It's not just that they look smart – and, for hardcore Apple fans, that they mean you can still have white Apple earbuds discreetly announcing your brand loyalty – but that even such a simple thing as the case shows Apple's astonishing attention to detail. These earphones are so good that

they've replaced Sennheiser's MM50 iP earphones in the Tap! Top 10 on p112.

Ultimately, though, the best balance of price and overall performance here comes from Etymotic. Again: these are not the headphones for you if you love thumping great gouts of meaty bass, but if your taste is more refined, the mc3s are absolutely superb. It's not just in playback that they impress, however; they're great for making/taking handsfree calls, and the standard 'mini Christmas tree'-style tips mean that they fit snugly and comfortably in your ears. Even if you wear them when running, you're unlikely to dislodge them. Plus, if you want to boost the fit even more – and so improve sound by creating an even better seal – you can opt to have custom moulds made for your ears. **CP**



Tap! VERDICT

"Beautifully clean, pure audio, and when you're ready for an upgrade, get custom tips made."



5 ALARM CLOCK DOCKS

Charge your iPhone or iPod touch, enjoy your music and never oversleep, all thanks to one of these handy bedside pals

With so much technology available, it could take over your whole house if you're not careful. Just look at your bedside table – you've probably got an alarm clock there, your iPhone charger wire will be lying around somewhere (if it hasn't fallen

down the back) and you may even have a radio. Now wouldn't it be good to do away with all that clutter and replace it with a single sleek bit of kit that does all those jobs? That's where the alarm clock dock comes in, and we've put five through their paces so you can choose your perfect

bedside companion. We tested each one for real-world usability, looking at things like how easy it is to find the snooze button when you flail your sleepy arm in its vague direction in the morning.

They don't all have identical sets of features, so you won't get a DAB or FM radio in all of them,

and others have neat features such as multiple alarms or twin docking ports, so you and your partner can both charge your phones as you sleep and then wake up at different times if needed. But remember that even if the dock you go for doesn't have a radio, there are plenty of apps to

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THE XTREMAC LUNA'S LEFT SPEAKER CAN BE DISCONNECTED, SO YOU COULD PUT IT AT THE OTHER SIDE OF THE BED



WHAT WE TESTED...



give you these abilities on the App Store, so don't let this be a deal-breaker if you think the dock suits you otherwise. Some models also have remote controls, so if you're really lazy you can flip through your music collection without even needing to reach your arm across.

And while they're all models that plug into the mains, you need never be worried about missing your alarm if there's a power cut because you can put backup batteries in every single one of them. This means the beeper will still go off, even if there's been a blackout. Sleep tight!

HOW WE SELECTED...

Having a digital clock by your bed was a must here, as was an alarm to wake you in the morning. But aside from those key features, we went for a range of models, prices and sizes so there would be something to suit everyone's needs, budgets and space constraints.

THE IHOME iP88 DOCK ACTUALLY FEATURES TWO DOCKS FOR IOS DEVICES, SO TWO PEOPLE CAN CHARGE THEIR PHONES!



TEST ONE

REAL LIFE USE

Being woken up is possibly the least pleasurable part of the day, so you don't want an alarm clock that's going to make your mood worse by being tricky to use. To make sure you get up smiling, we put our docks through rigorous early-morning tests. (We are *that* dedicated.)

When you're half asleep, fumbling around looking for a teeny-weeny button to shut the alarm up will only make you cross – you want something big and prominent. All five obliged; our only complaint being with the Logitech's front-mounted dial – hitting it edges the dock backwards until one day you knock it over the edge.

Another essential feature we wanted was a screen dimmer so we could keep the room dark at night. The Logitech is the only one without a specific dimmer control, though its display darkens when you switch it off.

All five have volume controls for the iPod, but we were keen to see buttons on the dock to play, pause and skip tracks – having to unlock your iPhone to jump to the next song is too fiddly. As for using the rest of the

buttons and wheels, let's look at each dock in turn, starting with the iHome.

Its twin dials are nice in theory, but the way they're set up – a play/pause button for the respective iPods at the centre of each, but only the left dial controlling the volume – is pretty counter-intuitive. The tops of the dials aren't grippy enough either, meaning they slip under your finger, especially if you've got dry skin. It's also missing controls to skip to the next or previous song.

💡 You don't want to be fumbling around looking for a teeny-weeny button to shut the alarm up 💡

The designers of the Sony dock have crammed a whopping 27 buttons onto its two top surfaces, and frankly, that's way too many. While some are easy to find, such as the full iPod controls, others aren't. Less is more, especially early in the morning!

Logitech has heeded those words, with just five buttons and a dial to set the alarm or alter the volume. Alright, there are no music controls beyond shuffle and repeat, and it doesn't need lots of buttons because

its features are limited, but we still applaud this kind of simplicity. XtremeMac has also done a good job at keeping it simple. The bare minimum of buttons is tempered only by the fact that there's little in the way of divide between them – perhaps a bit too much style over substance – but it's easy enough to use, despite the lack of controls to skip through your songs. XtremeMac also makes two free apps you can install on your iPhone or iPod touch to control the Luna SST from your iOS device when it's docked. We liked the friendly iOS interface, but you don't get much in the way of added features.

And then there's the little Memorex, the only one that realises your iPhone or iPod needs to lie down just as much as you do. A little rest supports whatever device you dock. There are full iPod controls, including a superb volume dial, which you also use to alter various settings. For a bedside dock, it's pretty darn close to perfect.

HOW DID THEY SCORE?

iHome iP88	★★★☆☆
Logitech Pure-Fi Express Plus	★★★★☆
Memorex Mini Alarm Clock Radio	★★★★★
Sony XDR-DS12iP	★★★★☆
XtremeMac Luna SST	★★★★★

TEST TWO

FEATURES

Not all alarm clocks are equal, and we've got a really mixed bag here as far as special features go. First and foremost, the wake-up function: how many alarms can you set and how does the dock raise you from your slumber? Well, all but the Logitech can do so using the songs on your iPod or iPhone or their built-in radio (the Sony even has a DAB one). The Sony and XtremeMac docks have two alarms, while the iHome lets you set three. This is useful if you and your partner/sibling/whoever else you share a room with have to get up at different times, but remember you can still set more alarms on your iPhone. Another neat feature of the iHome and Sony is that you can set your alarm to be for all days, weekdays or weekends, so you'll never again be woken up at 7am on Saturday because you forgot to turn the alarm off when you stumbled into bed the night before.

All bar the Memorex have mini remote controls, and while this is novel, you're never really going to be so far away from a bedside dock that you can't reach it easily.

One thing that drew our eye to the iHome was its twin docking ports, so that you can charge two iOS devices at the same time and be woken by the tunes from either. Also of note here is the XtremeMac's left speaker, which can detach from the unit and be placed elsewhere in your room (perhaps on the other side of the bed). Again, a nice idea,

💡 All of the clocks here will take backup batteries so you needn't worry about power cuts 💡

although it does mean the snooze button may no longer be within your reach. You have been warned.

As we mentioned previously, all of the clocks here will take backup batteries so you needn't worry about power cuts. The Logitech will even run off its batteries, though you do need six of them.

HOW DID THEY SCORE?

iHome iP88	★★★★★
Logitech Pure-Fi Express Plus	★★★★☆
Memorex Mini Alarm Clock Radio	★★★★★
Sony XDR-DS12iP	★★★★★
XtremeMac Luna SST	★★★★★

TEST THREE

AUDIO QUALITY

Getting amazing sound isn't the most important consideration when it comes to a bedside speaker dock, but equally you don't want your tunes to sound awful. And they needn't, because there's good stuff here. Strike off the iHome iP88, which sounds flat and a bit tinny – not for the audio aficionados.

We weren't expecting much from the Memorex given its small size, but were pleasantly surprised by the detail in the sound. Its sideways-facing speakers also give good stereo separation. It's the same for the XtremeMac, although its sound wasn't the best we've ever heard. The Sony and Logitech are a cut above, the latter being our favourite. The sound is full-bodied and the bass deep and well-defined – we'd listen to it all day.

HOW DID THEY SCORE?

iHome iP88	★★★☆☆
Logitech Pure-Fi Express Plus	★★★★★
Memorex Mini Alarm Clock Radio	★★★★★
Sony XDR-DS12iP	★★★★★
XtremeMac Luna SST	★★★★★



	iHome iP88	Logitech Pure-Fi Express Plus	Memorex Mini Alarm Clock Radio	Sony XDR-DS12iP	XtremeMac Luna SST
Final score	★★☆☆	★★★★	★★★★★	★★★☆☆	★★★★
Price	£75	£65	£45	£80	£82
Manufacturer	www.ihomeaudio.com	www.logitech.co.uk	www.memorex.co.uk	www.sony.co.uk	www.xtrememac.com
Inputs	2×dock connectors, aux in	Dock connector, aux in	Dock connector, aux in	Dock connector, aux in	Dock connector, aux in
Alarms	3	1 (beeper only)	1	1	1
Radio	FM/AM	No	FM	DAB/FM	FM
Batteries	2×AA (backup only)	6×AA	2×AAA (backup only)	CR2032 button cell (backup only)	3×AAA (backup only)
Dimensions (W×H×D)	264×90×175mm	345×125×115mm	148×70×148mm	290×150×135mm	255×75×140mm
Weight	1.5kg	1.42kg	0.61kg	1.6kg	1.0kg

And the winner is...

Memorex Mini Alarm Clock Radio £45

This cute and unassuming little unit does the job near enough perfectly

Had this been about sound alone, the Logitech would have won, with the Sony not far behind. But these docks aren't meant to rock your party or be the soundtrack to your cooking – they're to wake you up with a smile every morning. Not that we ignored sound quality altogether, but we focused on usability.

That's why we discounted the Sony – great and feature-packed though it is – as being too complex for a bedside dock. The Logitech hit the other extreme of not quite packing in enough features, especially the lack of iPod controls or using your music as the alarm.

We liked the iHome because of the twin docks and triple alarms, but it wasn't as easy to use as the Memorex, the sound quality was inferior and the whole thing just felt a bit cheap despite its relatively high price.

💧 Its controls strike the balance between too little and too much 💧

The XtremeMac Luna SST is well-made and as far as features go, it's pretty good; the only thing that really lets it down is audio quality. The Memorex does pump out much better sound than the

XtremeMac, but there are other reasons we love it, too. Its controls strike the perfect balance between too little and too much, and the volume dial is excellent. If only the rear-mounted dimmer switch was slightly more accessible and the music controls had raised dots on them, this would be inching towards a five-star rating. A second alarm would be nice too, but as we said, it's not a deal-breaker since you can set more on your iOS device.

We also love the Memorex's diminutive footprint. Bedside

tables are often pretty small, and this is by far the least space-hungry of the five (although if you detach the XtremeMac's second speaker, the remaining unit is only marginally bigger). And just in case you hadn't noticed, it's also the cheapest by a long way. **LC**

Tap! VERDICT

"As a bedside companion, this is a cracking little alarm clock at a great price."

★★★★★



Tap!
EDITOR'S
CHOICE!

WE USED THE ZAGGMATE AND
APPLE'S PAGES APP TO WRITE
THIS REVIEW

ZAGG ZAGGmate with keyboard

Got a lot to say? Maybe the iPad's on-screen keyboard just isn't up to the job...



KEY INFO

Works with



Price £90

Manufacturer

ZAGG

Website

www.zagg.com

Although the iPad's on-screen keyboard is remarkably usable, especially if you just go with the flow and let iOS's autocorrect catch most of your typos, lots of people pine for a 'proper' physical keyboard for entering large amounts of text.

You could opt for the official Apple Bluetooth keyboard paired with a stand of some kind, or you could instead choose a keyboard-and-case combo. Back in issue one, we took a look at the KeyCase Folio, a Spectrum-style membrane keyboard in a cheap, fake leather case that left us cold. And now, while we await the ClamCase's materialisation (it should be here next issue, we hope), it's the turn of this combo from ZAGG.

It's basically a Bluetooth keyboard recessed inside a metal tray, which is lined with high-

density foam to provide a modicum of protection from falls. (The case promises 'ultimate drop protection', but we think that might be a smidge optimistic.) You

can use it as a case by pushing your iPad in face-down – there are cutouts in the imperfectly shaped foam to accommodate the iPad's various protuberances – and when you want to type, a worryingly flimsy-looking plastic stand flips up to support the iPad in portrait or landscape orientation. The

You could use the ZAGGmate with any iOS device, plus most Macs or PCs, but it's made for the iPad.

system is perfectly serviceable, but we did feel slightly nervous when passing the whole contraption to a colleague over the desk, fearing the little lip at the top of the keyboard would be insufficient to hold the balancing iPad in place. It was, however, fine when used flat on a desk. Our main concern is that the hinge in the flip-up stand is merely thin, bent plastic, and we'd fret about its resilience.

The Bluetooth keyboard is decent, too. Setting it up is simple, and while, yes, you technically have to make sure that your keyboard is charged as well as your iPad before you head out to do some work, we couldn't exhaust it. And if it all feels a bit cheap compared to Apple kit, the build quality is certainly adequate.

Plus, by making it Bluetooth, you could choose to use it with almost any iOS device – follow the tutorial on p87 for more detail – or indeed most computers that have Bluetooth. So you could use it with your Mac or PC if you liked.

Yet while there are some nice touches – dedicated Home, brightness, playback and volume keys, plus the fact that standard keyboard modifiers work to

navigate around your text – the overall experience is no more than competent. The lips of the case tray interfere with hitting characters at the edges of the board, with a bar at the front often blocking your thumb from pressing the spacebar. What's more, the odd arrangement of the arrow keys makes moving around your text a little frustrating if your muscle memory is expecting an inverted-T arrangement. That said, if you're a hunt-and-pecker, often looking at your digits, you'll probably be less annoyed by this than a touch typist (but in that case, the on-screen keyboard would suffice). Plus, it's pricey.

Still, it does work, and reasonably well, so it gets a classic three-star rating: a guarded recommendation to buy. **CP**

Tap! VERDICT

"Reasonable. All right. Does the job. But it isn't an pleasure to use, and it's not cheap."



Our concern is that the hinge in the flip-up stand is thin, bent plastic

IK Multimedia iRig Mic

Plug in, baby, and turn your iPad or other device into a home recording studio!

JACK YOUR HEADPHONES INTO THIS PASS-THROUGH PLUG TO MONITOR MULTITRACK RECORDINGS

KEY INFO

Works with



Price **£33**

Manufacturer

IK Multimedia

Website www.ikmultimedia.com

The mic built into the iPad, iPhone and latest iPod touch is fine for voice memos and the like, but if you want better fidelity for, say, recording music, you need something meatier. For example, the iRig Mic, a solidly built condenser microphone that connects to your device using a two-way mini-jack connector. This allows you to record vocals and other instrumental tracks while monitoring in real time, or you can connect it up to an amp or speaker system and use it for public speaking or performances.

The iRig Mic's traditional design evokes the classic Shure SM57 studio mic and is rugged enough to be used either handheld in a live environment or fitted into any standard mic stand for use in a home studio or office. It also has a

three-level gain switch on the side, which allows you to alter the mic's sensitivity – it's great for making quick adjustments without having to search through app settings.

The audio quality is very good too, if slightly tinny at close range. It picked up vocals over a variety of distances and also did a great job of capturing fine detail such as guitar finger plucking on all three sensitivity settings, which matched up very well to the pro studio mic we tested it against.

The iRig will work with any recording app, but it is at its best when used in conjunction with multi-track recording apps such as IK Multimedia's VocaLive or AmpliTube. You can download free versions of these from the App Store, but you'll need to make an in-app purchase to unlock their full abilities. **AT**



Tap! VERDICT

"A mic with classic good looks that turns your iPhone or iPad into a true pocket recording studio."



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IK Multimedia iKlip

Never forget that solo again with this awesome iPad mic stand

Tap! EDITOR'S CHOICE!

You may recognise the iKlip from the image above. Here's the rear view, showing off the cradle.

KEY INFO

Works with



Price **£25**

Manufacturer

IK Multimedia

Website www.ikmultimedia.com

One of the conundrums any musician faces is where to put your music when playing a gig or recording in the studio. It's not that there aren't options, but few are good. Traditionally, you'd either perch it on a rickety metal music stand, which might give way at any moment, or scatter it on the floor so you're constantly singing or playing to your shoes.

The iKlip solves this problem by attaching to your mic stand so you can view music or lyrics on your iPad while facing into a mic above. This allows you to assume the optimum position for your respective instrument and means you no longer have to look back and forth between music and mic.

The iKlip screws firmly in place and your iPad slides securely into a five-limbed cradle with a

prominent X shape. This grips the edges, giving you access to the various ports while holding it in place. You can then happily tap the screen quite forcefully without any fear of it dropping off or sliding out when you get to that all-important solo.

Your iPad can be positioned in either landscape or portrait orientation and you can adjust the angle using the cradle's multi-point adjuster. Sadly, you can only change orientation when the iPad is out of the cradle, though, since this must be physically unscrewed from the clip before you can rotate it. Still, this is a minor annoyance and a small price to pay for stability at all other times. **AT**



Tap! VERDICT

"Phenomenal. Brilliantly conceived and sturdily built, this is a must-have for the modern musician."



Pioneer XW-NAW1-K

Does this wall-mountable iPod and iPhone speaker dock's lack of bulk have implications for sound quality?

KEY INFO

Works with



Price **£130**

Manufacturer

Pioneer

Website www.pioneer.eu/uk

Input Apple dock connector, 3.5mm audio jack

Outputs

Component video

Power consumption

13W (0.9W standby)

Audio power

2 x 15W

Speaker types

2 x 76mm full range speakers, 2 x 13mm tweeters

Weight 3.3kg

Pioneer probably isn't the first name that springs to mind when thinking of iPod and iPhone speaker docks, but it may be up there when you think in terms of audio quality. While the company produces several portable devices, the catchily titled XW-NAW1-K is very much a home unit.

Indeed, its key selling point is immobility – the device can be hung on the wall. There are two mounting holes on the back for doing this and a plan of the necessary measurements in the box. That said, you can also stand the unit upright thanks to two sturdy plastic feet that slot into the back, and at 3.3kg, it isn't so heavy that you couldn't take it to a party.

The XW-NAW1-K is, however, reasonably thin, although whether you think 8cm is thin enough to be wall-mounted is up to you. We think it does work, but it juts out a reasonable way.

So how does it sound? Well, while it's not an absolute rating, 15W + 15W RMS isn't in the league of hi-fi speakers, but is a considerable step up from most sub-£100 speaker docks and, for the size of this unit, gives beefy volume. We played a variety of classical, rock and pop through the speakers (lossless as well as 192kbps) and in terms of oomph, you couldn't really expect much more. However, the overall sound is a little flat and decidedly lacking in bass, which is what you get with such a slim unit.

The design is more appealing than it looks, but the materials used aren't great. The dock section,

WHILE BEEFY IN TERMS OF VOLUME, THE UNIT LACKS BASS AND THERE'S NO WAY TO ADJUST SUCH SETTINGS

which features a pop-out drawer, feels horrible. And while the back of the unit doesn't matter too much, it's more like a child's toy than a £130 piece of tech.

The iPhone 3G and 3GS fit in fine, but the iPhone 4 doesn't and rocks from side to side in the unit. Tapping on the screen can make it disconnect from the dock and, as a

💧 The overall sound is a little flat and decidedly lacking in bass 💧

consequence, your music will pause and charging ceases. This is a real flaw, since it means you have to be almost feather light when using your iPhone. We found we needed to steady the device with one hand to prevent a break in the music. Meanwhile, a dock tray is provided for the iPod nano, but there's nothing for other devices.

Once your iPod or iPhone is in place, though, usability is good. We admit we prefer physical buttons, but the zero-force touch buttons used here do work rather well and

THE DOCK SECTION OF THE XW-NAW1-K IS THE MOST DISAPPOINTING ASPECT OF THE DEVICE – THE IPHONE 4 DOES NOT FIT WELL

Pioneer's XW-NAW1-K includes a component output so you can watch video content from your iPod or iPhone. There's an audio line-in jack, too.

are extremely responsive, even if our previous experience with such interfaces led to us touching them with too much gusto. Strangely, the volume controls didn't seem to change our iPhone's loudness, just the speakers', which is hardly the "seamless experience" promised. In contrast, moving between tracks wasn't a problem.

Elsewhere, there's also a compact remote, which is as usable as it needs to be, and you can play video content on your TV from your iPhone and iPod touch as well as other video-enabled standard iPods (not the iPod nano) over a component connection. There's a standard 3.5mm line-in jack for plugging in non-Apple audio devices as well – you'll need a separate cable, though. **DGM**

Tap! VERDICT

"We didn't expect loads for £130, but the docking problems disappointed, as did the sound quality."



Camera Connection Kit 3-in-1 for iPad

Are generic clones better value than official Apple kit? No, not really

KEY INFO

Works with



Price **\$30**

Manufacturer

Not known

Website store.micrgadget.com

Apple's Camera Connection Kit – a £26 bundle that adds either USB or SD card compatibility to the iPad – has, shall we say, slight value issues. So let's shop around! This generic clone comes from Hong Kong-based retailer M.I.C, and so far that's the only place we've seen it sold. It crams three ports (USB, SD card and microSD) into a single unit. It's not as aesthetically pleasing as Apple's design, but it is more practical.

In practice, it works identically to Apple's adaptors. We tested a range of devices – from keyboards to MIDI gear – through the USB and all worked flawlessly. SD and USB transfer speeds match Apple's kit. You can't use multiple ports

It's also available in black, although the slightly off-white version fits best with other accessories.

simultaneously, but that's not really surprising.

But here's the thing: at around £23 delivered, this will only save you money if you're lucky enough to avoid import duty. If you have a microSD to SD adaptor card – and if you're already using microSD, it's likely – then drop the money on Apple's version instead. **AC**



Tap! VERDICT

"Identical functionality, microscopically more practical, but you could pay a big price for importing."



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Octopus iPhone battery

This one-legged octopus hugs your iPhone tightly for a welcome boost of power

KEY INFO

Works with



Price **£25**

Manufacturer

Not known

Website www.ecrater.co.uk

With a row of eight suckers and a flexible dock connector arm that curls around your iPhone or iPod touch like a tentacle, it's no secret how this peculiar accessory got its name.

As we've seen, a good battery case for the iPhone can cost up to £70, so how does this cheap and cheerful pretender measure up?

Well, the array of suckers on the Octopus lend it a firm grip. They latch onto the shiny glass of your iPhone, locking the connector in place so it won't shake loose. On the flip side, you'll be treated to a truly cringeworthy sound when you remove it, and the suckers won't stick to a textured case either. By not making a form fitting sleeve-style case, though, this will work with lots of different devices, even if you upgrade.

Like the adapter above, the Octopus isn't certified by Apple. They seem fine, but it's worth being aware of.

A fully charged Octopus – with its 1500mAh capacity – topped our dead iPhone 4 up to 70% charge. Meanwhile, running Unreal's power-greedy Epic Citadel on an Octopus-boosted iPhone 4 provided almost three-and-a-half hours of extra time, so it punches above its weight alongside battery cases more than three times its price (see issue two).

We got ours from www.chinavasion.com, but there are easier options if you search.

Ultimately, if its rubbery quirkiness floats your boat, it might be for you. Lovers of the sleek, slim and shiny approach might want to explore more expensive options. **NC**



Tap! VERDICT

"Quirky rather than stylish, but ultimately good value, with a vice-like grip and a decent amount of juice."



Iomega SuperHero

A nifty dock that backs up your photos and contacts every time you charge

KEY INFO

Works with



Price £51

Manufacturer

Iomega

Web

www.iomega.com

You can lose an iPhone in a second, and if you do, the ordeal may be a lot more traumatic if you haven't backed the phone up in a while. Thankfully, then, Iomega's SuperHero iPhone dock is designed to not only charge your iPhone, but also back up your contacts and photos at the same time. It comes with a 4GB SD card, which slots into the rear of the dock and acts as a back-up drive.

To get it working, you must install the free Iomega SuperHero app from the App Store. Then, every time you put your iPhone in the cradle, the app will launch and give you the option of backing up your data. A progress bar lets you know when the process is completed and you can also give your iPhone a name so that family members can back up separately.



If you're worried about losing data along with your phone, then let this charging dock be your hero.

Then, if you get a new iPhone for whatever reason, simply stick it in the dock and you'll be able to restore your contacts and photos.

Some charging docks can be bought for less than a tenner so this is pricey, and there are no bonus features. If you rarely sync your iPhone with iTunes, though, it could be a price worth paying. **JR**

Tap! VERDICT

"It's a good quality dock, but it's only worth the high price if you don't already back up with iTunes."



Hard Candy Stylus and Pen

A new way to use your iOS device, but can a stylus really replace your finger?

KEY INFO

Works with



Price £31

Manufacturer

Hard Candy Cases

Website www.hardcandycases.com

[candycases.com](http://www.hardcandycases.com)

This handy gadget has a ballpoint pen at one end and a stylus on the other. The latter works well for making handwritten notes and drawings on your device, as well as pressing buttons and typing with iOS's virtual keyboard. The ballpoint pen takes a standard Parker ink cartridge, so it writes very well and is easy to replenish when it runs dry. The overall unit boasts an attractive chrome finish, feels agreeably weighty in the hand and is clearly built to last. Despite all of this, two significant flaws keep this gizmo from achieving greatness.

Firstly, the chrome caps that sit atop the stylus and the pen are identical in size, shape and appearance. With nothing to



differentiate between them, you've effectively got a 50/50 chance of removing the wrong one when you want to access either the pen or the stylus. Also, if you remove one cap and put it on the reverse end for safekeeping, it doesn't click into place and is very likely to fall off.

That's a shame, because the Hard Candy Stylus and Pen is still elegant, well made and potentially useful. With a little more thought in the design, it could've been worth its rather large price tag. As it stands, though, we struggle to recommend it. **IO**

Tap! VERDICT

"Fails to live up to its huge potential. Its strengths are obvious, but its flaws cannot be overlooked."



Griffin AirCurve Play

Make your iPhone 4 louder through the magic of moulded plastic...

KEY INFO

Works with



Price £14

Manufacturer

Griffin

Website www.griffin-technology.com

When we first saw the Griffin AirCurve – an acoustic amplifier for iPhone 3G and 3GS – we couldn't help but be impressed. Inexpensive and rugged, it was perfect for the bathroom, for example, where you need a few more decibels from your iPhone's speaker to hear your music above the sound of running water.

The idea is simple but ingenious. Using just a cleverly designed channel running through a block of plastic, which Griffin calls the Waveguide, the AirCurve makes your iPhone's speaker 10dB louder. Magic, some would say.

With the AirCurve Play – for iPhone 4 only – the product has received a radical design overhaul, but retains the solid clear plastic material. The iPhone itself slots into a rubber gasket, which can be

removed so you can leave your case – such as Apple's Bumper – on. The AirCurve can be stood in both landscape and portrait orientations, and you can charge or sync your iPhone while it's in the unit. It's perfect as a bedside dock when coupled with the Nightstand app or similar, and great for FaceTime, too.

While it's not got the same clout as a dedicated powered dock, sound quality is decent enough and its design is both elegant and extremely portable. At about £14, the AirCurve is a bargain and highly recommended. **RCa**



Tap! VERDICT

"A robust iPhone 4 speaker that needs no power. Perfect for bedside tables, bathrooms and FaceTime."



111

Noble iPad Lock and Security Case bundle

Worried about your iPad floating away from your desk? It's time to bolt that sucker down

KEY INFO

Works with



Price \$75

Manufacturer

Noble

Website www.maclocks.com

There's an unavoidable correlation between attractive kit and its ability to walk off of its own accord. The simplest solution is not to leave your iPad lying around, but if you really can't chuck it in your bag when away from your desk, you might as well implement a deterrent.

This combo – a stiff case with a slightly wonky rotating stand; screen protector; and standard-issue Kensington-style lock – is just that deterrent. It gives you the chance to bolt your iPad to a table leg or a radiator pipe, increasing the time it would take a would-be thief to pilfer your goods. It does, however, cost around £47.

It's not infallible either. The brittle and expensive case, which

The case isn't one you'll pick on the basis of looks. Functionality has trumped beauty.

is a decent if unspectacular everyday protector, feels like it could be forced free of the lock if one were determined, and the tethering cable might not stand up to a pair of bolt cutters. But that's not really the point. If yours is the iPad encased in plastic and tied down, yours is the iPad the thieves won't bother with. **AC**



Tap! VERDICT

"As long as you don't expect your iPad to be utterly unstealable, this does the job intended."



THE Tap! TOP 10

THE VERY BEST
ACCESSORIES FOR
YOUR iPhone, iPad
AND iPod TOUCH



01 SUB-£100 SPEAKER DOCK

Logitech Pure-Fi Anywhere 2 **£77**
www.logitech.co.uk

➤ This venerable speaker dock has been around for years, but it's still the best we've heard unless you want to spend some serious money. Despite its size, it produces rich, full sound, and it has its own built-in battery so you can enjoy your music in the park. Set it up next to your bed and you'll start each morning with a fully charged iPhone!

02 £100+ SPEAKER DOCK

Creative ZiiSound D5 **£255**
www.creative.com

➤ Sure, the big, meaty sound that you get out of the ZiiSound D5 is reason enough to buy it but, if we're honest, we're a little bewitched by what it can do and how it looks. (There's a touch-sensitive volume control strip on the top, for example.) It comes with a dongle that slots into your iOS device to stream audio wirelessly, too.



03 SUB-£50 HEADPHONES

Apple In-Ear Headphones **£44**
www.apple.com/uk

➤ Perhaps suprisingly, given how lacklustre the earbuds that Apple bundles with its devices are, these upgrade headphones sound great for the price. After the leaky, tinny buds you got in the box with your iPhone or iPod touch, these comfortable earphones will come as a bassy, rich revelation. Even the case is brilliantly designed!

04 £50+ HEADPHONES

Sennheiser PX 210 BT **£103**
www.sennheiser.co.uk

➤ With the exception of the original iPhone and iPod touch, all iOS devices can stream audio wirelessly over Bluetooth (which is actually great quality these days), and you get a tremendous feeling of liberation when you don't have wires to get tangled in your clothing. These sound terrific, and the battery lasts for hours.



05 BLUETOOTH HEADSET

Aliph Jawbone Icon **£58**
www.jawbone.com

➤ If you think Bluetooth headsets make you look like either a douche or a cabbie, think ag... Well, you might not be entirely wrong. But there's no denying they're handy – essential, even, when driving – and this one's not only looks gorgeous, but has some serious smarts that help isolate your voice from ambient noise, so your caller can hear you.



**06 IPAD CASE****Orbyx Leather Folder Case £27**www.orbyx.com

There are cases that offer more protection and features, but as a brilliant basic case with a little flair – essentially, a fancier, leather version of Apple's own, £10 cheaper case – we think it's superb. It doesn't add much bulk to the iPad, and a little catch on the back lets you stand it up or lay it flat for typing.

**07 IPHONE 4 CASE****Apple iPhone 4 Bumper £25**www.apple.com/uk

You can spend a fiver on a case, or a hundred quid or more, but unless one particularly takes your eye, you'll actually do just as well to get Apple's. You might balk at £25 for a little plastic and rubber, but it's actually pretty complex and well-made, and it provides reasonable basic protection. (Stops your iPhone from sliding around, too!)

08 IPHONE 3G/3GS CASE**Incipio Feather £10**www.myincipio.com

This very slim moulded-plastic sheath doesn't offer much protection if you drop your iPhone, but it protects the back from scratches and, crucially, doesn't make your iPhone all bulky in your pocket. It also comes with a couple of screen protectors – although in our experience, the screen's tough enough.

**10 CHARGING****IDAPT i4 £40**www.idaptweb.com/uk

The idea of the i4 is as simple as it is brilliant. You can slot different tips into its charging points so you can charge different devices at the same time, including devices with Apple's 30-pin dock connector, mini- and micro-USB ports, and many mobiles. Unusually, the USB port can supply enough power even to charge an iPad.

09 IPAD STAND**Twelve South Compass £33**www.twelvesouth.com

There are lots of great stands for the iPad – Griffin's A-Frame is another terrific one for about the same money – but the Compass is our favourite. You can use it to stand your iPad vertically in portrait or landscape mode, or you can drop it down to place it at a typing-friendly angle. It also collapses for travelling.



@tapmaguk tapmag.co.uk January 2010

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THE BASICS

➤ New to the iPhone, iPad or iPod touch? Start here...

- Master gestures
- Fix common problems
- Set up your email easily
- Sync your music quickly and more...



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**TURN THE
PAGE TO GET
STARTED**

BUYING YOUR DEVICE

Not got your iOS device yet, or looking to upgrade? We're here to help you decide

Each iOS device packs in so many great features that it can be tough to know which is perfect for you. This guide will help you to buy with confidence.

The iPod touch is the cheapest full-iOS device and boasts many iPhone 4 features at a fraction of the price. It's got the sharp Retina display, fast A4 processor, FaceTime video calling, can record HD video and connects to Wi-Fi networks. For web browsing, listening to music and shooting video, it's on a par with the iPhone 4.

However, the iPod touch won't connect you directly to a mobile network. This means you can't make regular calls and can only access the web over Wi-Fi. But once you've bought an iPod touch, there's no contract or regular top-ups to pay for at all. And by

using apps such as Skype, you can still make calls over Wi-Fi.

The iPhone 4 is arguably the ultimate mobile. It does everything the iPod touch does, but it has a better rear-facing camera and the Retina display features In-Plane Switching (for improved viewing angles). Yes, there's the antenna issue, but a case solves this. You will be shelling out on a contract or PAYG top-ups for as long as you want to use the phone, though.

Remember that the 8GB iPhone 3GS is still available, and it's a very able performer. It runs iOS 4 well, but lacks the Retina display and FaceTime calling (since there's no front camera). The battery life and the rear-facing camera are inferior, too. However, it remains an impressive product.

Then there's the iPad. You've got the choice of the Wi-Fi only model, or you can pay more for a model including 3G mobile connectivity. Both have the A4 processor and a 9.7-inch screen. While neither has a camera, battery life is phenomenal.

You can buy iOS devices in a number of places. The Apple Store – online or on the high street – is the most obvious, and iPhones you buy from Apple aren't locked to a particular network, so you can use any SIM card. Many electronics retailers and department stores sell iPods and iPads, and the big phone chains offer the iPhone on a variety of networks – although these may be carrier-locked. You can also buy iPhones direct from the networks that offer them, but these too will likely be locked to that carrier.

BUY THIS DEVICE IF...

iPOD TOUCH

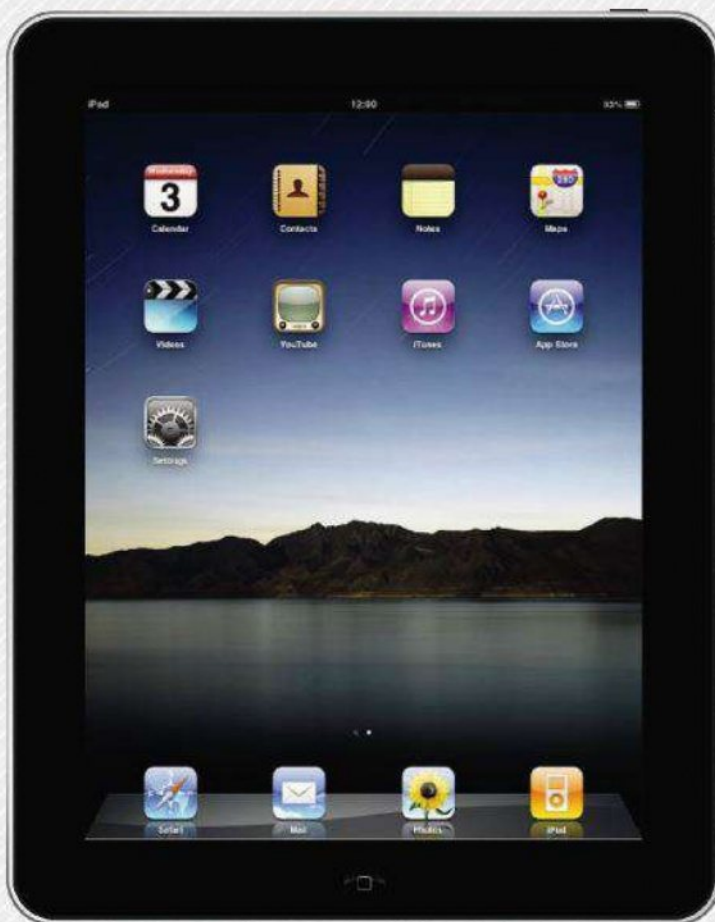
- You want a music player with cool extras
- You've got a phone on a long-term contract
- You don't need the web everywhere
- You want a portable gaming system
- Your kids want their first iOS device
- You've got more music than you can fit on an iPhone

IPHONE

- You want the ultimate pocket web browser
- You need to make phone calls
- You'd like a good stills camera in your pocket
- You want to tap into and post to social networks all the time
- You need maps and directions at your fingertips at any time

iPAD

- You plan to watch lots of video
- You'd like a more desktop-like web experience
- You want to read books on it
- You need to work on the move
- You want to replace your bulky laptop



DID YOU KNOW?

➤ The original music-only iPod was launched by Apple in 2001. It came with just 5GB capacity, whereas the latest iPod touch is loaded with 64GB. By April 2007, Apple had sold 100,000,000 iPods, making it the biggest selling digital music player of all time.

Lastly, don't forget that you can get a second-hand iOS device. Check the Apple Store's refurbished section, or see what eBay has to offer. The Apple Store offers up to 35 per cent discount and all refurbished products come with a one-year warranty. If you are buying from another person, make sure you see pictures of the device you want, and buy from a reputable seller.

iPhones are available on pay-as-you-go (PAYG) and contract terms. Because the contract subsidises the cost of the iPhone, you pay less up front for the handset but,

💡 iPhones you buy from Apple aren't locked to a particular network, so you can use any SIM card 💡



iTunes makes it easy to swap or upgrade devices.

depending on the plan, it could end up costing you in excess of £1,000 over the contract. Do your sums before signing up.

If you've bought a handset on its own, many networks offer SIM-only deals that give you minutes, texts and data on a rolling monthly or annual contract.

Finally, some networks offer special iPhone PAYG packages, which provide a certain amount of data when you top up a given sum each month. Whatever plan you go for, make sure it includes a suitable data allowance – 500MB per month should be enough for all but the heaviest users. Some deals also include use of certain public Wi-Fi hotspots.

When you buy a 3G iPad, you'll need a SIM card to enable you to browse the web or check email over a mobile network. O2, Orange, Three and Vodafone each offer a range of plans. As an alternative to a 3G iPad, iOS 4.3 is expected to introduce mobile wireless hotspot functionality to the iPhone. This would enable a Wi-Fi-only iPad to use your iPhone's 3G connection. It's not currently known if you'll be charged any more on your phone contract for this option.

If you don't want to shell out for an iPhone or 3G iPad, there is another way to get online. Three's MiFi is a device that hooks into the mobile network and creates a little Wi-Fi hotspot, which you can connect your iOS device(s) to.

BUYING YOUR iOS DEVICE

QUICK TIP

UPGRADE OR SWITCH BETWEEN iOS DEVICES

Fancy a new iPhone? iTunes makes sure you won't lose a thing!

➤ If you've got an iOS device and are planning to upgrade it – from an iPod touch to a new iPhone, for example – you can easily transfer all of your apps, photos, contacts, settings and more to it. Plug your existing device into your Mac or PC, right-click it and choose Back Up. Once that's finished, connect your new device and you can either set it up as a clean start or restore it from the backup you just made. Select the Restore option and iTunes will turn it into a carbon copy of your old device. The only thing it won't transfer automatically is your music, since this will all be in your iTunes library anyway. You can then copy your songs over manually or simply sync them automatically.

If you then want to sell or give away your old device, remember to wipe your data off it. First, make sure everything's successfully made its way to your new one, then select the old one in iTunes, click the Summary button and choose Restore.

HEAD-TO-HEAD How do they compare against each other?

iOS DEVICE	iPod touch	iPhone 3GS	iPhone 4	iPad Wi-Fi	iPad Wi-Fi + 3G
CAPACITY	8GB – 32GB – 64GB	8GB	16GB – 32GB	16GB – 32GB – 64GB	16GB – 32GB – 64GB
PRICE	£193 – £254 – £336	£428	£510 – £612	£439 – £510 – £612	£541 – £612 – £714
DIMENSIONS	58.9×111×7.2mm	62.1×115.5×12.3mm	58.6×115.2×9.3mm	189.7×242.8×13.4mm	189.7×242.8×13.4mm
WEIGHT	101g	135g	137g	680g	730g
QUOTED BATTERY LIFE	Video: 7hrs Audio: 40hrs Talktime: n/a Web: Not known	Video: 10hrs Audio: 30hrs Talktime: 5hrs (3G) Web: 5hrs (3G), 9hrs (Wi-Fi)	Video: 10hrs Audio: 40hrs Talktime: 7hrs (3G) Web: 6hrs (3G), 10hrs (Wi-Fi)	Video: 10hrs Audio: 10hrs Talktime: n/a Web: 10hrs	Video: 10hrs Audio: 10hrs Talktime: n/a Web: 9hrs (3G), 10hrs (Wi-Fi)
SCREEN SIZE	3.5-inch	3.5-inch	3.5-inch	9.7-inch	9.7-inch
SCREEN RESOLUTION	960×640 pixels, 326ppi	480×320 pixels, 163ppi	960×640 pixels, 326ppi	1024×768 pixels, 132ppi	1024×768 pixels, 132ppi
CONNECTIVITY	Wi-Fi, Bluetooth	3G, Wi-Fi, Bluetooth	3G, Wi-Fi, Bluetooth	Wi-Fi, Bluetooth	3G (data only), Wi-Fi, Bluetooth
GPS	No	Yes	Yes	No	Yes
REAR CAMERA VIDEO	30fps 720p HD	30fps VGA	30fps 720p HD	n/a	n/a
REAR CAMERA STILL	0.69 megapixels	3 megapixels	5 megapixels	n/a	n/a
FRONT CAMERA VIDEO	30fps VGA	n/a	30fps VGA	n/a	n/a
FRONT CAMERA STILL	0.3 megapixels	n/a	0.3 megapixels	n/a	n/a

MEET YOUR DEVICES!

Your Apple device is ready and waiting to get to know you



Apple iPhone

➤ The first, and some would say the best, touchscreen device from Apple. It has everything: a touchscreen, Wi-Fi, apps, the latest version of iOS, and it's a phone, too!

Apple iPod touch

➤ If you're looking for an iPhone without the phone part, then the iPod touch is for you. It's the cheapest way to get access to the App Store, and it's thinner than an iPhone, too.

01 Home button

Every device has a Home button to get you back to the Home screen at any time. In iOS 4, double-tapping the Home button brings up the multitasking bar, where you can switch between apps or control your music.

02 Sleep/Wake button

Save battery life or prevent accidental screen touches when playing music by sending your device to sleep. You can press and hold this button to bring up the 'Slide to power off' screen if you need it.

03 Volume

You'll find these controls on the side of each device. Pressing them on the iPhone's Home screen changes the ringer volume. When in a game, playing music or making a call, they alter the speakers' or headphones' level.

07 Bluetooth

The entire current iOS range has Bluetooth for connecting a wireless keyboard or headset to your device. You can use the latter for calls with the iPhone. There are also Bluetooth speakers, but check compatibility.

08 Headphone jack

The 3.5mm stereo headphone jack appears on all models. Apple provides its own headphones with the iPhone and iPod touch, but you can improve sound quality by getting some decent third-party headphones.

09 Accelerometer

Your iOS device knows which way is up thanks to a built-in accelerometer. Not only will the display automatically flip between portrait and landscape in most apps, but you can also use it as a control method in many games.

MEET YOUR DEVICES!

DID YOU KNOW?

► The iPad, iPhone and iPod touch run iOS, the mobile operating system from Apple. Originally developed for the iPhone, it now runs on all three devices. Download the latest version in iTunes.

**Apple iPad**

► Coming in Wi-Fi or Wi-Fi + 3G models, the iPad takes the iOS experience to a larger 9.7-inch screen, enabling it to run richer apps, function better as an ebook reader and much more!

04 Multi-Touch

All Apple's iOS devices have one thing in common – you control them by touching the gorgeous Multi-Touch display with your fingers. It supports intuitive pinch to zoom, scroll and flick gestures.

10 Mute/rotation lock

A small switch on the side of the device that mutes your device. Though not released at the time of writing, we expect iOS 4.3 will reinstate this button as a rotation lock, letting you pick its function in the Settings app.

05 Wi-Fi

Every iOS device has built-in Wi-Fi. It will scan for local networks and, if it finds any, asks if you'd like to join. The ability to actually create a Wi-Fi hotspot on an iPhone is likely to be included as a feature in iOS 4.3.

11 3G

The iPhone 3GS, iPhone 4 and the iPad Wi-Fi + 3G have 3G capabilities. This means you can use the internet at broadband speeds wherever you can get a 3G signal. You'll need a data plan (contract or PAYG) for this to work.

06 Dock connector

The dock connector is a staple of Apple's iPods. Use it to connect your device to your computer for syncing and charging, or you can plug it into the mains with the adaptor included with the iPhone and iPad.

12 Microphone

Every current iOS device has a built-in mic for recording audio (or making calls). You can use an in-line mic with all three (such as the one you get with the iPhone headphones), or use a Bluetooth wireless headset with a mic. ►

YOUR FIRST HALF HOUR!

Getting your new device ready to open up a world of possibilities doesn't take long!

➤ In an ideal world, you'd spend your first half hour with your new iPhone, iPad or iPod touch simply staring at it in wonder. You might remove it lovingly from its packaging and place it on a table, only occasionally glancing furtively in its direction, admiring its cool black reflective surfaces from afar before daring to venture near and... Oh, forget it. Who's got

time for this nonsense when there's a new Apple device to play with? Let's get stuck in.

Handily, your new iOS device comes pre-charged, so you can turn it on straight out of the box by pressing the Sleep/Wake button. Unfortunately, the sting in the tail is that this is when you'll see a message asking you to connect to iTunes, unless you had your device set up and activated

in the Apple Store. Otherwise, you'll need to connect it to a PC or Mac. Once you do, syncing your media and any apps you've already bought to your new device can take a while, so set aside the next half hour for some time to spend setting everything up. After that, the world's your oyster, but for now you'll need to be patient. Here's our guide to your first 30 minutes.

0-10 minutes: Get the latest iTunes

Be smart – do it before you plug in your device

➤ Generally speaking, anything you put on your iOS device will need to get there via iTunes. If you've used iTunes before, you'll be right at home, but if you're unfamiliar, it can be a bit tricky to get your head around. Updates for iTunes are released frequently and usually add new features, so even if you already have the software on your system, you'll probably be asked to download the latest version before you can activate your device. Grab yourself the

latest update before you plug in your iOS device by visiting www.apple.com/itunes. You can find downloads for both the Mac and PC versions there.



You must have iTunes on your Mac or PC to activate your new Apple device.

10-15 minutes: Activate device

It's time to connect your new toy

➤ Locate your dock connector (the white cable) and plug the 30-pin connector end into your iOS device, and the other into a spare USB 2.0 port on your computer. Give it a moment and iTunes will load up automatically. At this point in proceedings, you can get iTunes to restore your device from a previous backup, or set it up as a new device. If this is the first iOS device you've owned, follow the instructions for

setting up a new device. The next screen enables you to decide exactly what you'd like to sync, but all these settings can be modified later as well.



Connect your iOS device to your computer and iTunes should open.

15-20 minutes: Restore from backup

Are you upgrading from an old iOS device?

➤ If you've synced an iOS device – whether it's an iPad, iPhone or iPod touch – on your Mac or PC before, you'll already have a backup in iTunes, from which you can restore your new device. This is useful if you're upgrading to a new iPhone 4 from an older model, or from an iPod touch to an iPhone. Remember that this isn't the only time you can restore your new device from a backup – it can be done at any point by right-clicking the

device in the iTunes sidebar and choosing Restore from the menu that appears. You can also choose to make a new backup from this menu.



Restoring from a backup can save lots of time when upgrading devices.

20-30 minutes: Syncing time!

Take a look through the different tabs

➤ Your syncing options are found by clicking on your iOS device in the left-hand sidebar of iTunes, under Devices. The Summary screen for your device will appear on the right. At the top, you'll see links to Info, Apps, Music, Movies, TV Programmes, Podcasts, iTunes U, Books and Photos. Books is for iBooks and audiobooks, but also works for adding PDF files to your device. Photos can be synced from apps on PC or Mac, or you can

sync from a folder. Explore the Info tab too, because it contains options for syncing between your address book, calendars and email accounts.



Choose what to sync with your device using the various iTunes tabs.

DID YOU KNOW?

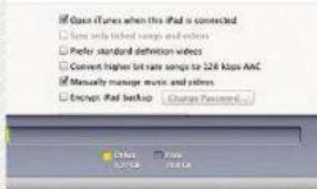
➤ The iPad requires a high-powered USB 2.0 port to charge when connected to your computer, so if you connect to a lower-powered port it will sync with iTunes, but will be unable to charge.

Manually manage

There's more than one way to sync with iTunes

➤ There are essentially two ways to sync your iOS device with your media in iTunes. By default, you have an automatic sync, which is by far the easiest setting, but a manual sync offers you much more control over what goes onto your device. In the Summary tab of your device in iTunes, there's a section called Options, where you'll find the setting to 'Manually manage music and videos'. If you tick this option, you can manually drag and drop songs, movies, music videos and more from your library. This lets you

control exactly what you have on your device. Without this option ticked, iTunes will try to copy your entire library to your device. If it won't fit, it creates a playlist of your media that's the right size, and tries to guess what you'd most like to sync.



Using the 'Manually manage music' checkbox in iTunes can be useful.

Entering text

Learning to love your virtual keyboard

➤ Typing on an iOS device is almost as intuitive as typing on a physical keyboard. There are some small differences, however. The main change is that numbers are no longer at the top. Instead, they're accessed by tapping a button on one side of the [Spacebar]. You'll find that some basic punctuation is available on the main keyboard, while other options, such as colons and quotation marks, are found on the numbers screen. By

default, your iOS device will also click when you tap a key, which some might find annoying. To turn this feature off, have a look in Settings > Sounds.

By default, your device will always activate the key when you start a new sentence, enabling you to type without thinking about capital letters. Look in Settings > General > Keyboard for a few more options, including one to activate caps lock by double-tapping the key.



Tap and hold to select text and also access cut, copy and paste.



Tap and hold on some keys to access alternative glyph choices.

GESTURE GUIDES

Time to let your fingers do the walking...

SINGLE TAP

➤ The most basic of gestures, you use this to select things and launch apps. Closely related is tap and hold, which often reveals a small pop-up menu.



THE PINCH

➤ Used whenever you need to zoom out of an image or a web page in Safari. Its sibling, the un-pinch, enables you to zoom in on images and websites.



THE FLICK

➤ A carefree gesture used to move up and down lists. Give the list a flick and it will start to scroll then slow down as it runs out of momentum.



THE SWIPE

➤ Used in apps such as Photos or iBooks; run one finger lightly across the screen to move to the next photo, or turn the page of a book.



SET UP YOUR EMAIL

Your iPhone, iPad or iPod touch is made with email in mind. Let's get it up and running

There's nothing more convenient than having your email with you wherever you go. All three iOS devices run the same Mail app, which means they can all handle email with ease. It's a surprisingly powerful app that can accommodate POP3, IMAP and Exchange accounts, which covers the most common email systems people use. Of course, the ability to have your accounts sync across different devices is key to successful email usage. After all, if you've read an email on one device, you need it to also appear as 'read' on all others. POP3 email (usually old or cheap accounts) doesn't sync when installed across different devices, but IMAP accounts (including MobileMe) do. An Exchange account is different (though similar in effect to IMAP) and requires a special server. It's usually used for corporate email.

Once your account is set up, using Mail is simplicity itself. New features in iOS 4 include a unified inbox, so all your emails from different accounts appear in one place. You can, of course, check different accounts individually, should you so wish.

Email attachments are also handled with ease by the Mail app. You can open all manner of file types directly from an email, including Microsoft Office, Keynote, Pages and PDF documents, as well as all the most common image formats. If an email has an attachment, you'll see a paperclip next to the sender's name. Open the message and scroll to the bottom. If the attachment is an image, a preview will appear. Tap it to save it in your device's Photo app. If you have an app on your device that can open a given type of file, you can load the attachment in that app from Mail. Tap and hold on the attachment and choose Open In [app name]. If the attachment is greyed-out, you can't open it on your device.

DID YOU KNOW?

With Push, emails are sent to your phone as soon as they arrive on the server, but it can drain the battery faster. For longer life, turn it off in Settings > Mail, Contacts, Calendars.



The iOS Mail app enables you to have your email accounts all synced, wherever you are.



Sync from iTunes...

Let iTunes do all the heavy lifting for you

If your email accounts already exist in Mail on your Mac or Outlook on your PC, you don't have to set them up manually on your new iOS device. When your device is connected, select it, click the Info tab and make sure Sync Mail Accounts is selected and the individual accounts you'd like to sync are also checked. Now, click Sync. After the sync, check your Mail app. Note, however, that this just transfers the account settings, not the mail. If your accounts are IMAP or Exchange, it should be an easy process.



iTunes can sync email accounts with your new iOS device, so you don't have to set them up yourself.

...or do it on the device

You can set up an email account at any time, in the palm of your hand

You don't have to sync with iTunes to set up an email account on your new iOS device. When you open Mail for the first time, it takes you through the process of setting up your email, or you can add a new account any time by going to Mail, Contacts, Calendars in the Settings app. Mail is designed to make adding an Exchange, MobileMe, Gmail, Yahoo Mail or AOL account easy, with special step-by-step guides, but can be configured to run other email accounts as well. You can also use webmail through Safari, if you like.



Use the special step-by-step guides to help get your email account up and running.

INTRODUCING...

Now you've got Mail set up, let's look at the other major apps



Safari

Surf the web in style with the best mobile browser

Browsing the web on mobile devices has often been tricky, but not so with iOS, thanks to the mobile version of Safari. Tap the Safari icon on your Home screen and you can browse almost any website the way its designers intended, with no need to zoom in or scroll around any more than on a computer screen. Browsing on an iPad is usually exactly like browsing on a computer, but you'll find some websites redirect you to a simpler mobile version when you open them on your iPhone or iPod touch. Sometimes

this is helpful, because the mobile site is formatted more clearly for the small screen. One thing you can't do on an iOS device is right-click. Instead, tap and hold items to pop up a similar contextual menu. To email someone a link, tap the  icon (also used to add a bookmark) and choose Mail Link to this Page. There are no tabs in mobile Safari, but you can keep up to eight pages open at once. Tap  to flip between them. With History and Bookmark functions available, it's easy to get where you want to go.

Calendar

Goes hand in hand with Mail for keeping your life organised

As well as a great Mail app, you also get a superb Calendar app on all three iOS devices. The Calendar app lets you keep a handle on your appointments, diary dates and meetings. At its most basic, you can keep track of your life by adding events to your calendar directly on your device, with alerts to remind you of what's happening and when. You can also cultivate multiple calendars to keep work and home life separate, and sync calendars with your Mac or PC through iTunes, or with a service such as MobileMe.

Its usefulness doesn't end there, either. Through the Settings app, you can subscribe to different web-based calendars – be they personal, work, specialist interest or any other kind of shared ICS or CalDAV calendars. If you'd like to add your Google Calendar to the Calendar app, for instance, that's possible. Just open Settings and go to Mail, Contacts, Calendars, and add an account. Tap Other, then tap Add CalDAV Account and enter your Google credentials (the server is www.google.com).



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Phone & Messages

Get to grips with the Phone and Messages apps on your iPhone

The iPhone is such a good portable internet device it's easy to forget it's also a top-notch phone. Touch the Phone icon and you can tap in a number or dial from your Contacts. Favorites lets you keep your frequently called numbers in a handy list. Depending on your mobile network, you may also have Visual Voicemail. If you do, tap on Voicemail and you'll see your voice messages appear in a list similar to emails in your Mail inbox. Tap one to listen to it, or delete it by swiping your finger across it. If your network doesn't offer Visual Voicemail, the Voicemail

button will dial your regular voice service. You can also use a voicemail replacement service such as HulloMail (www.hullomail.com).

For text messaging, the Messages app does everything you need. It shows your messages in a conversation-style view, which lets you look back over your discussions. To send a picture using MMS, tap the camera icon next to the text box and choose whether to take a new photo or send one from your Photos app. When it comes to composing a new message, start typing a name and suggestions from your Contacts appear; tap one to choose it.

BUYING APPS IN 3 STEPS

The App Store is your key to the exciting world of apps that transform your device

➤ Open the App Store on your device and you'll see some featured apps. Tapping on any app takes you to its page in the App Store. Along the top of the screen are three options: New, What's Hot and Genius, the latter of which suggests apps based on what you've already bought. The Top 25 list at the bottom is also useful.

To purchase an app, tap on its price. If the app was listed as FREE, the button changes to INSTALL. If it had a price, it becomes BUY NOW. In either case, tap again and you'll be asked for your Apple ID password before the purchase is confirmed. You'll need to be connected to a Wi-Fi network if the app is over 20MB.

Alternatively, you can purchase apps in iTunes on your Mac or PC, then sync them to your iOS device the next time you connect it to your computer. The buying process is exactly the same as it would be on the device. Purchases made on the device are synced back to iTunes when you connect in any case.



TECHNICAL SUPPORT

Because even the smartest devices on the planet occasionally run into problems

FORCE QUIT

➤ Occasionally, even an iOS device can run into trouble – an app can freeze, the screen might become unresponsive, or things just might not be running correctly. Apple has built some reset commands into iOS for just these occasions. The first is forcing an app to quit. To do this, press and hold the Sleep/Wake button until the red slider appears, then press and hold the Home button until the troublesome application quits.

RESTART

➤ Press and hold the Sleep/Wake button until the red slider appears, then slide it. This turns the device off. Now press and hold Sleep/Wake until the Apple logo appears.



RESET

➤ For more serious issues, try a full reset. We wouldn't do this as our first response – try the other two solutions first – but if they don't work, it's your next course of action. To do this, press and hold the Sleep/Wake button and the Home button for a full 10 seconds, or until the Apple logo appears. Your device will then restart, and hopefully the problem will have been cured. If not, you'll have to try the next step, which is a full restore.

RESTORE

➤ If nothing else helps, restore the iOS software in iTunes. Connect your device, then click Restore in the Summary tab. This will wipe your device, so back it up first!



WHAT TO DO NEXT?

➤ Well firstly, congratulate yourself! You've set up your shiny new iOS device; now it's time to have fun with it. Firstly, download an app or game from the **Tap!** Top 10, which you'll find on p32

and p58. You can also check out our app reviews for more great choices. When you've got them on your device, you can rearrange your Home screen icons. Tap and hold an icon until they all start to

wiggle, then drag them around. Remember you can add them to the Dock at the bottom, too. And while we're talking Home screens, you can change the background image by going to Settings > Wallpaper.

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DEV_ZONE

We love developers. The iPhone's endless novelty and utility is down to them. These are their pages.

> **Column: Staying power**
An app can be too friendly or too intimidating for new users, which can lose them forever, as Matt Gemmell explains.

> **How to: Settings app**
Incorporate your app's settings into the main iOS Settings app so they're easy for your users to find.



Make sure your users love the first minute they spend with your app, because otherwise they'll turn around and never come back

You only have one chance to make a good first impression. Make sure your app doesn't turn customers away before they've even tried it

> Have you ever walked into a shop then walked back out again almost immediately? I daresay most of us have. There are two main scenarios where it happens. The first is the Intimidating Shop.

This place is trendy, sterile and often spartan, with few staff – and they have very little interest in actively helping you. You walk in and you can feel every head in the place turning to you. It's like you walked into a stranger's funeral. The Intimidating Shop makes you feel isolated and exposed.

The other scenario is the Over-Friendly Shop, and it's the exact opposite. This place's decor is so friendly it makes your teeth hurt. Staff are plentiful, and will not only greet you as you walk in the door, but will wait a maximum of 30 seconds before asking if they can help (and won't take "Just browsing" as an answer). The Over-Friendly Shop makes you feel harassed and frustrated.

These same situations apply to apps, and they also make customers walk straight back out, probably never to return. The problem in both cases isn't the content or the interface, but rather the all-important first impression. The customer needs to be eased into using your app, but it's possible to help them too much as well as too little.

The Intimidating App launches for the first time and shows the

user its interface, devoid of context or any hint as to what to do next. I'm sure that the + button at the top left of the screen feels self-explanatory since you've lived with it for months during development, but the user just sees a blank canvas – and it's frightening.

This first impression is bad because users aren't anchored to anything. There's no gentle nudge in the right direction, no sample data to show what the app is

💡 **The problem isn't content or interface, but the all-important first impression** 💡

capable of and no quick way to get started. They see an expanse of nothing, and suddenly it seems easier not to get started at all.

Instead, offer to help them set things up the first time. Show what the first step is, and initiate it. They're intelligent people, and can handle things from here, but they have to be invited to take that first step. But don't go too far and become the Over-Friendly App.

The Over-Friendly App would never dream of leaving you with just a + button. It grabs you by the shoulders and presses your face up against the kind of overblown welcome you'd expect at a theme park. It'll push a lengthy tutorial video at you, and will be unable to believe that you might just want to get on with things yourself.

This first impression is bad because you're sweeping the user away in the undertow of how you think their first experience should be. Most people will resent the heavy-handed approach, and will start tapping Cancel buttons – or the Home button. People don't want water-wings any more than they want to be thrown into the deep end of the pool.

Instead, guide them in gently. Offer the option to see some sample data, or be shown a brief walkthrough of common tasks. Make help available, but not compulsory. Use restraint.

The first launch of an app is a vulnerable time for your customer. It's full of uncertainty, where tentative hopes can be shattered. People lose patience quickly. Respect their time, or they'll spend it elsewhere.

PROFILE

Matt Gemmell

Matt Gemmell is an iPad, iPhone and MacOS X developer specialising in user experience. He runs his own business, Instinctive Code, and frequently speaks at industry conferences. He has written hundreds of articles covering development and interface design at mattgemmell.com, and his clients include Apple and other Fortune 500 companies.

Adding your options to the Settings app

How to add your app's configurable preferences to the standard iOS Settings app

Settings, or preferences, are one of the great double-edged swords of software. Having lots of options can indicate that your app is too complex or that you haven't thought about the most common usage scenarios well enough, but it's also true that you sometimes just need to offer the user a choice.

For those situations, iOS allows you to easily add your app's configurable options to the standard Settings app – it will even create the user interface for you – without writing a single line of code. You add your settings simply by including a special type of bundle within your app, appropriately called a Settings Bundle.

You can add one to your project by selecting New File, then choosing the Settings Bundle template from the Resource section in the iOS category. You'll then have a default Settings Bundle with some example settings.

Settings Bundles allow you to have six main types of elements: editable text fields (perhaps to let the user enter their credentials to log into a website or service), non-editable text (commonly used to display version numbers or other read-only information), toggle switches (the familiar on/off buttons), sliders (which support minimum and maximum values, and even custom images for either end of the slider control), multi-value fields (which let the user pick one value from a list), and finally groups (non-editable elements that just visually group other elements together).

Behind the scenes, your Settings Bundle reads from and writes to the standard UserDefaults system that you may already be using in your app, so few, if any, code changes should be needed. For each

NEXT ISSUE...

We'll show you our favourite tips and tricks to help make you more productive in Xcode on a day-to-day basis.

Don't miss next issue!

Subscribe today – see p30



Many of the built-in iOS applications have configurable options in the Settings app. It's easy to put your own app's preferences in there too.

LOOKING GOOD

Make sure that users can easily find your app in a long list with a clear icon

Remember to supply a suitable icon for display in the Settings app. It should be 29px square for non-Retina display devices (Icon-Small.png), and 58px for those that do have the Retina display (Icon-Small@2x.png).

settings element, you specify the name (actually the key) of the option that it represents, and specify the initial (default) value that will be shown and used before the user has changed that setting.

You can then read the user's chosen settings by passing the relevant key to your app's UserDefaults object. Settings can be localised using the usual localised strings files method, so remember to include them when you're sending your app's user-visible text to a translator.

There are some more advanced aspects of using Settings Bundles, and a few pitfalls to watch out for – see our tips section below for more. And remember: with settings, the rule is: the fewer the better!

Even the options have options

Giving your app its own settings might be simple, but there are still a few points to keep in mind

The Settings Bundle template supplied by Xcode will help you get started, but most of the power of settings comes from the additional keys and options you can specify when creating each element. It's important to know which keys apply to which elements, and Xcode can help. For more advanced situations, you can even have multiple screens of options, or put your settings inside your app itself.

Don't go it alone

While it's certainly possible to manually create a Settings Bundle for your app, it's far better (and easier) to use the template Xcode provides. You should also accept the default filename (Settings.bundle).

The key to your success

When you're editing the property lists for your settings, Xcode will try to help by auto-completing the relevant keys. Be sure to also read the Settings Application Schema Reference, available in the Documentation window in Xcode.

It's options all the way down

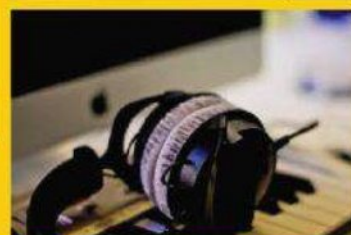
If you need multiple hierarchical screens of settings, take a look at the Child Pane Element: PSChildPaneSpecifier (written as one word). However, your users will be less confused if you design your app to have fewer preferences in the first place!

Getting the best of both worlds

You can easily put your app's settings both in the Settings app and also in your app itself, by using the open source In-App Settings Kit by Luc Vandal and Ortwin Gentz. Just search online for 'InAppSettingsKit'.



Gloucestershire's resident app maestros hard at work creating their next addictive dose of iOS gaming.



DEV_ZONE/DEV_PROFILE

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Neon Play

iOS developers come in all shapes and sizes; the short, rotund Christopher Phin talks to the 10-strong app team based in Cirencester

Only a fool would argue that the iOS platform is anything other than a roaring success, and if you ever meet that fool, just remind him that not long ago Apple sold its 10 billionth app. As it happens, app number 10,000,000,000 was Paper Glider, a fun little game created by Neon Play, a games development studio not far from the Tap! office. We paid them a visit to find out what make them

tick and to get some tips for devs in the business. (Oh, and we also cooked up a fun competition idea with them; see p80!)

The company was founded in 2010 by Oli Christie, an ex-creative director and copywriter who was enthused and excited by the iPhone's potential. "It's in your hand, so we've got gaming everywhere now," he says. "So, yes, we had rubbish little mobile Java games beforehand, but suddenly you had this little machine in the

palm of your hand or in your pocket, and you could play it anywhere, any time."

And so Neon Play was conceived. In the early days, it was just Oli and his technical director, Mark

💡 The more apps you have, the more you can cross-sell within them 💡

Allen, but it's now 10 staff strong and is belting out apps at a prodigious rate. "We're trying to do an app per developer per month," says Christie. "Some take three weeks, some take six weeks, but that's what we're trying to do."

That's a key tip for aspiring development studios, according to Christie: the more apps you have, the more you can cross-sell. All of the apps and games in Neon Play's stable promote the others from a More Games button, and the company has seen great traction that way.

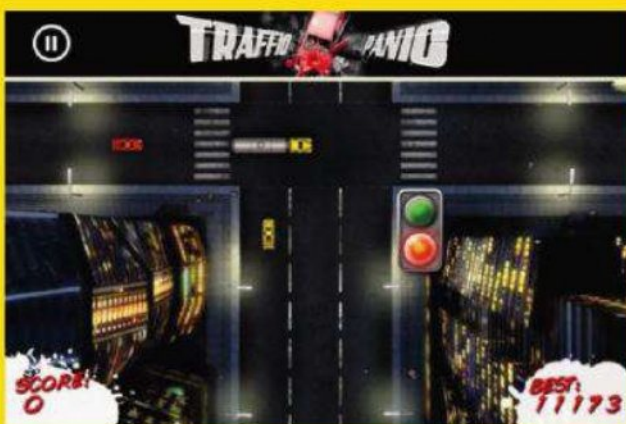
Of course, in-app advertising, in-app purchasing and many more revenue-generating methods are being tested by Neon Play as well. As it happens, the company is currently making more from advertising than it is from direct sales, despite most of its apps being either priced very cheaply or being free with an in-app purchase – the so-called freemium model. And free apps, indeed, are

KEY INFO

Name Neon Play
Location Cirencester
Founded June 2010
Famous for Paper Glider, the 10 billionth app sold
URL www.neonplay.com



Neon Play's stable of apps includes (in a clockwise spiral from top-left): Flick Football's title screen; and bending it like Berbatov in-game; Golf Putt Pro; Traffic Panic; Paper Glider (the 10 billionth app downloaded); and Hotshot Pool (which has its own cheat app).



downloaded much more frequently than paid ones, by a factor of 10 or 20 times in Neon Play's experience.

"It's such a new industry, every single developer, no matter how big they are, is learning every month," says Christie. "It's extraordinary how big the industry already is, but how little people know about it."

Neon Play has a few more tricks up its collective sleeve, however. All developers dream of being featured by Apple in the iOS store, partly for the cachet – it's a genuine editorial decision by Apple, and you can't buy a placement there – but also because it translates into a huge bump in sales. If your app manages to appear in the featured lists or on one of the top paid/free/grossing charts, it tends to hang around for a while, happily making sales. One good way to improve your chances as a developer is to negotiate a licence with an existing brand or celebrity. Sure, this demands

a whole different set of skills from crafting pixels or Objective-C, and it's not even a sure thing, but it's worth doing because Apple likes to feature these familiar names on its shop front. And, with over 350,000 apps stuffed into the store already, anything you

“Every developer, no matter how big they are, is learning every month”

can do to increase your exposure is most welcome.

We were also amused to hear that Neon Play not only makes a cheat app for one of its games – a sensible idea; try searching for 'Angry Birds cheats' on the App Store – but actively promotes it in the game it's offering to help you with. After many failed attempts at a level, it pops up a

message telling you that you could always buy the cheats app!

But Neon Play is people-focussed, too. It's building links with a local college to foster practical, saleable skills in mobile development and has pledged 1% of its profits to a local charity, though it's yet to select which one. That's in addition to a package of employee benefits that includes the posh toilet roll guarantee...

Ultimately, we think it's terrific to see how the low barrier to entry for iOS development – as well as the huge potential to make significant amounts of cash – means that dev studios span the gamut from bedroom coders to goliaths such as EA. And it's just as exciting that it's not only about these extremes, and that small businesses can genuinely thrive. Long may it continue! ☺

Got a great idea for a game?
Neon Play could build it for you! p80



THE BACK-PAGE COLUMN

“I bet they’ve never taken an Apple sticker, put it on their own bottom and said ‘Look! I’m the latest thing!’”

Caitlin Moran on the *right* way to like Apple

One of the more notable side-effects of loving a brand – be it cars, pop stars or, in this case, Apple – is that you believe you are the only person who loves the thing in question *in the right way*. You’re the only person who really gets it.

Yeah, Lady Gaga might have sold 90 million records – but only the one sold to YOU was adored in the correct manner.

Sure, Volkswagen have a lot of old-skool Beetles on the road – but you’re the only person who totally grasps their charm.

And while most people ordering a Jack Daniels and Coke are just a bit, well, divvish, you are the one Mr Jack Daniels himself would come up to and say, “Well done. It was a drinker like you I had in mind when I invented my eponymous booze.” Well, after he’d said it to Slash from Guns’n’Roses first, obviously.

So I know my attitude whenever I walk into an Apple Store is that of a stupid fan, deluded into thinking that the people working there are secretly wishing every other customer in the shop would just clear off, and leave the room free for the one person Steve Jobs *really* wants in there: me.

“Who ARE these Johnny-come-latelies?” I silently scream to myself. “I bought my first Apple laptop in 1992! I got into the brand the hard way! I had floppy disks! I bet these bozos had never even HEARD of Apple until the iPod came out. I bet THEY’VE never taken one of those Apple stickers, put it on their own bottom and



Kathryn Rathke

said ‘Look! I’m the latest thing! I’m the iMe!’ I discard them utterly.”

I wouldn’t consider anyone able to say “I love Macs” unless they had AT LEAST three Apple products. If you just have an iPhone, then I hate to break it to you, but it’s best you know: you’re a dilettante. It’s not even worth mentioning you have one, to be honest. It’s essentially a statistical accident you have one – rather than, as it is whenever I welcome a new

Apple item into my house, an act of devotion and faithfulness.

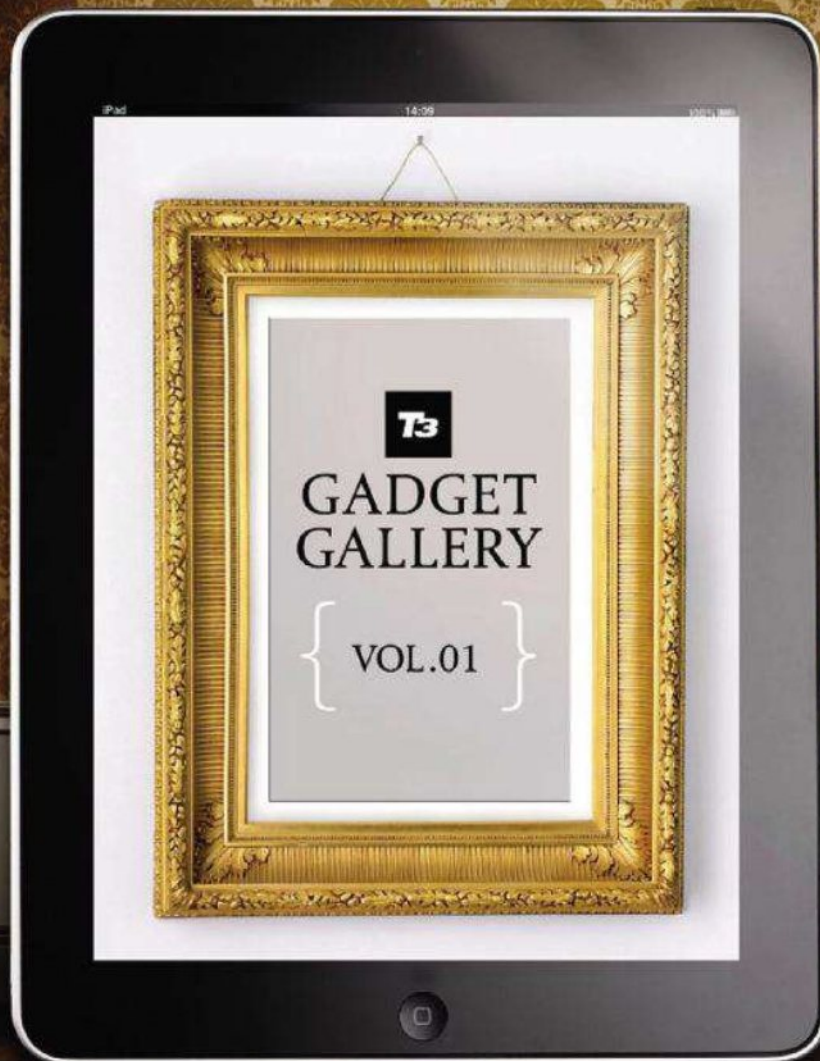
As a true Apple believer, I always presume the boys at the Genius Bar recognise me as one of their own, simply from the calm, knowledgeable way I walk around their store – nodding at items on the shelves as if we’re old friends seeing each other again. Somehow my aura projects that I have a MacBook Air, iPhone, iPad, Apple TV, Time Capsule and one of those big displays, and gave my kids iPods for their fourth and fifth birthdays, respectively. If one of the Airs in the store suddenly ‘went rogue’, and started biting people, I’d be able to go over to it, lay my hands on it and say to the Genius Bar boys, with a little chuckle in my voice, “Don’t worry, lads – I’ve handled a few of these in my time!”

And then I’d turn it off and then on again while they sigh over how Apple hot I am.

Sometimes – in very quiet moments – I ask myself, “Why, Caitlin, is it that you identify so strongly with the Apple brand? Why do you define yourself as being a Mac user? Is it because you think they are mainly used by creatives, mavericks and rebels, who put just as much of a premium on aesthetics and design as performance?”

And if I listen very, very carefully, I can hear the tiny, muffled answer: “No. It’s because your dad told you that Macs were the easiest ones to use.”

Caitlin Moran is a writer and broadcaster, BPA Columnist of the Year 2010, and the woman your iPhone left you for. Sorry.



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