the 2011 iPhone app guide

Revealed! The best social, gaming, travel, entertainment, sport and creative apps of the year

241 iPhone apps reviewed and rated

The 2011 iPhone app guide

All you need to know about filling your iPhone with the very best apps

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| Create | Explore | Enjoy | Work | Play |

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180 PAGES OF ESSENTIAL iPhone ADVICE AND APP REVIEWS

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Welcome

Make more of your iPhone or iPod touch with our pick of the most essential apps for work and play

The joy of the iPhone and iPod touch comes from the hundreds of thousands of apps that can be downloaded from the Apple App Store, either from your PC or Mac, or while you're out and about on the iPhone or iPod touch itself. Apple recently said that over 200 apps are downloaded every second from the App Store, totalling more than 6,500,000,000 downloads to date!

While having thousands of apps to choose from makes the App Store a rich resource of multimedia content for your iPhone or iPod touch, it inevitably means that there's plenty of poor apps out there as well as the really good ones. That's why we've sampled the very best from the App Store to bring you over 240 outstanding apps, with star ratings and both UK and US pricing for your convenience. We also tell you which iOS version is required and what's new in the latest versions.

We've reviewed dozens of apps from each category on the App Store and rated them accordingly. Whether you're looking for a shopping app or photo editor, or a fun game or music-making tool, we've got all you need to know about the very best apps available right now.

If you're keen to give app-making a go, then we've covered the process of developing iPhone apps as well. We'll show you how to get started with our expert advice; we've also got the lowdown from developers who are making cash from the world's biggest provider of downloadable content. ■

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Deep into technology

TechRadar is the largest UK-based consumer technology news and reviews site. We will tell you about the coolest new stuff. We'll work hard to bring you original quotes and exclusive access. We'll review it more thoroughly and carefully than anyone else. We'll explain how it works and why you should care (or not).

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Say hello

to iPhone

Discover the appeal of all the iPhone and iPod touch models you can buy today

There are over a quarter of a million apps you can use on your iPhone, providing everything from the simplicity of tip calculators and fart noise generators to the sophistication of 'augmented reality' tools that present live information on your iPhone screen based on what you're looking at through its camera. And, of course, there are tens of thousands of games, from solitaire and quizzes to 3D virtual worlds and racing games of the kind you normally expect to see only on a PC or PlayStation.

But you can't have apps if you don't have an iPhone. Over the next 10 pages, we introduce you to the complete iPhone family. We start with an overview of all available models, explaining the key distinctions and offering a full run-down of every iOS device you can buy. Then we go in depth to look at the iPhone 4 and its pocket-sized siblings, the iPhone 3GS and the new iPod touch.

Although iPad apps aren't covered in this guide, we round out the iOS range by briefly introducing you to the potential of this magazine-sized device. Whether you're getting your first iOS mobile or upgrading from an older model, we've got everything you need to make an informed buying decision. Let's get started…

▶▶

Whether you're getting your first iOS mobile or upgrading, we've got everything you need for an informed buying decision

A LONG WAY… Launched as recently as 2007, the original iPhone (left) has inspired three subsequent models, as well as the multi-touch iPod and innovative new iPad. iPhone users have over 250,000 apps to choose from

Choose your ideal iOS device

Pick between an iPhone, an iPod touch or an iPad

Each iOS device that Apple offers has a distinctive set of characteristics that define it, but it's just as important to look at what unites them. What are the key attributes that all three iOS products – iPhone, iPod touch and iPad – share?

Every iOS device design is dominated by its screen, a sheer glass plane you can touch to activate controls. Inside the case is the processor that runs the device, solid-state storage to hold your data and apps, and a highly efficient battery. There's also wireless networking, enabling each device to connect to Wi-Fi networks in your home, in your office or in hotels, coffee shops, pubs and transport hubs while out and about.

Then, of course, there's the iOS itself: this is the name of the operating system (the equivalent of Windows or Mac OS X on a computer) that all these devices run. Formerly known as iPhone OS, iOS provides the framework that enables anyone to write apps for you to use, as well as offering a set of built-in apps you can run from the first time you switch on your iOS device. iOS is periodically updated to offer new features: the latest release is iOS 4. All the iOS devices shown opposite are able to run this version, although iOS 4 won't be available for iPad until November. iPhone 3GS' slower processor means that it isn't able to support some of iOS 4's features, such as the Camera app's HDR exposure system.

4THOUGHT The iPhone 4 offers a new form factor and some exciting new features, such as a front-facing camera for video chat

iPhone pricing

The iPhone prices we quote are typical if you take out a Pay & Go tariff. You can get any iPhone model for much less – or even for free – if you get a pay-monthly contract. Visit your local phone carrier store for details.

The iPad can be used in landscape or portrait mode, with the screen rotating automatically.

Building on this foundation, each iOS product within the range offers a combination of further features to suit different needs and budgets. The iPhone 4 is the most complete package, with call and messaging functionality alongside wireless networking, plus a high-resolution display that's more like reading from paper than a screen. There's also GPS, the technology that's more colloquially known as sat-nav, enabling the iPhone 4 to feed your

The other pocket-sized device in the iOS range is the iPhone 3GS, which preceded the iPhone 4 and remains available as a more affordable option. Although it's a very capable phone, its built-in processor is slower than its successor's and the display offers a lower resolution.

The final iOS device is the iPad: a wholly different proposition from the others. This magazine-sized machine is more suitable for using around the

Building on one foundation, each iOS product offers a combination of further features to suit different needs and budgets

precise location to relevant apps, like Maps and Camera, with the latter logging where you are while taking each photo, for example.

Alongside the iPhone is the iPod touch, which looks very similar to its sibling but has a few important differences. There's no phone or GPS inside, although wireless networking is supported. The display is not quite as good as the iPhone 4's, either.

home or office than on the street. Its much larger screen means that apps look and behave more like they do on a computer. All iPads offer wireless networking, but you can also choose a model that can use a 3G mobile phone network – although only for data use like the internet rather than making phone calls. Unlike the iPhone and iPod touch, the iPad doesn't have a built-in camera.

iPhone

Released **June 2010**

iPhone 3GS 8GB

£419 (Pay & Go)
- Available in black
- 3.5-inch widescreen
- 320x480 pixels
- Wi-Fi (802.11b/g)
- Quad-band GSM, tri-band 3G
- Assisted GPS
- Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 30 hours (audio) / 10 hours (video) / 12 hours (talktime)
- 62.1x115.5x12.3mm
- 135g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPhone 4 16GB

£499 (Pay & Go)
- Available in black or white
- 3.5-inch widescreen
- 640x960 pixels
- Wi-Fi (802.11b/g/n)
- Quad-band GSM, tri-band 3G
- Assisted GPS
- Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) / 10 hours (video) / 14 hours (talktime)
- 58.6x115.5x9.3mm
- 137g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPhone 4 32GB

£599 (Pay & Go)
- Available in black or white
- 3.5-inch widescreen
- 640x960 pixels
- Wi-Fi (802.11b/g/n)
- Quad-band GSM, tri-band 3G
- Assisted GPS
- Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) / 10 hours (video) / 14 hours (talktime)
- 58.6x115.5x9.3mm
- 137g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPod touch

Released **September 2010**

iPod touch 8GB

£189
- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen
- 640x960 pixels
- Wi-Fi (802.11b/g/n)
- Bluetooth 2.1 + EDR
- Nike + iPod support
- Battery lasts up to 40 hours (audio) / 7 hours (video)
- 58.9x111x7.2mm
- 101g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPod touch 32GB

£249
- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen
- 640x960 pixels
- Wi-Fi (802.11b/g/n)
- Bluetooth 2.1 + EDR
- Nike + iPod support
- Battery lasts up to 40 hours (audio) / 7 hours (video)
- 58.9x111x7.2mm
- 101g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPod touch 64GB

£329
- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen
- 640x960 pixels
- Wi-Fi (802.11b/g/n)
- Bluetooth 2.1 + EDR
- Nike + iPod support
- Battery lasts up to 40 hours (audio) / 7 hours (video)
- 58.9x111x7.2mm
- 101g
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPad

Released **May 2010**

iPad 16GB

£429 (Wi-Fi)
£529 (Wi-Fi + 3G)
- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 768x1,024 pixels
- 1GHz Apple A4 processor
- Up to 10 hours surfing on Wi-Fi, watching video or listening to music
- 3.5mm stereo headphone jack
- Built-in speaker
- Microphone
- 189.7x242.8x13.4mm
- 68g (Wi-Fi model) / 73g (Wi-Fi + 3G)
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPad 32GB

£499 (Wi-Fi)
£599 (Wi-Fi + 3G)
- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 768x1,024 pixels
- 1GHz Apple A4 processor
- Up to 10 hours surfing on Wi-Fi, watching video or listening to music
- 3.5mm stereo headphone jack
- Built-in speaker
- Microphone
- 189.7x242.8x13.4mm
- 68g (Wi-Fi model) / 73g (Wi-Fi + 3G)
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

iPad 64GB

£599 (Wi-Fi)
£699 (Wi-Fi + 3G)
- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1,024x768 pixels
- 1GHz Apple A4 processor
- Up to 10 hours surfing on Wi-Fi, watching video or listening to music
- 3.5mm stereo headphone jack
- Built-in speaker
- Microphone
- 189.7x242.8x13.4mm
- 68g (Wi-Fi model) / 73g (Wi-Fi + 3G)
- Requires Windows XP SP3, Vista or 7 / Mac OS X 10.5.8 or later

▶▶

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2

3

MOBILE PHONE

iPhone 4

Reception issues for some don't stop the new iPhone being the best mobile you can get

5

4

Following all the hype and hysteria we have come to expect with the launch of Apple products, the iPhone 4 has landed in the UK. For the first time, it's been launched simultaneously with the US and has appeared on most UK phone operators' rosters straight away.

As you may know, the arrival didn't go as smoothly as Apple might have wished, with a troubling signal loss issue for anyone holding the iPhone 4 'incorrectly'. Who even knew prior to iPhone's June debut that there was a 'correct' way to hold mobiles? You live and learn…

There is no denying, though, that the iPhone 4 is a stunning-looking piece of tech. It's 24 per cent slimmer than the 3GS at just 9.3mm thick; beautifully compact, but with considerable heft; and has a hard-edged industrial sexiness instead of the more curvaceous, tactile charms of the earlier iPhones. The glass front and back is very tough: we've dropped ours a few times, and it's come up smiling… so far.

A more contentious design feature is the steel band that separates front and back – not for aesthetic reasons, but because it's also the aerial, and the cause of the iPhone's well-documented reception issues, seemingly something to do with contact between it and human skin. We've found we can live with it. You may take a different view.

Bizarre reception flaws aside, the iPhone 4 is a great showcase for Apple's technological and design prowess, with the new iOS 4 operating system and a noticeably faster processor than the 3GS, making operation a smooth and enjoyable experience. It all chugs along nicely, from the media player to the apps to the web browser. The latter app is better than ever, despite the lack of compatibility with Flash for web ▶▶

The details

1 **Noise-cancelling mic:** A new noise-cancelling mic for clearer phone calls

2 **Two cameras:** Five-meg cam with LED flash on the back, and a front-facing cam for video calls using FaceTime

3 **Volume controls:** These are now individual buttons – bigger and easier to locate with one hand

4 **Stainless steel band:** This band acts as part of the iPhone 4's antenna. You can blame it for all those pesky reception issues

5 **Micro sim:** Insert your smaller SIM into this space-saving slot

KEY INFO

115mm

|←— 59mm —→|

|↔|
9.3mm

Price 16GB, £499; 32GB, £599
Screen 3.5-inch, 640x960 pixels
Processor 1GHz Apple A4
Storage 16GB or 32GB solid-state
Connectivity 7.2Mbps HSDPA, Bluetooth 2.1+ EDR, 802.11b/g/n Wi-Fi, GPS, 3.5mm audio
Battery 7 hours 3G talk, 10 hours Wi-Fi browsing, 6 hours 3G browsing, 10 hours video, 40 hours audio
Camera 5 megapixels with tap to focus; LED flash
Video 720p; up to 30fps
Size/weight 59x115x9.3mm/137g

The lowdown: iOS 4 revealed

These all come as standard on the iPhone 4, and can also be applied to the iPhone 3GS. Some features also work on the 3G and iPod touch

Multi-tasking

Long overdue unless you jailbroke your 3GS – and of course you didn't do that, because it would be evil – multi-tasking on iOS 4 is a bit of a fudge at present.

To get at it, you double-tap the Home button. This brings up a sub menu of apps, so you can quickly swap between eBay, Safari, email and games.

The latest Spotify app is an example of how to do multi-tasking well, while developers of messaging apps such as Windows Live Messenger and IM+ have been quick to support iOS 4 fully.

Most apps, though, still require you to log out and then back in as needed. No doubt this will change over time.

iBooks

The iBooks app and store have been available since the launch of the iPad, which is obviously ideally suited to displaying books. The iPhone is less ideal, but it makes a decent fist of ebookery. Reading from the 3.5-inch screen is only bearable for short periods of time, but it's great for short commutes. Apple's iBookstore offers over 60,000 new books along with free out of print titles, which you download to a virtual bookshelf. The choice is piddling compared to Amazon Kindle, but the user experience is better, and there's a Kindle app should you want more. Attention to detail is fantastic: as you turn pages, you can even see the copy through the page.

More key features

Email accounts
Control multiple email accounts for Gmail, Yahoo, Exchange and more from one unified inbox and organise messages by thread. It makes reviewing messages far simpler.

Spell checker
Compatible with Mail, Notes and other apps.

iAds
Starting to filter through now, these allow developers to place interactive ads with video and online content in apps. They can make use of the location services to offer advertising tailored to where you are. Boy, are we looking forward to that…

Folders
Instead of having numerous home screens you flick through endlessly to find anything, iOS 4 lets you organise apps into folders. Simply hold down an app and move it over a second to create a new folder. Click a folder to go inside and view the apps lurking within.

Background
Bored of the black backdrop? Pick your own.

Gift apps
Lets you buy apps and gift them to a fellow Apple user, just as you already could with music in iTunes.

Game Center
Included in the iOS 4.1 update, Game Center is a social gaming network for iPhone, letting users challenge each other and compare scores. It's very early days for this one.

video. That's just not going to happen, according to Apple, so get used to it. And in any case, more websites are starting to use iPhone-friendly alternative technologies.

The processor is the same sprightly Apple A4 chip found in the iPad. You'd think that this much power would drain the battery at speed, but we can confirm the new iPhone's battery life is slightly better than the 3GS.

The 3.5-inch Retina Display is a big improvement over the 3GS's screen – and those of all other mobile devices, for that matter. With an 800:1 contrast ratio and 960x640 resolution, it sets a new benchmark for mobile displays, being a joy to use indoors and at most outdoor light levels. It becomes reflective and difficult to admire when in direct, bright sunlight, but it's still far superior in this respect to the displays found on most new Android phones, for example.

The only downside is that older apps and their icons can appear dated and grainy on the Retina Display – app developers will have to improve their wares for the iPhone 4.

Another area they'll have to look at is multi-tasking. As expected, iOS 4 brings this to the iPhone table – but at the moment, by no means all apps support the feature: they have to be updated. It'll be interesting to see if iPhone purchasers start clamouring for all apps to support multi-tasking, or whether they'll conclude that it's really only music and social networking apps that require it…

Apple's iOS 4 has other tricks up its sleeve. You can create folders for your apps – a great addition – and set your own home screen image, scrapping the any-colour-as-long-as-it's-black approach of previous models.

In just 12 months since the iPhone 3GS launch, Steve Jobs and his band have again redefined mobile handsets

iBooks makes the jump from iPad to iPhone with the arrival of iOS 4 and offers up text of impeccable clarity, thanks to the Retina Display, although obviously the type is of insufficient size for anything more than half an hour or so of comfortable reading. Crystal-clear, well-defined fonts similarly enhance web browsing, email and all other text-based functionality.

The on-screen keyboard is visually unchanged and still excellent. We would have liked to have seen support for numbers and punctuation on the same keys as the letters, as on the HTC Desire, but auto-correction of your spelling seems even better than in the previous iOS.

The camera's been improved, too. Don't get your hopes up too high: stills are not suddenly of compact camera

DISCREET DISPLAY The iPhone 4's Retina Display is brighter and less reflective than other new display technologies

NOW EVEN BETTER THAN EVER

Killer features... of the iPhone 4

1 iMovie
To make the most of the iPhone 4's excellent 720p video capability and sound, aspiring video editors need the iMovie app, available on the App Store for £2.99. iMovie's been available as part of the iLife suite for ages, so the user interface will be familiar to many Mac users. It's just as slick and easy to use on the iPhone 4, with the A4 processor speeding things along nicely.

Tap video footage to bring up video-trimming tools, and double-tap to add transitions, the style of which varies depending on which of the five themes you select. Bright and Modern are the most unobtrusive, but we'd have liked a few more to play with. Once you've finished editing, you can export in one of three resolutions, the best being 720p HD.

Unsurprisingly for an app that's cheaper than a pint, there are limitations. You can't control the volume, and music can only go at the beginning of a clip. But by making video-editing capability accessible to anyone on the move, iMovie is an essential iPhone app.

2 FaceTime
Remember when everyone thought that video chat would be the future – then it arrived and nobody used it? Apple hopes to change that with FaceTime, the iPhone 4's video-calling function, which uses a front-facing camera to facilitate 30fps video conversations.

You activate FaceTime via your Contacts; for it to work, the person you're calling must have both Wi-Fi and an iPhone 4 (or new iPod touch) of their own. You can't yet make video calls to other devices – not even iChat users on Macs. Quality is far better than existing 3G mobile video calls, displayed at a decent resolution. The option to switch to the rear cam to show your chat buddy what you're looking at is a nice touch, and there's no noticeable lag if you're both on a decent broadband internet connection.

FaceTime's a nice idea, but it needs to work over 3G and with other devices if it's ever to take off. Video calling's been tried before and made little impact: we're not convinced anyone's clamouring for it now.

3 Camera
One regular complaint about earlier iPhones was the mediocre camera. Apple's upped the quality of the iPhone 4's one and also hiked the resolution to five megapixels, letting you produce 13x10-inch prints, if you're that way inclined. Composing pictures on the sharp screen is so natural and enjoyable, and tapping the screen is a simple way to focus. There's still no solid shutter, but response time is quick, and you can also switch from stills to videos in a trice.

Sharp, with decent contrast and bright colours, results are better than the iPhone 3GS. The LED flash means you can finally use the camera in poorly lit areas. We would have preferred a xenon flash, of course. You also get a 5x digital zoom – not a lot of use, in truth – and the ability to geotag.

The iPhone 4's camera is great for taking snaps on the go. There's no way to adjust settings, so it's no challenge to a compact camera – but in terms of general quality, it's easily in the top rank of smartphone cams.

quality, but they are much better than on the 3GS (as well as the HTC Desire) and also bigger at five megapixels, with the welcome addition of an LED flash.

Video has undergone an even more striking improvement. The 720p HD footage looks pristine, both on the Retina Display and when uploaded to your computer, although some detail seems to be lost when compressing for direct uploading to YouTube. In-camera editing is also straightforward, and you can add the iMovie app (£3) if you want more sophisticated editing.

In addition to the main camera on the rear, there's a second, front-facing one. This is to facilitate Apple's attempt to popularise mobile video calling with its Skype-style FaceTime app. It's more fun than essential – it needs to work over 3G rather than just Wi-Fi, for a start – but it's a worthwhile addition.

Finally, iPhones have always been great media players, and that's still true. Should you choose to use Cover Flow, it seems slightly quicker to us, as do syncing and copying tracks, though improvements are minimal.

The iPhone 4 is another classic slice of Apple. In just 12 months since the 3GS launch, Steve Jobs and his band have again redefined mobile handsets. From the simply beautiful Retina Display to the addition of HD video, and from the idiot-proof user interface to the attempted reinvention of video calling, the Apple iPhone 4 is a majestic piece of kit that will no doubt steal hearts. As long as that signal-loss issue doesn't prove to be a killer, anyway. ●

KEY INFO

Price £419
Screen 3.5-inch, 320x480 pixels
Processor 600MHz ARM
Storage 8GB solid-state
Connectivity 7.2Mbps HSDPA,
Bluetooth 2.1 + EDR, 802.11b/g
Wi-Fi, GPS, 3.5mm audio
Battery 5 hours 3G talk, 9 hours
Wi-Fi browsing, 5 hours 3G browsing,
10 hours video, 30 hours audio
Camera 3 megapixels
with tap to focus; no flash
Video VGA (640x480); up to 30fps
Size/weight
62.1x115.5x12.3mm /135g

SUBTLE The iPhone 3GS looks
identical to the previous iPhone 3G
model – not great for show-offs!

MOBILE PHONE

iPhone 3GS 8GB

An affordable option for anyone who doesn't need an iPhone 4

Probably the most technically advanced smartphone available today, iPhone 4 is a highly capable device: so capable, in fact, that some people may feel that it provides more power than they actually need. If you expect your app use to be too infrequent to justify an iPhone 4, Apple maintains its predecessor the iPhone 3GS as a more affordable option.

The 3GS is essentially an enhanced version of the iPhone 3G, which was released in 2008. Thanks to a faster processor, it feels much snappier than the 3G. In a side-by-side test over Wi-Fi, the BBC News site loaded in seven seconds, compared to 12.5 seconds on the 3G.

The battery life is much improved, too: we can last a whole day without going low on power. Apple isn't claiming any increase in talk time over the previous model, but video, music playback and web browsing all show improvements.

Better camera

The iPhone 3G was rightly criticised for its poor 2.0 megapixel fixed-focus camera without a flash. The new iPhone 3GS still lacks a flash, but brings a 3MP-resolution camera with a macro lens to the party. Focussing is automatic, but you can also tap on the area of the screen to focus on that spot. The white balance and exposure are automatically adjusted too, which is pretty clever. The extra megapixels help enormously in picture quality, but taking pictures in low light levels remain a problem. The macro lens takes good close-up shots, without the blurring that afflicted previous generations, but it's still only

The iPhone 3GS is video-capable and can edit… drag the start and end points of your clip, tap the trim button and you're done

comparable to a camera that some four-year-old mobile phones have.

More importantly, the iPhone 3GS is video-capable. And the really clever thing is that it has capabilities for editing video on the phone as well – just drag the start and end points of your clip and tap the Trim button and you're done. It all works surprisingly well. Once you've shot your video, you can upload it straight to your MobileMe gallery or YouTube, or email or MMS it to a friend. Bear in mind that it takes a long time to send video, even on a Wi-Fi connection, so you're only going to want to send very short clips. Uploading to YouTube was flawless; MobileMe (perhaps slightly predictably) proved less reliable.

The oil-resistant screen is fantastic: just wipe the screen on a piece of clothing and the smudgy fingerprints made during regular use are gone. Also new to the 3GS is Voice Control. Press and hold the Home button until you hear a beep, then call a contact from your address book by saying "Call Graham", for example. Voice Control also works in the iPod app, where you can request music by voice command; however, this can be a bit hit-and-miss with exotic band names.

For first-timers

If you're a potential first-time iPhone owner who hasn't made the jump yet, then the time is now – the iPhone 3GS has got everything you'll need to become a paid-up member of the iPhone revolution. ●

VERDICT

4

★★★★☆

A great introduction to the world of iPhone, but get iPhone 4 if you want a better display and a more capable camera

TOUCHTASTIC
The new, thinner iPod touch has a Retina Display and cameras for FaceTime video calls

PORTABLE AUDIO PLAYER

iPod touch

A better screen, two cameras and video calling grace this updated device

Where the iPhone leads, the iPod touch follows – and the latest update brings the flagship iPod arguably closer to the iPhone than ever before. You get the Retina Display, A4 processor, FaceTime video calls and HD movie recording, all at a much lower price than the iPhone 4. And, of course, there are no extra costs like phone contracts involved.

The Retina Display in the iPod touch isn't quite the same as the one on the iPhone: the viewing angles aren't as good. This wasn't a problem when we were using it on our own, but when a group crowded round, there was a noticeable difference compared to the iPhone 4. That said, the display is still fantastic: text is crystal-sharp, and colours are bright and vivid.

Not so wireless

The iPod touch can't connect to a mobile data network, which means no phone calls, or web browsing outside a Wi-Fi signal. There are ways around this, of course, such as Novatel's MiFi device, available in the UK via the 3 network. While the iPod touch supports location services, they're invariably less accurate than on the iPhone, because there's no GPS. Instead, the device uses Wi-Fi networks to work out where you are.

The cameras are a welcome addition to the iPod touch, but they're not the same as those on the iPhone 4. The rear-facing one shoots stills at just 0.7 megapixels (compared to 5 megapixels on the iPhone). There's no moving focus either, so while this can do the job if you're out without your 'proper' camera, any cheap compact model from the last five years will trounce it.

> As a portable gaming device, the iPod touch is great, and will only get better as the new Gamer Center grows in popularity

When it comes to video, however, things are different. The iPod touch records 720p HD footage that's better in some ways than the iPhone 4. We preferred it for everyday point-and-shoot footage, since panning was smoother. You can then edit and publish your work by buying iMovie from the App Store.

Then there's FaceTime video chat, which until now was limited to the iPhone 4. Now, iPod touch users can join in the fun, because you no longer make a regular mobile call first. When you're connected to a Wi-Fi network, you call someone using their iPhone 4 mobile number or their FaceTime email address. Making calls worked without a hitch, although we found that we didn't get any notification if our recipient's device wasn't connected to a Wi-Fi network.

General performance is on a par with the iPhone 4, thanks to the A4 processor (which also powers the iPad). As a portable gaming device, the iPod touch is great, and will only get better as the new Game Center grows in popularity. If you're after a music player that can double as an internet device or phone when you're at home, look no further. Even if you do want to use the web when you're out and about occasionally, an iPod touch and a MiFi is cheaper than an iPhone. While we'd like to have seen a lower price, especially for the 8GB model, and the camera is a disappointment, the new iPod touch is an incredible package, at a price far below the iPhone. ●

VERDICT

5

★★★★★

Get yourself iPhone 4 performance and some great features at a fraction of its price. The iPod touch just got even better

25

things you never knew you could use your iPhone for…

From the moment you turn it on for the first time, your iPhone can make calls, access the internet, send and receive emails, and even tell you what the weather is like in Kuala Lumpur. But it can do much more besides, thanks to the App Store… This list highlights the ingenious applications that can transform your iPhone into a television, a plumb line, an atomic clock and more.

Over the next eight pages, we'll show you the fun and possibly unfamiliar uses for your iPhone. Most of them will work with the iPod touch as well – although the lack of camera and always-on internet may mean they become less useful or less convenient – and all are available, either free or for a small fee, from the App Store. You can buy them through iTunes on your Mac or PC, or download them direct to your iPhone via its own App Store app. Turn to page 24 to find out how it's done.
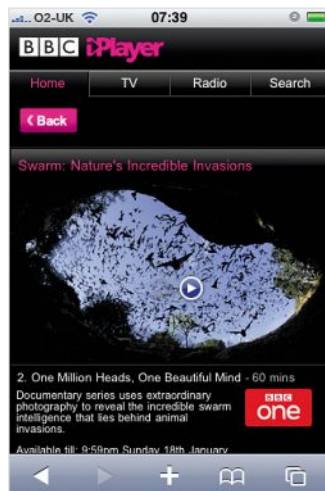
So, let's discover some great new uses for your iPhone. Who knows what it'll become next? ●

TURN YOUR iPHONE INTO A...

1 Radio & TV

with Tuner Internet Radio and BBC iPlayer

PLAY TIME The iPhone-optimised iPlayer site from the BBC is a textbook example of mobile web apps

There's a bunch of ways of getting media on to an iPhone. The BBC's iPhone-optimised iPlayer website (www.bbc.co.uk/iplayer) is very good, offering new and recent BBC TV and radio programmes to stream. Its high quality means that it requires a Wi-Fi connection, though, and you must be in the UK to access it. You could also record TV direct to your computer using, say, one of Elgato's TV tuners, then export the content to your iTunes library, ready to be synced to the iPhone.

As far as apps go, try Tuner Internet Radio (£2.99/$4.99), a centralised service for thousands of streaming radio stations from all over the world. It works over Wi-Fi and 3G. Also, Last.fm (free) is a brilliant service that creates personalised music stations tailored to your tastes. ●

TURN YOUR iPHONE INTO A...

2 Unit converter

with Measures and Convertbot

Whether it's Celsius and Fahrenheit or gallons and litres, there are far too many different and conflicting ways of measuring the same thing. With Measures Unit and Currency Converter (59p/99¢) on your iPhone, however, you've got a great way of quickly converting between pretty much any measurement units that you can think of.

Measures has a whopping 1,000 units in 38 categories to choose between. What makes the app a joy to use, though, is the great interface, which uses scroll wheels for selecting different options. You can also wipe to clear the input and start a new conversion.

We also like Convertbot (£1.19/$1.99), which is able to recognise mixed units; it'll convert 5 feet, 9 inches into metres, for example. ●

CONVERT Turn your iPhone into a convenient unit converter with the lovely Measures application

TURN YOUR iPHONE INTO A...

3 Dictionary

with Concise Oxford English Dictionary

STUCK FOR WORDS? Get your dictionary definitions in an instant with the Concise OED (and optional thesaurus) for iPhone

You may have access to an internet-full of definitions with an iPhone, but web dictionary pages can be slow to load and are rarely optimised for the iPhone's screen.

Step forward, the Concise Oxford English Dictionary (£11.99/$19.99). It's a native app, so once it's launched, it's much snappier than a website.

The interface could be more elegant, and the quality of spoken pronunciations could be better, but it's great to have the OED in your pocket.

If £11.99 seems like a lot of money for an app, bear in mind that the equivalent print edition costs at least £16, even through bargain online booksellers – and you can't carry the Concise OED's 240,000 words and phrases around as easily with a 1,700-page hardback. You can get the same dictionary app with a thesaurus for £17.99. ●

TURN YOUR iPHONE INTO AN...

4 Instant library

with Classics and Stanza

Apple has launched its own electronic book app with iBooks (free), and Amazon's Kindle app (free) is also popular, thanks to its huge selection. But Classics (£1.79/$2.99) offers something neither of these apps do: a ready-to-read library of high-quality literature without you needing to browse through bookstores or spend time downloading.

Offering over 20 of the greatest works ever written, from Homer to Kafka, Classics is polished throughout, with a bookmark that keeps your place when you switch between different books. You can't add your own books to it, but the developers are committed to adding more.

If you're looking for a more extensible reader, Stanza (free). can read many text formats, so you could fill up your iPhone with copyright-free classic texts. ●
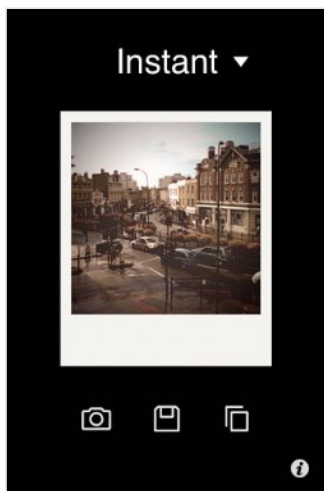

LOVE LITERATURE Become well read (or have it just to look like you're well read) with a library of Classics

TURN YOUR iPHONE INTO A…

5 Retro camera

with CameraBag

BYGONE BAG Go retro with your photos by using CameraBag to emulate classic cameras of the past

Using CameraBag (£1.19/$1.99), you can apply special effects either to pics – whether they're taken directly with your iPhone's camera or transferred over via iTunes – to make them look a lot more interesting. All of the effects are based on the results generated by various camera models throughout the generations. You can apply a super-saturated effect called Helga, go mono, use a fish-eye lens effect, make it look like a Lomo shot, apply a Polaroid effect, or make the shot look as if it were taken in 1962 or 1974, if you really wanted to.

The effects are remarkably convincing, and we like the fact that, if you set the preference, the app will save the original shot from the camera as well as the cropped, edited shot, ready to be emailed or transferred to your computer. ●

TURN YOUR iPHONE INTO A…

6 GPS logger

with Trails GPS Tracker

If you want to track where you've been while hiking or riding a mountain bike, Trails (£2.39/$3.99) records your position at regular intervals, then plots the path you took on to a satellite or terrain map, complete with altitude data, for you to review. You can also export the waypoint data to use in other GPS devices or computer software. ●
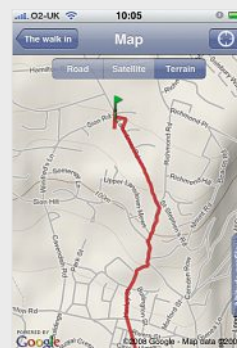
TURN YOUR iPHONE INTO A…

7 Lightsaber

with Lightsaber Unleashed

We're happy to recommend fluff, and it doesn't get much fluffier than Lightsaber Unleashed (free), which whums and buzzes convincingly as you move your phone around. You can choose your light colour and hilt to emulate your favourite *Star Wars* character, and can even create a custom character with photos from your collection. ●

TURN YOUR iPHONE INTO A…

8 Rock group

with Band

You can think about Band (£2.39/$3.99) in two ways. It's either a little tinkering device for songwriters on the move, giving them a pad that they can jam with to try out ideas; or it's a pretty meaty multi-track recorder that you could, in theory, use to create a whole piece of music from scratch.

There's a range of musical instruments included in the application: a keyboard, a bass guitar, an interactive appreciative audience, the drum kit shown below and a fun 12-bar blues creator. You can layer instruments together and overdub them as you start to put together your mini musical masterpiece.

It's not perfect; the timings can be tricky to get right and the export options are a little limited, by the nature of the iPhone, but it's good fun and is a great app to have to show off your iPhone. ●

MUSIC MAKER If you have the patience, Band is a great little creative app for making music on the move

TURN YOUR iPHONE INTO A…

9 Tape measure

with iHandy Carpenter

RulerPhone (£2.39/$3.99) calculates lengths by getting you to take a photo of what you want to measure with a credit card placed in the scene for reference. iHandy Carpenter (£1.19/$1.99) goes further, packing a ruler, two spirit levels, a protractor and plumb line into a single app. You can measure not only lengths, but distances and angles. ●

TURN YOUR iPHONE INTO A…

10 Games console

with Super Monkey Ball et al

One of the first iPhone games to be seen in public before the App Store launched, Super Monkey Ball (£1.79/$2.99) got iPhone gaming started. Now the gaming scene has exploded, with over 65,000 titles. Check out our reviews of the best games from page 114. ●

TURN YOUR iPHONE INTO A...

11 Digital housemaid

with Bathomatic and Rimote

Unique Automation's Bathomatic (free) enables you to remotely control the company's bespoke bath management systems. This actually lets you turn on the taps and run a bath to your chosen temperature while commuting home. Sister app Rimote (free) controls your Bathovision network-enabled high-definition TV. The catch? You'll need a fully-automated home control system by the likes of Crestron or AMX, costing in excess of £20,000. Need a cold shower after seeing that price? Unique's iShower app (£2.39/$3.99) has that covered. ●

12:43 PM

bathomatic

38°C   22°C   0°C   84%

Empty

LB
164.5

12 Weight scale

with WiScale

Not content with measuring your weight, the Withings Connected Scale also beams the results for computer analysis. It'll weigh you, calculate your body fat percentage – by running a low intensity current through your body where your feet make contact with the scales – and figure out your body mass index (BMI), a rough indicator of whether you weigh what you should.

With the accompanying WiScale app (free), information about the extent of your portliness is sent via Wi-Fi to your iPhone, where you can use the data to make graphs that track your weight, BMI and body fat percentage changes.

This speak-your-weight machine for the iPhone era mirrors the stylish look of Apple's device, with tempered glass over a curved metallic back. Hopefully it'll help reduce the size of your curved, non-metallic front… ●

BMI
23.7

164.5 lb
Monday 27 April 2009 9:02

Weight
164.5 lb

Lean mass
121.4 lb

43.1 lb

Fat

?

Withings

TURN YOUR iPHONE INTO A...

13 Remote control

with Remote, Air Mouse and LogMeIn Ignition

There are so many ways to use your iPhone as a remote control that we can barely fit them in. Apple makes two apps: Remote (free) controls your iTunes library over your Wi-Fi network, and Keynote Remote (59p/99¢) enables you to control presentations running in the version of Keynote that comes with iWork '09.

Air Mouse Pro (£1.19/$1.99) gives you a virtual keyboard and mouse on your iPhone that you can use to control your computer (using either Windows or Mac OS X). You can control the cursor trackpad-style or by waving your iPhone around. LogMeIn Ignition (£17.99/$29.99) lets you assume full control of your computer over the internet, so in theory you can access it from anywhere in the world. ●

TAKE CONTROL The Air Mouse Pro app gives you a virtual keyboard to remotely control your Mac

TURN YOUR iPHONE INTO A...

14 Number pad

with NumberKey

The keyboard on a laptop is fine, but if you have to punch in loads of numbers using the horizontal strip along the top of the keyboard, it's a pain. NumberKey (£1.19/$1.99) connects to your laptop (or desktop computer if necessary) via Wi-Fi, so you can use the iPhone screen as a numeric keypad. It makes entering figures into spreadsheets so much easier. ●

TURN YOUR iPHONE INTO A...

15 Translator

with Talking Phrasebook

The iPhone is a life-saver when you need the right phrase for the occasion on holiday. Coolgorilla's Talking Phrasebook series is among the best: French, German, Greek, Italian, Portuguese and Spanish are free through a deal with lastminute.com; Dutch and Japanese are also available for 59p (99¢) each. ●

TURN YOUR iPHONE INTO A...

16 Storage device

with Air Sharing

We have a soft spot for the slick FileMagnet app (£2.99/$4.99), which lets you load docs onto your iPhone and view many popular file types when you're on the go. But it does mean you need a helper app installed on the computer you want to connect to. Air Sharing (£1.79/$2.99) gets around this by effectively turning your iPhone into a little NAS (network-attached storage) device.

Launch Air Sharing, and it tells you what IP address your phone is on the network. You can then use Connect to Server on the Mac to mount it as a network drive. It works on Windows XP and Vista and Linux too, so it should be possible to connect Air Sharing from any computer. Performance is good, and while it struggles a little when asked to view complex documents on the iPhone, it's mostly very robust. ●

NETWORK DEVICE Load files from your computer to an iPhone and view them on the go with Air Sharing

TURN YOUR iPHONE INTO AN...

17 Ice-breaker

with OldBooth

When the conversation lulls, just pull out your iPhone; with the right app on display, you'll be the centre of attention. OldBooth (£1.19/$1.99) is a brilliant app that enables you to put the faces of your friends and colleagues onto the heads of American yearbook-style shots, so you can all see how you might have looked in another era. ●

TURN YOUR iPHONE INTO AN...

18 Atomic clock

with Atomic Clock (Gorgy)

When only the precise time will do the job, Atomic Clock Gorgy Timing (£1.19/$1.99) syncs with Apple's European or US time servers over the internet to get the most precise time possible outside the Royal Observatory, the London home of Greenwich Mean Time. Yes, it's pointless, but we think it's fun, and the display mimics that of a classic LED clock created by time-measurement specialist Gorgy Timing. You can also use the app to set really precise alarms. ●

TURN YOUR iPHONE INTO A...

19 Shopping mall

with Amazon et al

You can buy and directly download stuff with Apple's App Store and iTunes Store apps, but that's just the start! Amazon Mobile UK (free) enables you to browse the giant store, check your wish list and place orders. You can also buy direct with apps from the likes of Next (free), Game (free) and Debenhams (free). ●
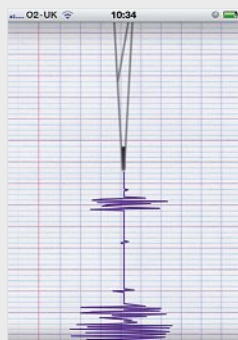
TURN YOUR iPHONE INTO A...

20 Phone!

with Truphone

Yes, you already have a phone (unless you're an iPod touch owner), but Truphone (free) could offer a cheaper alternative. It makes calls over the internet rather than your mobile phone network. Calls to users of Truphone, Skype and Google Talk are free, while a £8 monthly fee gives you unlimited international calls. ●

TURN YOUR iPHONE INTO A...

21 Seismometer

with Seismometer

Of course, Seismometer (59p/99¢) isn't much use for seismologists: there's no scale on the display, for a start. But it's nevertheless quite fun seeing the accelerometer record jolts to the iPhone on the table; and features such as the ability to export data might encourage kids to explore geological science further. ●
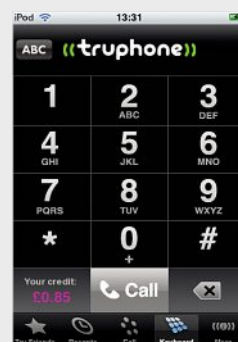
TURN YOUR iPHONE INTO AN...

22 Arbitrator

with MotionX Dice

If you need to make a decision but don't have a coin to flip, try iHandy Coin Flip (59p/99¢). Alternatively, the physics of MotionX Dice (free) will dazzle you as you roll them to make decisions. (Apparently, some ancient civilisations used dice to elect their governments.) Of course, you can use the dice for conventional purposes too. ●

TURN YOUR iPHONE INTO A...

23 Guitar amp

with AmpliTube

The AmpliTube iRig is a hardware and software combination that turns your iPhone into a fully featured guitar amp, complete with effects pedals. Just plug the iRig device into your iPhone's 3.5mm stereo headphone minijack and the other end into your guitar, using a standard guitar cable. There's another 3.5mm port on the iRig for you to attach headphones.

Then, using the AmpliTube app (the basic version is free, but you can pay up to £11.99/$19.99 to add more pedals), you can listen to your guitar with a variety of different effects, such as Chorus, Delay and Wah, or through different types of amp – Lead, Bass and Crunch.

It's all great fun. The dials on each effect pedal can be adjusted endlessly, and combined to form many variations. The app itself looks great and is intuitive to use, although the buttons for switching pedals are a little small to hit accurately. The effects themselves sound fantastic, and produce rich tones that sound just like the real thing. ●

TURN YOUR iPHONE INTO A...

24 Cardiograph

with ithlete

Aimed largely at serious runners and other sportspeople, ithlete (£34.99/$59.99) measures heart rate variability, a research-proven way of getting all-important feedback about your body's reaction to daily training and stress. It involves you spending one minute every morning following simple on-screen instructions, breathing in and out while a plug-in receiver (which you can get for free from ithlete's publisher) picks up a signal from a chest-strap monitor (which you need to buy yourself).

You can track daily changes in the health of your nervous system, indicating stress levels from training and daily life. As well as on-screen graphs, ithlete gives you a daily indicator that indicates whether you should train hard, train easy or rest up completely. Some expensive heart-rate watches perform a similar function, but we like ithlete's simplicity of use and value for money, making it a great way to train effectively. ●

TURN YOUR iPHONE INTO...

25 The world's best takeaway menu

with Domino's, Ocado, Wagamama and Yell.com

Dial a Domino's...
Yes, Domino's delivers. And it has an ordering app (free) you can add to your iPhone. Deep-pan pepperoni pizza (other toppings available!) is a few taps away. Just remember to wipe your hands before you touch your iPhone.
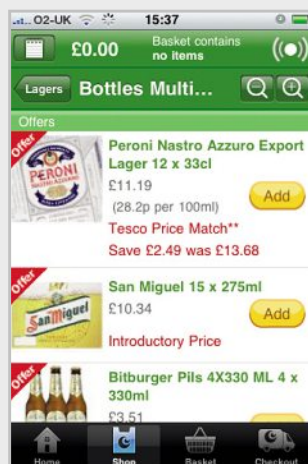
Order Ocado...
Many supermarkets' online ordering should work on your iPhone, but none offer optimised websites. Happily, Waitrose, through its Ocado brand, has an app (free). Use it to order, so long as you live in an eligible area.
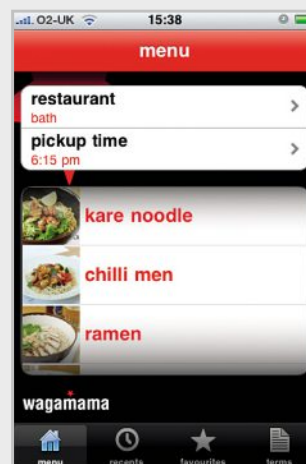
Want Wagamama?
You can order some light, tasty Japanese-style food from the Wagamama app (free). Sadly, the company doesn't deliver; once you've made your selection, you'll need to leave the house to pick it up at your preferred time.

Or just Yell.com
Of course, there's always the Yellow Pages. The Yell.com app (free) can determine your location so that when you look for local takeaways, it tells you which are nearest. Tap an icon in the app to call it directly, and save favourites to Contacts. ●

Section 2
➡ TUTORIALS

Before you can use an app, you have to get it onto your iPhone. There are two ways to do this: by downloading the app direct to your iPhone via its App Store tool, or by downloading the app to your computer using iTunes, then transferring it to your iPhone when you next synchronise your computer and iPhone. Here, we walk you through both approaches, so you can choose the technique that suits your way of life better.

Backing up your apps and their associated data is vital in case your iPhone is damaged or stolen. We explain how it's done.

DESKTOP INSTALLS

Install apps with iTunes

Find out how to download and organise iPhone apps using your computer

WHAT YOU'LL NEED
- Any iPhone or iPod touch
- iTunes for Windows or Mac OS X (free from www.apple.com/itunes)

One of the main selling points of Apple's touchscreen devices are the mobile applications, or apps, which can be downloaded and used on the iPhone or iPod touch. An app can be a game, a set of recipes, or the services provided by a website such as Google, repackaged in a standalone program. Some are incredibly useful, such as RadioBOX, which enables you to access thousands of internet radio stations, while others are entertaining time-wasters, such as the gloriously addictive Draw Race.

An app can be a game, a set of recipes, or the services provided by a website

Apps vary in price, and while there's an extensive free catalogue, many cost from 59p upwards, few go over £2.99, but some can be a fair bit more. You can use nearly all iPhone apps on an iPod touch, with the exception of a few that require the iPhone's network access. Some apps written for the iPad also work on an iPhone; look for a + sign in the price label in the App Store. ●

Top Tip
To re-arrange your apps on an iPhone, press any icon until they all shake, then drag icons around. Press the home button to revert to normal.

HOW TO... Install your first app
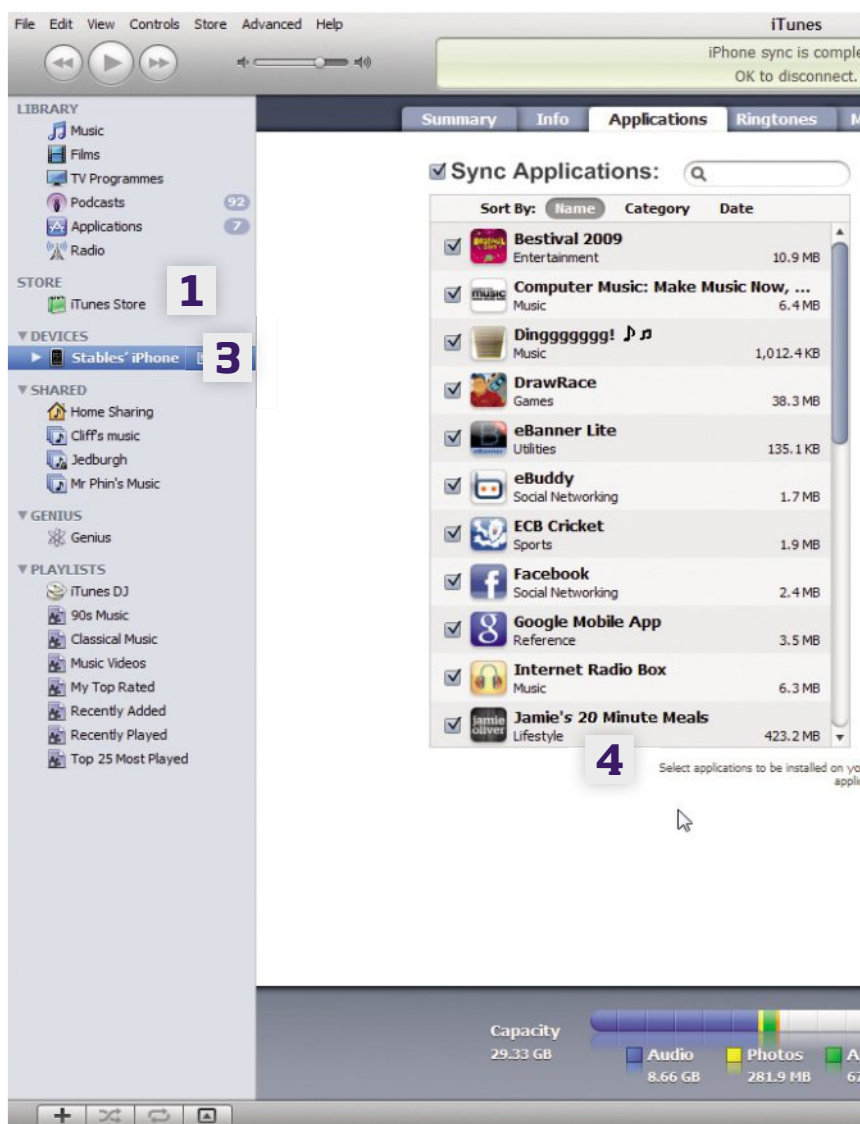
1 Download iTunes
Before you can do anything with your iPhone or iPod touch, you first need to download iTunes. This can be downloaded quickly and easily from www.apple.com/itunes, and needs to be installed on your computer. It then finds your music, and registers your iPhone so it can be used.
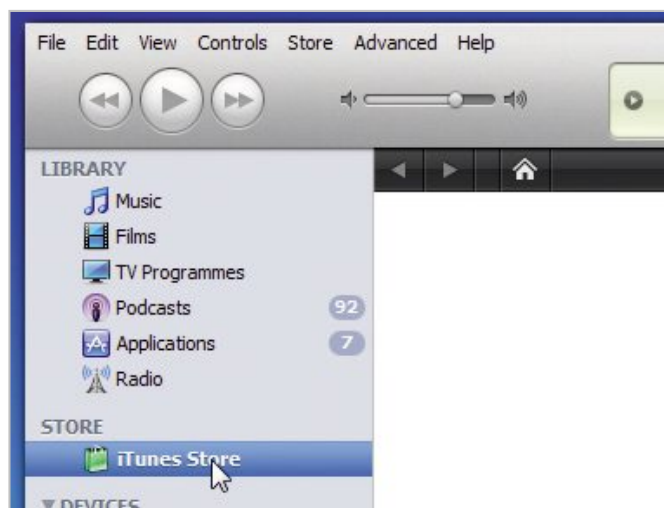
2 Visit the iTunes Store
You can download and install apps from iTunes and put them on to your iPhone. All downloads are from the iTunes Store, so you need to click on the link in the left-hand pane of iTunes. Then you are transported into the magical world of downloadable content…
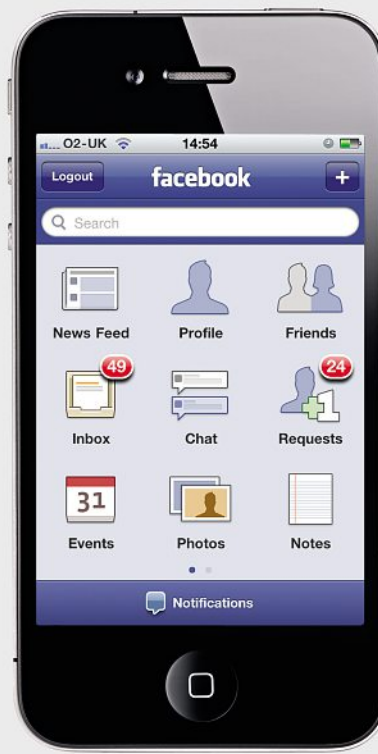
From iTunes to iPhone

1 **App Store** You have to visit the iTunes Store to download the apps. At the top of the home page is a link to the App Store, where you can find all of the available app downloads, free or otherwise.

2 **Virtual screen** This is a representation of how your iPod touch or iPhone looks. You can drag the app icons around so they're best placed for your needs.

3 **Device screen** When your iPod touch or iPhone is connected, it shows up here. Click this option to start setting up your device, not only for apps, but for music, video, photos, podcasts and much more.

4 **App list** All the apps you've bought or downloaded from the store are displayed in this list, and you can choose which are kept on your iPod touch or iPhone by simply ticking or unticking them.

5 **Sync** Once you're happy with your settings, click the **Sync** button to sync your iPod touch or iPhone with your iTunes library. If you don't want other media to be synchronised, you can deselect them individually.

Jargon buster

● **Download**
Save a file from the internet onto your computer to use later.

● **Home screen**
The screen that's displayed when you first turn on your iPhone.

● **Sync**
Short for synchronise – updating files on two devices, such as an iPhone and a computer, so the same files are on each.

● **Touchscreen**
Technology that senses the movement and location of your fingers on a screen, which is used to control your iPhone.
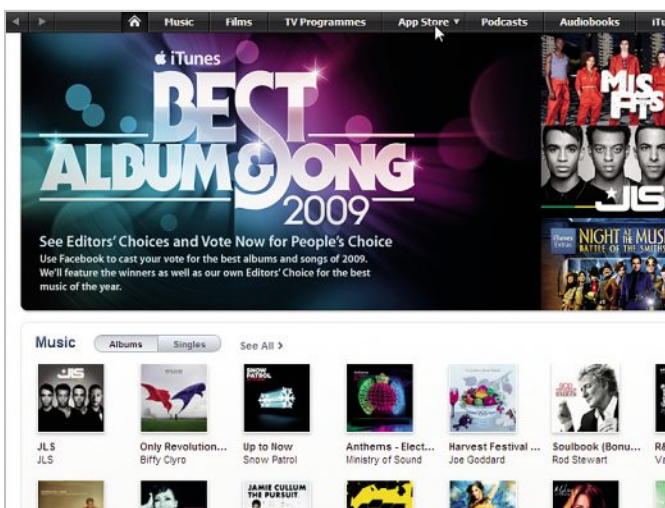
3 ## App Store
The first screen that opens is the iTunes Store main page. Assuming that you can keep your credit card holstered, you need to click on the App Store link in the top bar, to be taken to a specialised store where a wealth of exciting apps is on offer to download.

4 ## Find free apps
There are loads of free apps available in the Apps store, but many cost up to £3, and some cost even more. You can find popular free apps by clicking Free Apps in the right-hand Top Charts pane, or browse the store for a selection of excellent paid-for ones.

▶▶
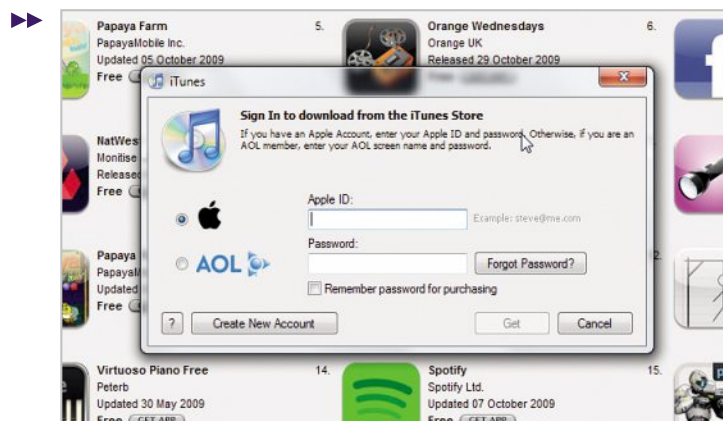
5 Download an app
To download your app, click **Get This**. You are asked to confirm your iTunes user name and password (click **Create New Account** if you don't yet have a user name), then the app is downloaded to your iTunes library. See all your available apps by clicking the **Apps** tab in the Library pane.

6 Plug in your iPhone
If you haven't already, you need to plug your iPhone into your computer using the supplied cable. Your device is then recognised by iTunes (unless it's the first time, in which case the device needs to be registered), and you are ready to copy the app to your iPhone.

7 Sync your iPhone
You need to make sure that your apps are synchronised with your iPhone. Do this by selecting your device from the list, choosing the **Applications** tab, and then ticking **Sync Applications**. Once it's ticked, click **Apply** and your apps are copied across to your device.

8 Organise your apps
In the Applications menu on your device page in iTunes, you can organise your apps, even if they're already installed on your iPhone. You can tick or untick any of the apps from the list: only ticked devices will appear on your iPhone. Use the Sort By and Find option above the list to pinpoint apps.

9 Arrange your apps
Next to the list is a mockup of your iPhone's home screen. Here, you can drag around app icons, positioning them so that the ones you use most are on the home page, and apps you downloaded for fun are on the final page. Click **Apply** to make the changes on your connected iPhone.

10 Play!
Once you've synced your applications, disconnect your iPhone. Congratulations: you can now use your apps wherever you are. Then you can have fun experimenting with applications, and see which ones make the biggest difference to your life. ●

GET APPS ON THE GO

Install apps with your iPhone

Learn how to install third-party apps from the App Store with these tips

WHAT YOU'LL NEED
● Any iPhone or iPod touch

Third-party apps are a good way of getting more out of your iPhone or iPod touch. Every iPhone comes with some great apps, such as Maps, Weather and Safari, but with third-party apps (those that aren't written by Apple itself) it can do so much more. There are over 250,000 of them available on the App Store, and more are being added all the time.

The applications do just about everything; there are games, books, business, health and fitness, and music apps, to name but a few of the different types available. The games you can get are particularly good, and classics such as Super Monkey Ball from Sega make full use of the iPhone's accelerometer as a novel control mechanism, so you guide the action by tilting the screen.

As we've just seen, you can easily download, organise and install apps on your iPhone using your computer and iTunes. But you can also search for and download apps using the App Store app your iPhone. Any app you buy this way is ready to use as soon as it's downloaded. If the app isn't free, you pay using the credit card details stored in your iTunes account, so there's no fiddling about entering all your details: just click and buy.

When you next sync your iPhone with your computer, any downloaded apps are backed up in your iTunes library, and any you've downloaded on your computer are transferred to your device. Of course, there could be situations where you don't want a particular app to be transferred to your iPhone. You'll find settings in iTunes for disabling certain apps from syncing. Just go to the Applications tab when you connect your iPhone, and you can choose not to sync particular apps.

Apple has allowed third parties to charge whatever they like for their applications, so exercise caution and don't go on too much of a spending spree. There are many great little programs that are free, so if you're looking for something in particular, it makes sense to check them out before parting with your cash. ●

Top Tip
Quite often there'll be two versions of an app on the App Store – the full paid-for app and a Lite version, which is usually free and enables you to try the program before you buy it.

There are more than 250,000 apps on the App Store, and more are being added

HOW TO... Download apps direct to your iPhone
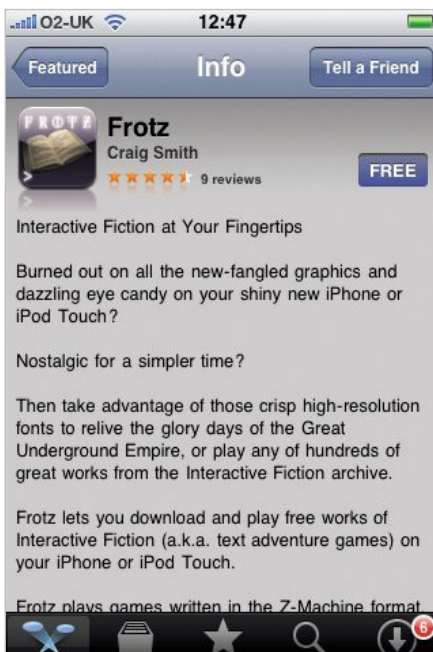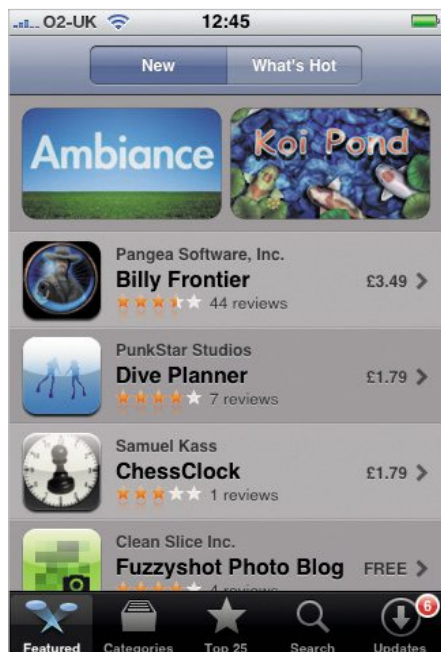
1 Browse the App Store
On the iPhone, you can access the App Store using its built-in app. In the Featured section you'll find New and What's Hot selections. The Top 25 section is also a great place to browse for the most popular apps.

2 Get more information
To find out more about an app, just tap on its name when you're browsing. You'll get a text description of the app, written by its author. Scroll down for a screenshot and customer reviews, which are great for feedback.

3 Purchase the app
To buy an app, just tap the price label of the app (or Free if it's free), then tap **Buy Now**. The app's icon appears on your Home screen saying 'Loading…' and a blue progress bar indicates the download's progress.

HOW TO... Update your apps from your iPhone

1 Check for updates
Updates for your installed apps improve stability or speed, and occasionally add new features. The App Store checks for updates every week, but it also checks every time you launch the Store. When an update is available, a number appears on the App Store icon.

2 Install updates
To install any or all of the updates, tap the App Store icon, followed by **Updates** at the bottom of the screen. Your updates are listed here. Tap an app to find out more. Updates are usually free: tap the Free button or the price label to install the update.

3 Update All
You can tap **Update All** at the top of the Updates list to have all your apps updated in one go. It'll be quicker to update them if you're connected over a Wi-Fi connection, but the process will still work over the cellular network. Your mobile phone network may charge for this.

4 Remove apps
You can delete apps from your iPhone. Normally you'll restore them from your iTunes library when you sync with your Mac or PC, but if you delete a paid-for app before backing it up, then you can still retrieve it…
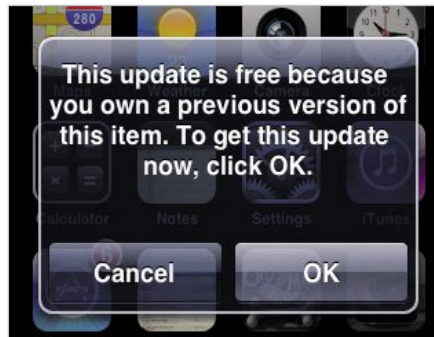
5 Free restore
Make sure you're signed in with the account used for the original purchase and launch the App Store on your iPhone, or use the iTunes Store on your Mac or PC. Locate the app and click **Buy App** to download it for free.
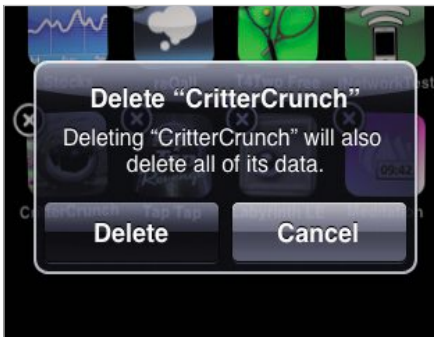

Top Tip
There are many great applications that can help you navigate the underground transit systems of the world's major cities, so you can plan your journey wherever you go. Have a look in the Travel category on the App Store for your options, then tap to buy.

Write an app review
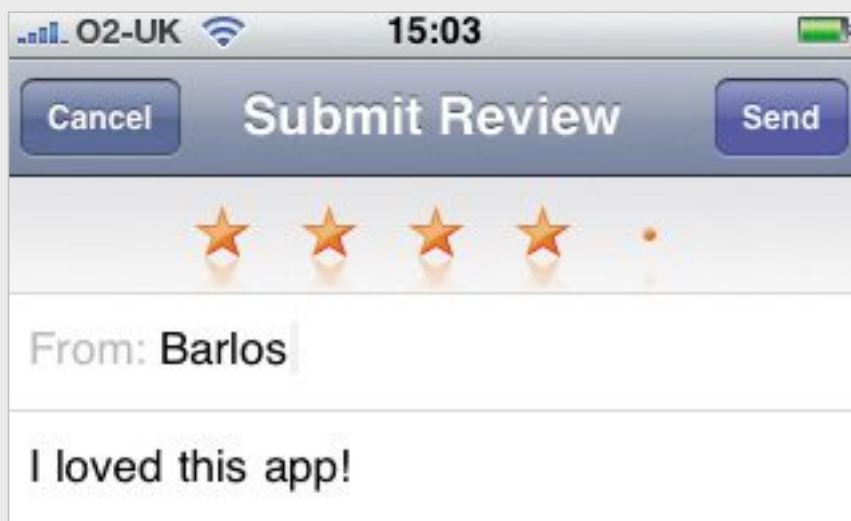
You can write your own review of an app to tell people what you think about the program, and Apple will add it to the App Store for the world to read, provided it's of good enough quality. Everyone appreciates constructive criticism rather than thoughtless whinges, after all. App reviews can be written either in iTunes on a Mac or PC, or direct from an iPhone or iPod touch.

On your iPhone, load up the App Store and locate the app you want to review. (It needs to be one you've bought or downloaded for free.) From the Info screen of the app, tap **Reviews**, followed by the **Compose** icon (which looks like a pad and pen) in the top-right corner. Tap **Write a Review** and fill out the form using the on-screen keyboard. You can enter a nickname, description and title for your review. Run your finger across the star ratings to award the app a mark out of five. Once you're happy with your review, tap the **Send** button.

You can also write reviews in iTunes when browsing the App Store on your Mac or PC. Just click on **Write a Review** and type away.

SAFETY FIRST If you lose your iPhone, fear not – if you've got it safely backed up at home

SAFEGUARD YOUR DATA

Back up your apps

Keep all your iPhone's data safe on your computer – and recover from disaster!

WHAT YOU'LL NEED
- Any iPhone or iPod touch
- iTunes for Windows or Mac OS X

Not so long ago, it was a full-blown calamity if you lost your mobile phone. All your carefully gathered phone numbers, all your text messages from your partner, all those photos you took – gone! And even when you'd been through the rigmarole of getting a replacement phone, you'd have to enter all that information again. But, as will come as no surprise by now, it's all much easier with the iPhone. Every time you connect it to your computer, everything on your iPhone is backed up, safely duplicated

Every time you connect it to your Mac or PC, everything on your iPhone is backed up

to your computer's hard disk. It doesn't copy media such as songs and videos in your iTunes library, since they're already there, of course.

If you restore from a backup, first all your data (applications, their settings, SMSs, network settings and so on) is sent to your new iPhone, and then your media will be synchronised. It does remember which data to sync, though. This means that if you lose or damage your iPhone, once you've sorted out a replacement you can simply plug it into your computer and it'll be exactly like it was the last time you used it. For this reason, if no other, it's worth plugging your iPhone into your computer as frequently as you can – daily, if possible.

Backing up isn't just useful for lost or damaged iPhones. If you upgrade, say, from an iPhone 3GS to an iPhone 4, then when you plug your new iPhone into your computer, you'll be given the option of setting it up as a new device or restoring it from an existing backup, making it child's play to upgrade. It works with the iPod touch, too, so if you have an iPod touch and then decide to buy an iPhone, you can simply copy over all the data via iTunes using a streamlined procedure.

For more information on iPhone backups – and what exactly is backed up – see the Apple Support article on the web at http://support.apple.com/kb/HT1766. ●

HOW TO... Back up, restore, wipe and migrate your iPhone data

1 Automatic backup
The good news is that every time you plug your iPhone into your Mac or PC using the supplied USB cable – or even passed through via a connection on another piece of hardware, such as a speaker dock – your iPhone is backed up quickly and automatically.

2 Manual backup
If you're feeling a bit paranoid – or, say, need to force a backup since you know you're about to migrate your data to a new device – then right-click on your connected iPhone in iTunes' left-hand Source pane, and choose **Back Up** from the contextual menu that appears.

3 Manage your backups
You can have multiple iPhones and iPod touch devices synced to a single iTunes library, and can check their backups from the Devices tab in iTunes' preferences. Hover over an entry and check the phone number, serial number and hardware IMEI reference to identify it.

4 Delete backups
From this same preferences window you can also delete old iPhone backups. You might only see your most recent backup if you have the one device, but if you're a bit of a power user then you might see backups for old devices too, taking up hard disk space.

5 Wipe your iPhone
You'll rarely want to wipe your iPhone – unless you're selling it or giving it away – but it's easy to do. Select your iPhone under Devices in iTunes' Source pane and click the **Restore** button in the Version section of the screen. You'll be given the option to back up first.

Top Tip

You'd do well to manage your backups through iTunes, but if you really want to, there's nothing to stop you from poking about in the backups manually. On a Mac, they're stored in Library ➔ Application Support ➔ MobileSync ➔ Backup. Windows XP puts them in Documents and Settings ➔ [user name] ➔ Application Data ➔ Apple Computer ➔ MobileSync ➔ Backup; and if you're on Windows Vista, look in Users ➔ [user name] ➔ AppData ➔ Roaming\ Apple Computer ➔ MobileSync ➔ Backup.
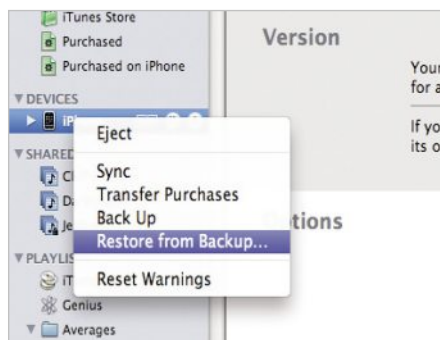
6 Restore from a backup
If you connect a new, blank iPhone OS device to your computer, iTunes will offer to restore to it from an existing backup. (See step 8.) You can also force this restore manually, perhaps because you've added an app that's causing problems and you want to roll back.

7 Pick a backup
You may have multiple iPhone OS devices backed up to the same iTunes library, so after you've right-clicked on the device you want to restore and picked **Restore From Backup**, iTunes will ask you which backup to use. Ensure your devices have unique names!

8 Migrate to a new device
If you've bought a new iPhone or iPod touch, it's easy to migrate your apps, settings and more from your old one. Plug the old one in, perform a manual backup (see step 2) then connect the new device. iTunes will ask if you want to restore from an existing backup.

Section 3

➡ CREATE

Your iPhone unlocks a whole new world of creativity, egging you on to achieve things you might not have believed you were capable of. Now you can't just take photos with your iPhone: you can edit them on the move, making them look better or having some fun with special effects before instantly sharing the results with your friends. You can also sketch, make movies or even sculpt. And there's a huge selection of musical apps, too, with options for accomplished musicians who have an idea on the move or complete beginners looking for imaginative ways to make sounds.

BETTER IMAGES

Edit photos on your iPhone

Bring iPhoto-like functionality to your handheld Apple device

WHAT YOU'LL NEED
● An iPhone or iPod touch
● iPhone OS 2.2 or later (OS 3.0+ required for email and copying to the clipboard)
● Photogene 2.5+

Although the iPhone is primarily intended for consuming media, innovative developers and their apps ensure that an iPhone, iPod touch or iPad can also be used for many creative tasks. Currently, one of the most exciting creative sections of the App Store is the Photography area, where there are dozens of fantastic and affordable apps for editing and modifying photos on the fly – often in a fraction of the time it would take to do something similar using a desktop app.

In this tutorial, we're using Photogene, a user-friendly, low-cost app, which costs £1.19 at the time of going to press. Photogene brings to your iPhone the kind of editing features you're more likely to expect on your Mac in iPhoto – cropping, straightening, sharpening, colour balance, levels and rotation. See www.mobile-pond.com for more on the app's capabilities.

Photogene's intended as an accessible editing environment for iPhone photographers while they're on the move; you can take a photo from within the app or you can grab one you took earlier via your Camera Roll in your Camera app.

While you can also import images from albums in your Photos app (thereby ensuring iPod touch users, who may not have a built-in camera, aren't excluded from using Photogene), be mindful that iTunes reduces the size of photos sent to your device, which means they're perfectly adequate for sending in emails and viewing on a small screen, but not so great for printing out and sticking up as a poster! ●

THE FULL EDIT Photogene is a complete image-editing app you can carry in your pocket. Crop, rotate and straighten your photos, then adjust the colours or apply special visual effects

HOW TO... Improve an image in Photogene

1 Get started
In Photogene, you start with a simple menu of options. Tap **Take photo** to snap a picture to work on, **Continue last session** to work on an existing in-progress edit, or **Edit new photo** to use a photo from the Photos app.

2 Import a photo
Let's work on a photo you've already taken. Tap **Edit new photo**, navigate to your chosen image and select it. The photo will load into Photogene. Here, we've selected a photo of a fetching red postbox, but it's wonky and dull.

3 Straighten your image
Tap the toolbar's **Rotate** icon. Use the buttons in the horizontal row to rotate or flip your image. Alternatively, drag the **Straighten** slider underneath to straighten your photo, assisted by the grid that appears.

4 Enhance levels

Tap the fourth icon down. Select **Levels** from the bottom toolbar and tap the **Auto** button. Photogene will automatically adjust the levels, adding punch to colours. Drag the sliders to fine-tune its settings to your preferences.

5 Boost and amend colours

Tap **Colors** in the bottom toolbar and use the sliders that appear to amend saturation and colour. Boosting the former and dropping the latter produces a nice effect on most images. Tap **RGB** for channel-specific controls.
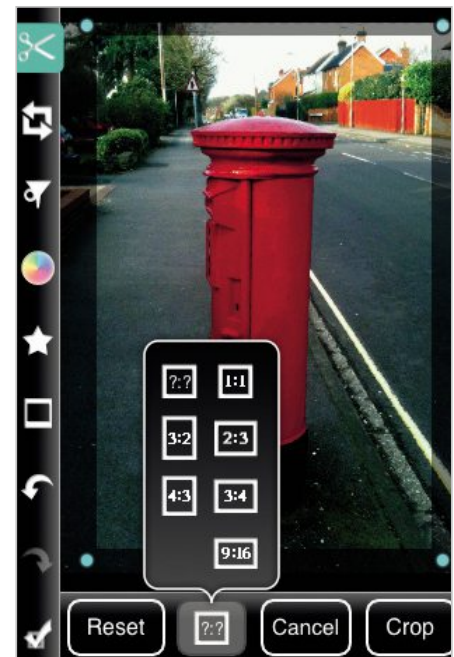
6 Crop your image

Tap the **Scissors** icon at the top of the main toolbar to access crop tools. Drag the crop area's corners for a live update of its dimensions. Tap **Crop** to confirm, or crop to a specific ratio via the depicted menu.

7 Undo and reset options

Changed your mind? To undo or redo multiple actions, use the icons towards the bottom of the main toolbar. Effects are non-destructive and can be removed by tapping **Reset**. Crop and straighten are reset as one.
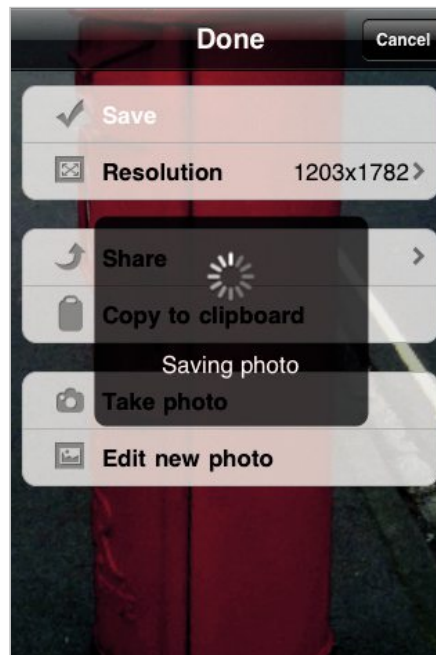
8 Save your image

Once you're happy with your changes, tap the **Tick** icon at the bottom of the main toolbar to enter the Done screen. Tap **Save** to save the image to the Camera Roll. Tap **Resolution** if you wish to amend the output size.
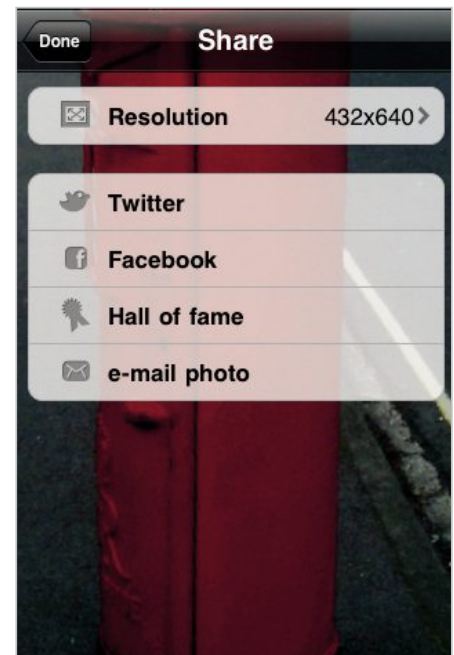
9 Share your photo

Photogene enables you to share images with your friends. Re-enter the Done screen. Tap **Copy to clipboard** to place the photo on the clipboard; otherwise, tap **Share** to share the image via Twitter, Facebook or email. ●

VIDEO FOR OLD iPHONES

Qik VideoCamera

£1.79 Get video recording on your pre-3GS iPhone!
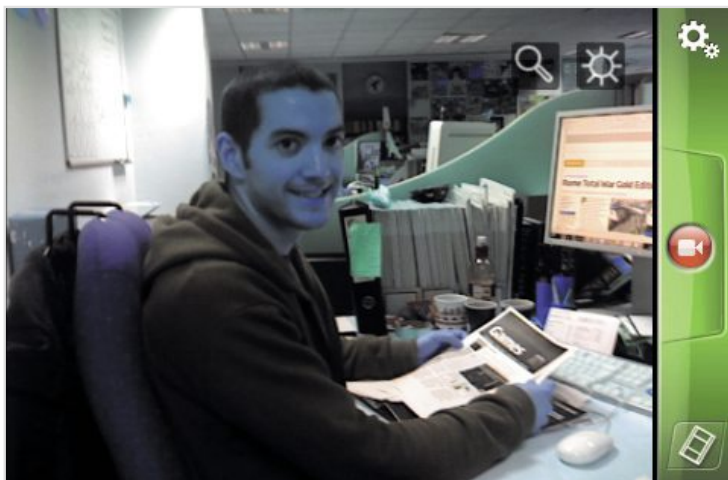
FEELING BLUE Indulge your secret Smurf fetish during a tea break

With Qik VideoCamera, anybody can add video recording to the 3G iPhone. It shoots up to 15fps .mov videos and is packed with features such as digital zoom, volume and brightness boost and fun video effects, which includes turning people's skin blue, so they look like *Avatar*'s Na'vi. Video resolution is limited to 400x304 or 200x152 and it can be used in portrait and landscape mode. Qik contains its own gallery of clips, or you can export them to your Camera Roll or email them right from the app. Our favourite feature though is the IP address it generates, which you simply type into your Mac's browser to download the videos wirelessly without having to sync them to your iPhone.

Because of the inferior camera and slower processor on older iPhones, the videos Qik produces will never compare to the iPhone 3GS's quality. In fact they're pretty poor, but it's a lot better than having no video at all. ●

KEY INFO

UK price £1.79
US price $2.99
Web qik.com

Download size 3.9MB
iPod touch compatible Yes
Requires iOS 4.0 or later

VERDICT

5
★★★★★

Probably the best app for adding video recording to old iPhones – and good value at £1.79!

STEADY CAMERA

1Shoot

FREE May replace your built-in Camera app...

HOLD STEADY 1Shoot decides when your hand is steady enough to take the shot

The iPhone's Camera app is limited to firing the shutter when you press a button on screen. 1Shoot, however, has three modes. In its most basic it lets you tap the whole screen to trigger the shutter, and another mode lets you set a five- or 10-second timer. The most exciting feature, uses the iPhone's accelerometer to gauge when you're holding the phone still enough to take a good shot, then grabs it. Pictures need to be reviewed and added to the camera roll.

It could use some in-app help, though, and you can't use the 3GS's tap-to-focus feature to define a focus and exposure priority point. ●

KEY INFO

UK price Free
US price Free
Web 1shoot.wuonm.com
Download size 5.8MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT

★★★☆☆

Useful features, but the interface is cryptic and you can't tap to focus

---

DELAY CAMERA

QuadCamera

£1.19 Embracing the iPhone's snapper!

Long before the iPhone's original camera was being criticised, enthusiasts exploited the low-fi effects from Holga and Lomo's cameras. All produced images with crazily saturated colours and prominent vignetting.

Now, that ability and more has come to the iPhone, and it feels right at home. With QuadCamera, you set a delay between the shots, aim and press the trigger. The shots are taken and stitched together – you can choose between a 2x2, 4x1, 4x2 or 8x1 grid – then the vignette is applied to each one. You can use a range of other effects, and the sequential firing adds an element of time. ●

VERDICT

★★★★★

The interface is a little odd, but the app exploits the camera well

KEY INFO

UK price £1.19
US price $1.99
Web artandmobile.com
Download size 1.0MB
iPod touch compatible Yes
Requires iOS 4.0 or later

TAKE YOUR TIME QuadCamera creates a Lomography effect

PHOTO STITCHER

AutoStitch Panorama

£1.79 Create stunning high-resolution panoramas

VERDICT

4

★★★★☆

This is terrific fun and a great way to combat the iPhone camera's lack of wide-angle shooting

You can measure how disruptive the iPhone and the App Store can be when an app that takes individual shots and stitches

SEAM-FREE You can create hi-res panoramic images of up to 20 mega pixels

them together to create seamless panoramas costs less than the price of a takeaway latte. To put it in perspective, a Mac app such as Stitcher costs more than a 32GB iPhone 3GS on a cheap tariff!

And the results are good, especially as it really is all completely automatic. Sure, the differently exposed shots sometimes create a slightly patchy appearance, but we're completely sold. The app keeps the originals so you can always edit them in another program and restitch. It can take a while (particularly since you can create high-res panoramas) but it's easy, fun and cheap. ●

MULTI-STITCH The app can stitch in vertical, horizontal or mixed arrangements

KEY INFO
UK price £1.79
US price $2.99
Web www.cloudburstresearch.com

Download size 9.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PHOTO ENHANCER

Photo fx

£1.79 A capable image editor with great results

EFFECTIVE
Photo fx offers an impressive choice of effects

Photo fx is no Photoshop-wannabe – you're limited to applying edits and effects globally, and you can't add more than one effect at a time without saving the first round of changes to a new image and then loading and manipulating the second version – but it's spectacular stuff nonetheless.

Effects are split into five sections, and you control how much each edit affects the image with an intuitive set of sliders and presets. They look good too, and while there's not much that can be done to fix the disappointing results from the iPhone's camera, we happily recommend it. ●

KEY INFO
UK price £1.79
US price $2.99
Web www.tiffen.com
Download size 19.1MB
iPod touch compatible Yes
Requires iOS 4.1 or later

VERDICT

★★★★☆

Perfect for portraits, and some fun stuff too; useful and cheap

---

IMAGE EDITING

Adobe Photoshop Express

FREE Quickly and easily edit your photos

Rather than being a full-blown application in its own right, Photoshop Express is a customised iPhone front-end for Adobe's online photo sharing and editing website. The service offers rudimentary photo fiddling (crop, straighten, rotate, flip), plus a beginner's array of filters, effects, borders and colour balancing.

The app takes the website data and filters it through an interface customised for Apple devices. It boasts more options than the Mill Colour app – and more than makes up for the lack of photo-editing functionality from Apple. Share images at Photoshop.com. ●

KEY INFO
UK price Free
US price Free
Web mobile.photoshop.com
Download size 6.6MB
iPod touch compatible Yes
Requires iOS 3.0 or later

EASY EDIT
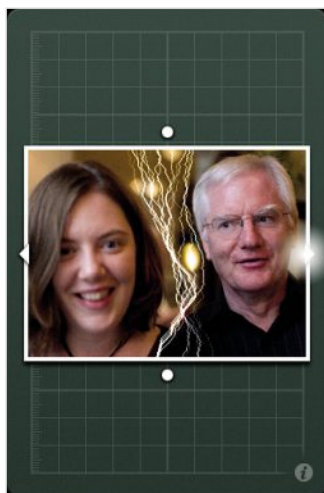Adjustments can be made at the touch of a fingertip. Obviously!

VERDICT

★★★★☆

Image edits on the hoof; another boost to the iPhone's abilities

CONTEXT-AWARE IMAGE SCALING
Liquid Scale
£1.19 Smart-resize your pictures

Take the hassle (and scissors) out of cutting your ex from your old photos with Liquid Scale.

Normally, when you scale an image, everything scales in the same proportions. Liquid Scale lets you define areas – faces, say – that should be protected, and some that are expendable. When you drag the handles of the image to resize it, the expendable areas are collapsed, while retaining the subject. Photoshop itself only got this feature in version CS4, so it's impressive to find it in an app. However, some details can go 'wonky', and, short of reverting to the original saved pic, there's no easy undo. ●

EDIT THE EX Cut out elements of your pic and merge the remainder without distortion

KEY INFO
UK price £1.19
US price $1.99
Web www.savoysoftware.com
Download size 1.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Astonishing tech, decent results; another reason to love the iPhone

3D MODELLING
3DVIA Mobile
£1.19 Combine photos with 3D models

There's more to 3DVIA Mobile than dropping virtual sofas into a picture of your living room and uploading it to mydeco.com. The 3DVIA website encourages its community to create and upload their 3D models online. At the time of writing, there are over 20,000 models in the 3DVIA database and over 200,000 registered users.

Need a render of an aircraft or a dog? You can then drop the models into your photos and share them. As an extension of the 3DVIA website, it's a must-have for community members. You don't need to be an expert, though – for everyone else, it's a bit of fun. ●

KEY INFO
UK price £1.19
US price $1.99
Web www.3dvia.com
Download size 1.5MB
iPod touch compatible Yes
Requires iOS 3.0 or later

3D HELP New to all this? Go online to check out the tutorial…

VERDICT
★★★★☆
Incredible detail, affordable price and strong community element

NOVELTY EFFECTS
CameraMagic Effects
£0.59 Add visual effects to your photos

Billed as delivering visual effects for the iPhone, this lightweight, novelty compositing tool comes with 214 objects that you can insert into your photos. All compositing is done with copies of your pictures, so your original photos remain untouched.

It serves no serious purpose other than to fulfil the 'fun for five minutes' cliché. Despite boasting no less than 33 different royalty-free UFOs, miscellaneous cloud, smoke and fire effects, various aircraft, the space shuttle and several kinds of missile, even birds and animals… you're unlikely to sit back and think that it's the best 59p you've ever spent. ●

ADD-ON ANTICS Digital stickers for your pics

KEY INFO
UK price £0.59
US price $0.99
Web www.addfone.com
Download size 65.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★☆☆☆
It's fun and inexpensive – but the fun can only last so long…

CARTOON CAPTIONS
Comic Touch
£1.79 Add comedy captions to photos

Pub nights out will never be the same again… Comic Touch lets you add four different types of speech bubble (speech, thought, whisper or exclaim) to photos from your library or taken fresh with your iPhone.

You can add a caption, control the size of the text, add as many bubbles as you want, and save or email the resulting image from your phone. You can also apply effects such as bulges, dents, pinches and light tunnel effects, and there's now a smudging tool, too; drag your finger around the screen to move the focus of the effect. It's easy to email the results to any of your contacts, too. ●

TOONTASTIC Add a little comedy to your shots…

KEY INFO
UK price £1.79
US price $2.99
Web plasq.com
Download size 1.9MB
iPod touch compatible Yes
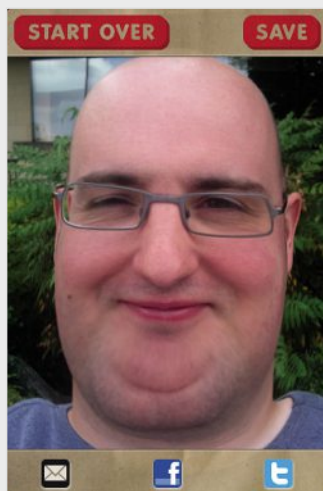**Requires** iOS 2.2.1 or later

VERDICT
★★★★½
A great, fun app – tap witty captions on your photos for hours

PHOTO WEIGHT GAIN
FatBooth

£0.59 A bit of fun or a dire geek warning?

Remember AgingBooth? The app that takes a shot of family, friends and foes and makes them disturbingly wrinkly and old.

Now comes FatBooth; it's the same basic idea, but this time it appears to add a few stone of weight to people you shoot. It's easy too: snap a portrait shot, drag markers into place for eyes, mouth and chin, and it does everything else automatically. The results are genuinely rather good – and the app copes well with glasses and beards – though they're best when working on especially thin people.

Pictures can be shared by email, Facebook or Twitter. . ●

SUPERSIZE ME Thinking of gaining a few extra pounds? Get FatBooth to see how you'll look first

KEY INFO
UK price £0.59
US price $0.99
Web www.piviandco.com
Download size 6.6MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

VERDICT
★★★★☆
Good results from the right photos. Guaranteed to get you to the gym

FACE MANIPULATOR
Face Melter

£1.19 Remember Power Goo?

Go on! Take a picture of someone's face and shake it about a bit. Mess it up and stretch it out of shape using your finger to do the distorting on the face of your iPhone. It's wicked and naughty but it's just so much fun.

Make the boss look bug-eyed or give your loved-one bee-stung lips. Just do silly things. When you've finished, save the result or undo your mischief with a quick shake of your iPhone. Your 'adjusted' images can be animated to 25 frames per second, and the app offers morphing movies, too! A universally appealing app, just be wary about laughing too loud on the train home… ●

MELTDOWN Improve an expression, or disfigure a visage

KEY INFO
UK price £1.19
US price $1.99
Web www.facemelter.de
Download size 6.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Buy it! You know you want to. Get some fun out of the iPhone camera

ADD-ON YEARS
AgingBooth

£0.59 See what you'll look like when you're old

This app does one essentially frivolous thing, but does it well. Its job is to age your photo so you can see how you're going to look after the ravages of time have taken their toll.

You either take a photo with the app (perfect for a night out with friends) or choose a picture from your iPhone's photo gallery. Once the app has detected the face in the photo you manually adjust on-screen guides to fine-tune the position of the eyes and mouth, then let AgingBooth do its work… The finished image is a terrifying glimpse into the future. The results are convincing but most faces get similar treatment. ●

HELP THE AGED Snap a friend and put 20 years on him!

KEY INFO
UK price £0.59
US price $0.99
Web www.piviandco.com
Download size 8.7MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

VERDICT
★★★★☆
Good fun on a night out, but you might not like the results!

RETRO LOOK
OldBooth Premium

£1.19 The best iPhone app ever. Maybe

OldBooth's concept is an old one. It's a 21st-century re-imagining of the seaside cut-out that you stick your head through to have your photograph taken. The style here though is more 'vintage US yearbook'. Pick a gender and choose a style for the photo. You can then select a shot from your library, or snap one with the iPhone's camera.

From here you can pinch to change the size of the shot, use the rotate dial to get the angle right, and adjust the brightness of both the shot and the template. Your efforts are saved to the camera roll, and can then be emailed or saved to your Mac or PC. ●

BACK TO THE FUTURE Travel back in time and see how you might look in another era
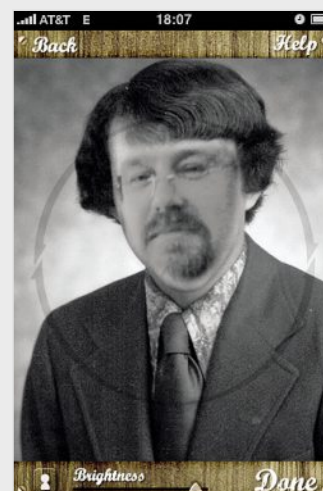
KEY INFO
UK price £1.19
US price $1.99
Web www.getapp.net
Download size 10.7MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT
★★★★★
Superb! Make fun of your friends for endless entertainment
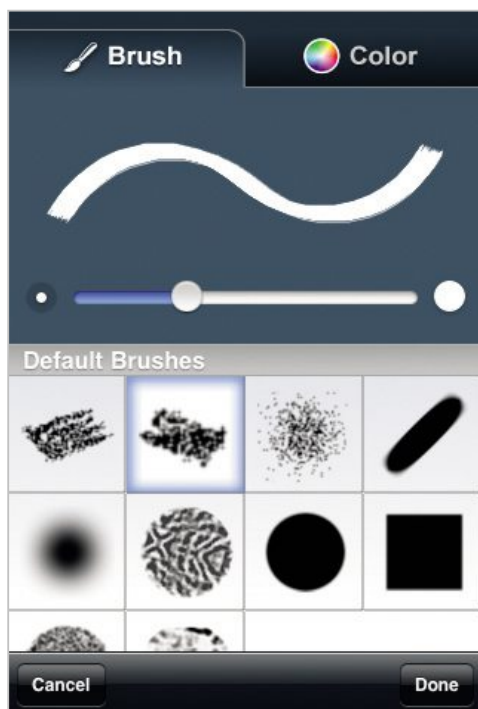
FINE LINE It's easy to adjust how fine you want the brush stroke to be

KEY INFO

UK price £2.99	**Download size** 5.4MB
US price $4.99	**iPod touch compatible** Yes
Web www.gotow.net	**Requires** iOS 3.0 or later

PAINTING TOOL
Layers
£2.99 Unleash your creativity

There are countless painting apps on the Store, but this one's special. It's not just that its surprisingly decent natural media brushes (you get 10 to choose from) produce some genuinely good results, aided by a slider to control opacity and an eyedropper to suck up colour. As the name suggests, it's the fact that you can add up to five layers, and even export your creations as layered PSDs, which makes this app stand out. You can even choose a photo as a layer; just use the eyedropper or eraser and you can cheat at creating decent stabs at art.

Download the Layers Replay Viewer and you can sync your drawings with your Mac, then replay your work, export as JPG and PSD, and create QuickTime movies for sharing online with your friends.

DIFFERENT STROKES Choose from 10 different brushes then start erasing and smudging…

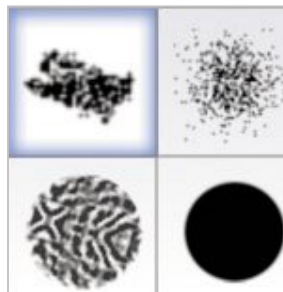The square canvas and fixed pixel dimensions can feel a bit restrictive, and the limitations of the iPhone platform – a lack of pressure sensitivity, plus a small screen that necessitates controls having to be called up separately with a shake of the iPhone – can be irksome, but it's still a good app to satisfy those creative urges. ●

VERDICT

4
★★★★☆

Limited by the iPhone itself, but accomplished and fun for artists and kids alike

---

PHOTOSHOP CONTROLLER
PhotoKeys
£1.79 A tool panel companion for Photoshop

This is ideal if you like the look of the Art Lebedev Maximus keyboard (www.artlebedev.com) but don't fancy spending $1,700 (£1,183). It's designed as a companion to Photoshop and gives you access to many of the tools and commands from the main screen and the Edit screen, which controls selections, stroke and the like.

It works well, although the concept is a little flawed; you have to look carefully before you can stab at the correct button, and you can't edit the layouts. Professionals should stick to learning the keyboard shortcuts, but it might help Photoshop newbies. ●

SHOP SHORTS Keep Photoshop commands at your fingertips

KEY INFO
UK price £1.79
US price $2.99
Web mobilemouse.com
Download size 0.6MB
iPod touch compatible Yes
Requires iOS 2.1 or later

VERDICT
★★★☆☆

A nice idea, but you're better off learning keyboard shortcuts

PAINTING TOOL
Sketchbook Mobile
£1.79 A mobile version of SketchBook Pro

This painting and drawing application can prove highly effective in the right hands. For starters, Sketchbook Mobile provides a full-screen workspace, a 1,024x 682 canvas and a 2,500% zoom for fine-detail work. If you're not impressed by its 25 brushes, colour swatches and colour wheel, the ability to work across up to six layers is bound to make you look twice.

Touchscreen control will never be as fine as a graphics tablet, but that hardly matters; you can export your artwork as a PSD file and touch it up later. Test-drive the app by downloading the free version, Sketchbook Mobile Express. ●
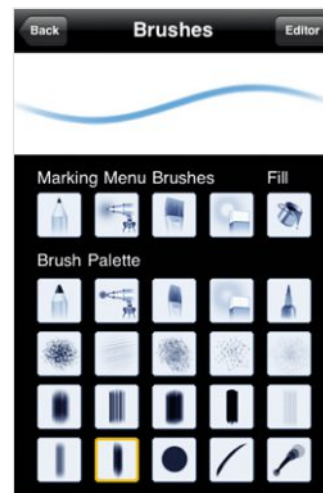
KEY INFO
UK price £1.79
US price $2.99
Web usa.autodesk.com
Download size 8.1MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

PAINT POWER You get the same paint engine as you do in Sketchbook Pro…

VERDICT
★★★★☆

Very capable features; again only limited by the iPhone itself

COLOUR CO-ORDINATOR
Color Expert
£5.99 Find the perfect colour mix in seconds

VERDICT

5
★★★★★

Feature-rich and polished colour-picking app; proved remarkably accurate as a Pantone library, too

Designers across the world, rejoice! This app does two things. First, it's a reference library of colour swatches. You can choose between HTML or web-safe colours, or access coated and uncoated Pantone and Pantone Goe swatches. Like us, you're probably suspicious of anything claiming to offer colour-accurate Pantone swatches on a display that hasn't been calibrated, but be prepared to be impressed. Viewed even under fluorescent lighting, the colours on-screen were very close to the chips in the reference swatches we placed next to them. Sure, you should check with a proper swatch book before pressing Print, but it proved plenty accurate enough on our test iPhone 3G.

The meat of the app, however, is the colour mixing stuff. You're presented with a colour wheel and invited to spin around one 'anchor' colour, while others change in relation to that colour. You can pick the relationship – monochromatic, analogous, complementary, split complementary or triadic – and you can choose whether the colour wheel use the artistic red/yellow/blue or the scientific red/green/blue system. The result: four other colours that match and complement your anchor colour in different ways… You can then examine these colours – optionally matching them to Pantone equivalents – name them and save them. You can also send a rich email through the iPhone's Mail apps.

You can punch in RGB, Pantone or hex anchor values, or even use the iPhone camera to pick a colour. This last isn't a very accurate capture method, but it's good to have the option. ●

BEAUTIFUL Complement your anchor colour then send the results via email

KEY INFO
UK price £5.99
US price $9.99
Web www.code-line.com
Download size 3.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

FONT IDENTIFIER
WhatTheFont
FREE Find out if it's Serif or Sans

Ever looked at a page and wondered what font has been used? WhatTheFont turns your iPhone into a font detective powered by MyFont's service of the same name.

The theory is sound, but a couple of things let it down. First, the back-end service isn't infallible, and because it can't know all the fonts in the world, you'll sometimes slip one in that it can't identify (it does offer close matches though).

The main problem is the iPhone's camera. It works fine with the iPhone 3GS, but if you have the older 3G or 2G then the lens can't focus enough to take usable images of anything under 40pt. ●

FONT FAQ
The mobile service connects directly to MyFonts' font identification service

KEY INFO
UK price Free
US price Free
Web www.myfonts.com
Download size 0.2MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT
★★☆☆☆

Good attempt and decent service, but the iPhone camera lets it down

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PHOTO GRADING
Mill Colour
FREE Refine images with this photo-edit app

London's VFX outfit The Mill has produced a photo-editing app. Mill Colour is part calling card, part image-grading mini-tool.

In the Mill's own words, it "emulates primary grading techniques used in a high-end digital suite"… What this means in practice is that you can select an image from your iPhone's photo library or take a new one, then apply predefined styles to it – for example a warm golden tone, or a washed-out 1970s palette look. If none of the supplied filters suit your needs, you can always fiddle around with Lift, Gamma, Gain or Saturation to spit-and-polish your favourite snaps. ●

VERDICT
★★★☆☆

A very specific app but it does what it says on the tin very well!

KEY INFO
UK price Free
US price Free
Web www.the-mill.com
Download size 2.1MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

THROUGH THE MILL
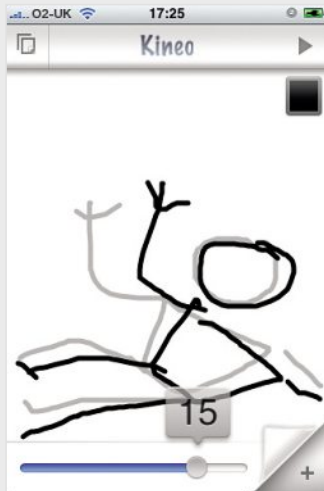Give your photo a basic style, then fiddle further with the colours

ANIMATION TOOL
Kineo
£1.79 Flip your finger-drawn masterpiece

There are dozens of sketching apps on the iPhone, but this one is a bit different – it's the digital equivalent of a flipbook. Draw a picture using your finger, tap the lifted flap (bottom right) to turn to a new page then draw the next picture, using the now greyed-out image from the previous page as a guide. You can flip through all your pages using the slider along the bottom, and tap the play icon to animate the series. Drawing fine detail with your podgy finger is tricky, though the shake-to-undo feature is quite nice. While you can save animations, unfortunately you can't export them. ●

KEY INFO
UK price £1.79
US price $1.99
Web www.kineoapp.com
Download size 1.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
A fun way to animate your doodles; lack of export options though

---

ANIMATION TOOL
Animation Creator
£1.19 Create your own moving sketches

Animation Creator offers you a suite of sketching tools that enable you to draw and generate a short animated clip, frame by frame. The software supports frame positioning and rotation, zooming and panning, plus the useful 'onion-skinning' feature (which gives you the ability to see the previous or next frame as a ghost image). However, there are no starting templates and it's quite a fiddly operation just to get to the tools menu.

At a push, it's an app that might prove useful for prototyping or pre-viz experimentation. Although the ability to add sound would be a welcome feature. ●

KEY INFO
UK price £1.19
US price $1.99
Web www.red-software.com
Download size 2.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
A number of great features but no templates to get you started

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ANIMATION TOOL
FlipBook
£2.99 Make your doodles come to life

Flipbook sells itself primarily as a mobile animation tool and the results (in the right hands) can be impressive. Head to flipbook.tv to find *The Flea Cannon Catastrophe*, a shining example of just how professional the app's animated content can be.

For computer animators, Flipbook has some merit as a pocket pre-viz tool; you can sketch a sequence from scratch or import photos from your iPhone's photo library and trace over them. The toolset also includes an onion-skinning feature, which shows a ghost image of the next or previous frame. There's a free Lite version to try out, too. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.flipbook.tv
Download size 0.9MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★☆☆
A great starter for animating; we look forward to upgrades…

3D CREATOR
iTracer HD
£1.79 3D modelling and rendering application

3D modelling and rendering on an iPhone? Yes. Download iTracer and you can build simple 3D models or scenes and render them from any viewpoint. It lacks the extended feature set of a fatter desktop package, but iTracer boasts a material editor, opacity and refraction effects, while multiple light sources can be set up for complex shadowing. It's astounding to have even half of these features on a mobile device. The addition of a 2D curve editor and support for generic triangle meshes with per-vertex normals makes the price point an absolute steal. You can also save the images as PNG or compressed JPG. ●
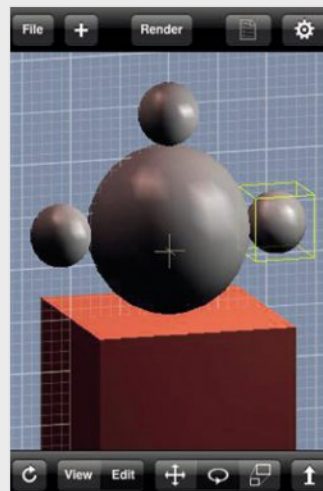
KEY INFO
UK price £1.79
US price $2.99
Web fabio.policarpo.nom.br
Download size 3.3MB
iPod touch compatible Yes
Requires iOS 3.2 or later

VERDICT
★★★★☆
The options are impressive yet the app is surprisingly simple to use

MOVIE EDITING

iMovie

£2.99 A demo of the power of the iPhone, but limited

You can now shoot HD video, edit the clips into a movie with titles, transitions and a soundtrack, and publish it to the internet… on a phone. Amazing.

It's a shame then, that this app, technically only available for the iPhone 4 (though some have hacked it to run on previous models) is so basic. It reminds us of iLife 08; the revamped iMovie app was fast and easy to use, but it wasn't until the enriched iLife 09 version appeared that it became sufficiently capable for all but the simplest movie projects.

And we suspect that this will be the case with this app; it's a great basic movie-editing engine, but it will only become compelling with future updates.

You can import video clips and still photos from your camera, or shoot directly into the app, and then arrange them on a timeline. Tap a clip to bring up trimming handles; double-tap to add a title and remove audio. Clips can be rearranged on the timeline, and you can add a soundtrack from your iPod (copyright nightmare!). You can apply one of the themes with some cool transitions. Finished projects can be exported to your camera from where you can upload to YouTube, for example. Frustratingly, even though the videos are in 720p, they get downsampled to 568x320 pixels when published.
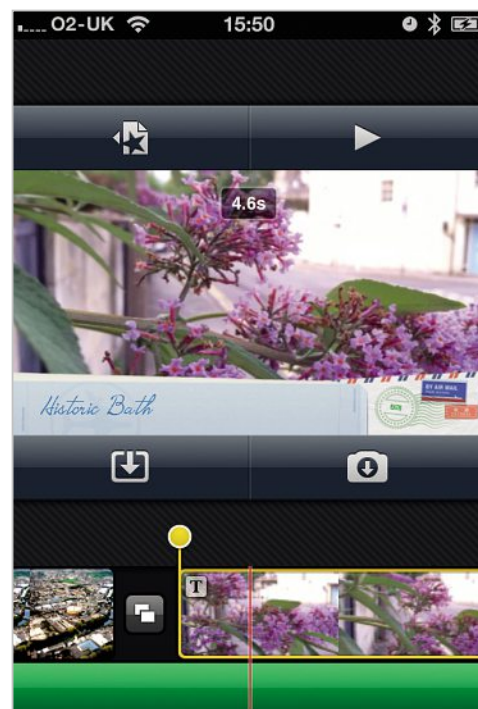
There's no option to split a clip – though you could import it twice and trim – and while soundtrack audio ducks, there's no control over levels, fading or looping. Also, it has a baffling interface; many reviews on the App Store criticise it for lacking features that are present… ●

MOBILE MOVIE MOGUL Incredible ability yet we'd still like to see more…

KEY INFO
UK price £2.99
US price $4.99
Web www.apple.com
Download size 35.1MB
iPod touch Yes
Requires iOS 4.1 or later

VERDICT

3

★★★☆☆

It's good enough, and cheap enough, that it's worth buying, but we hope for better later…

3GS MOVIE MANIPULATOR

ReelDirector

£2.39 Real video editing for professionals

A full-blown video-editing app on a mobile device? Yes – with one catch: it's only available for the iPhone 3GS and iPhone 4, not the 3G. It enables you to stitch together video clips with an intuitive drag-and-drop timeline. You can add audio by importing your own music files or by recording a voiceover. You can also add text overlays using a variety of fonts and styles. One satisfied customer comments: "I'm a director of photography and last week I took some videos and stills on my 3GS whilst on a recce for a film location. In the half-hour Tube journey back to the office, I had a rough edit of the scene…" ●

AND CUT! The ReelDirector interface is very easy to use

KEY INFO
UK price £2.39
US price $3.99
Web www.nexvio.com
Download size 9.2MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT

★★★☆☆

A little limited on features but does enhance 3GS capability

SCENE SETTING Storyboard Composer can help to flesh out your initial movie concepts

KEY INFO
UK price £11.99
US price $19.99
Web www.cinemek.com
Download size 2.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

MOBILE STORYBOARD

Storyboard Composer

£11.99 Mobile storyboarding and pre-viz tool

Storyboard Composer is one of the priciest apps here. But this mobile storyboarding and pre-viz tool is aimed squarely at professionals. The app enables you to build a storyboard sequence using photos, directions and pre-defined graphics. If you've taken location shots with your iPhone, you can import these images into the app, then drag them into a rough running order, then add traditional elements. You can export the storyboard and save it as a PDF. It's all very impressive, but Cinemek has missed a trick by not letting users export the rough-cut. ●

VERDICT

★★★☆☆

Quite simplistic considering its core audience but very useful for the ideas stage of a movie

ZEN CREATIVITY
Artisan
£0.59 Doodling with realtime fractal webs

SWIRL OF ART A visual feast that can prove quite addictive

Artisan's imagery is based on interacting with fractal webs that dance and swirl according to touch (similar to EoD's particle-based app, Spawn Illuminati). You can control the number of 'breeders' to make the image more or less complex. However, if you slow the web movement down you can generate curvaceous, solid-looking 3D images, which can then be saved to your iPhone's gallery (as long as you're quick; the images are constantly evolving) or uploaded to the dedicated Flickr group. Admittedly, it's more of a novelty than a tool, but it proves an aesthetically pleasing way to while away the time. ●

KEY INFO
UK price £0.59
US price $0.99
Web www.eodsoft.com
Download size 1.6MB
iPod touch compatible Yes
Requires iOS 2.1 or later

VERDICT
★★★☆☆
An inexpensive stress buster/ time waster; improved menu

PHOTO EFFECTS
Fluid FX
£1.19 Warp photos at the tap of a screen

Autodesk is the biggest name in 3D animation software, making complex (and expensive) tools for the movie industry. Powered by some of the technology seen in programs like Maya, Fluid FX is simpler and fluffier in intent, offering a light-hearted way to play with photos. You just load a photo, choose your effect and run your finger across the image. One effects set warps the photo in various amusing ways, and works great on portraits. A second set adds assorted particle effects over your image, and can enhance, say, a landscape photo. You can save a still at any point or record a video (iOS 4.1 only). ●

PIC PLAY There are effects and there's Fluid FX…

KEY INFO
UK price £1.19
US price $1.99
Web usa.autodesk.com
Download size 8MB
iPod touch compatible Yes
Requires iOS 3.2 or later

VERDICT
★★★★☆
Great fun, and capable of some amazing effects

PRETTY POETRY
For All Seasons
FREE Create interactive pieces of text art
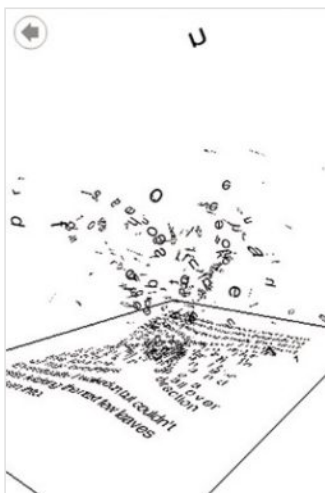
TEXT TEST You either 'get this' app or you don't!

This exercise in offbeat, monochromatic animation has been produced to such a professional standard that it's well worth a look. Ported from the desktop version, For All Seasons applies various seasonal effects to a single page of black and white text and enables you to pan, zoom or rotate the view.

For example, the Spring setting transforms the words on the page into blossoming vector flowers. The letters that form the words act as petals for each electronic flower and can be sent spinning into the air with a deft finger-flick. The app shows off the power of the iPhone – for free. ●

KEY INFO
UK price Free
US price Free
Web www.nanikawa.com
Download size 0.3MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT
★★★☆☆
Incredible effects but might only appeal if the poetry strikes a chord

MAGICAL MATHEMATICS
iFractal
FREE Mandelbrot and Julia sets

Now you can explore the classic Mandelbrot and Julia sets on your iPhone, zooming in and in and in to the engaging equations, admiring the repeating fractal structures and the extraordinary levels of visual detail and response.

Of course, this isn't just about the mathematical artwork – nor is it about the various features, which include over 100 colour palettes, an animated zoom, screenshot capture (and export), plus a 3D view. It's also an amazing technology demo that shows just what Apple's hardware is capable of. The ability to share and explore the fractals created by the users of the app is a boon. ●

HIGH VIS Check out the demo videos on the Alpheccar website
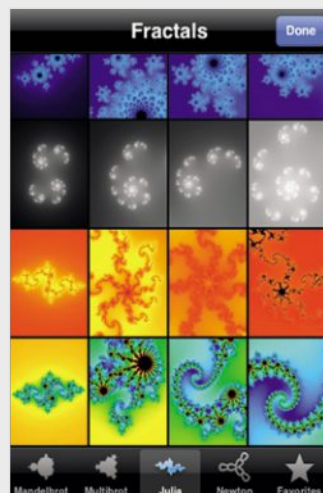
KEY INFO
UK price Free
US price Free
Web iphone.alpheccar.org
Download size 2.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
Another addictive app that puts the power of the iPhone on display

MELODY MAKER

Bloom

£2.39 Part instrument, part composition, part artwork

MESMERISING MOOD See if you're you in tune with your creative side…

"Bloom is an endless music machine – a music box for the 21st Century. You can play it, and you can watch it play itself" – according to it's co-creator Brian Eno. This is a neat summary for what is essentially an interactive generative music application from Eno and Peter Chilvers. The musical landscape is represented by a full-screen subtly-coloured backdrop. Pressing the screen triggers the playing of lightly 'clangourous' tones – the nearer the bottom of the screen you press, the lower the pitch – and an expanding circular 'ripple' effect graphic.

The application is effectively on a short recordable loop that allows you to add more notes to the piece, while a continuous drone plays in the background. Pitches are restricted to notes within a pre-defined scale, very much in the style of Eno's ambient works as you would expect. A little more mood variety would be appreciated…

This app may not be very useful in the studio, but it is a beautiful piece of sound and art work nonetheless. However, it would only really be worth the money for fans of Eno and generative music. ●

VERDICT

4

★★★★☆

A truly pleasant iPhone experience… step into your own world of visual/ audio harmony

NO ABILITY REQUIRED You don't need to be a musical genius to create digital melodies

KEY INFO

UK price £2.39	**Download size** 12.2MB
US price $3.99	**iPod touch compatible** Yes
Web www.generativemusic.com	**Requires** iOS 2.2 or later

INTERACTIVE SCREENSAVER

Spawn Illuminati

£0.59 Create, control… kiss time goodbye!
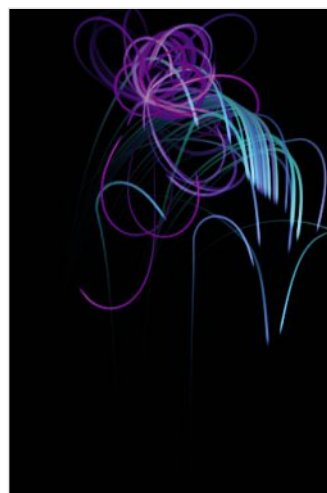
The idea behind Spawn Illuminati is that it displays particles on the screen that move around and make pretty patterns, but you also have some control over their behaviour. By pinching various parts of the screen you can affect the particles' size, colour, speed and tail length, and if you tap and hold, they swarm towards and around your fingertip. A double-tap causes each one to burst into a head of new trails. The iPhone's accelerometer is used to determine which way is 'down' and so the particles are affected by a kind of weak gravity, consistently dropping towards the ground. ●

QUEUE UP!
You'll be looking for a queue to stand around in just for an excuse to play!

KEY INFO
UK price £0.59
US price $0.99
Web www.eodsoft.com
Download size 4.6MB
iPod touch compatible Yes
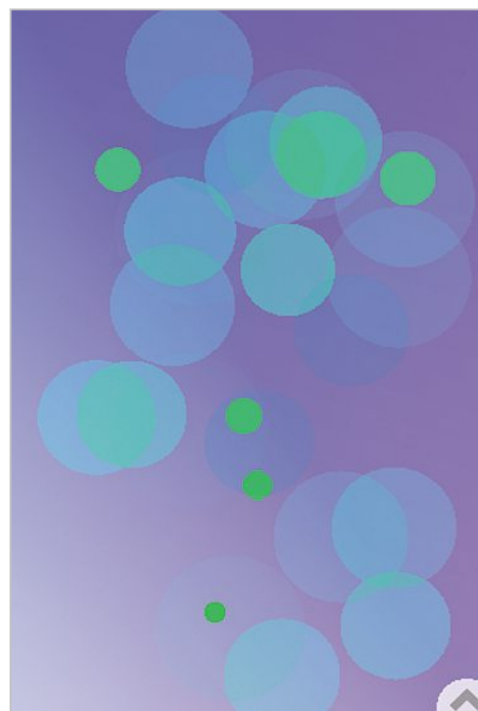**Requires** iOS 3.0 or later

VERDICT

★★★★☆

Pretty pattern maker that's simple but effective

INTERACTIVE VISUAL

Pulsar: Interactive Particle System

£0.59 Generate vibrant graphics

Described as a portable visual synthesiser, Pulsar is a particle physics app that responds to the way you touch, swirl or flick the screen. It's obviously pointless: an idle experiment with light, movement and colour that spits 57 varieties of sprite (from symbols to stars to fighter jets) across your mobile display. In terms of interactivity, you can adjust the on-screen effects using a selection of sliders. Gravity, explosiveness, sprite size, particle count and edge behaviour can all be modified. The website is very helpful for starting out and you can save some of your creations, but this app's appeal quickly wanes. ●

VERDICT

★★☆☆☆

Entertaining but not necessarily in the 'can't stop playing' bracket…

KEY INFO
UK price £0.59
US price $0.99
Web www.RGB.nu/pulsar
Download size 1.1MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

SLIDE SHOW
Use your fingertips and the slider to play with your particles
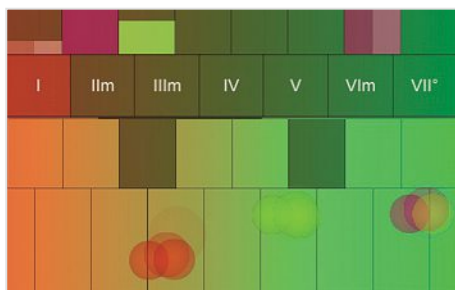
PLAY ALONG Tap out your own tune to the harmony provided

GENERATIVE MUSIC
Euphonics

£0.59 Create your own layered tunes

The main screen is divided into three sections: an arpeggiator, a chord selector, and a keyboard. These are used to control four musical elements: a pad, a bass, an arpeggiated synth sound and a sampled piano. The chord selector sets the tonality of the pad and arpeggiator, and defines the bass note. The polyphonic piano-playing keyboard only displays a single octave, but the instrument has a three octave range. Euphonics is pretty simple and has a couple of interface problems, but it's a pleasing diversion and cheap as chips – cheaper, in fact. ●

KEY INFO
UK price £0.59
US price $0.99
Web www.frozenape.com
Download size 8.5MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★☆☆☆
Even those with limited talents can create music with this affordable app

TURNTABLE DRUM MACHINE
Spoke

£1.19 Get with the beat

This cheap app from one of our favourite developers is so simple and effective that we can't believe no one else has done it before. Spoke uses a circular format with a play head that rotates 360 degrees per bar. Each coloured discs represents a different drum sound. With no quantisation or grid markers, there are absolutely no restrictions on the rhythms you can create – so as you can imagine, things can get pretty rowdy! Tap tempo and four loop-storage slots make Spoke a great performance tool. It's just a shame you can't load custom samples. Maybe that'll appear in the next update… ●

KEY INFO
UK price £1.19
US price $1.99
Web thestrangeagency.com
Download size 1.1MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

PATTER ON THE PLATTER
There's no restrictive grid to adhere to, just free-flowing beats

VERDICT
★★★★☆
Easy to use, fun to play, addictive – in other words a good app!

MUSIC GENERATOR
Trope

£2.39 Infinite Eno in your pocket…
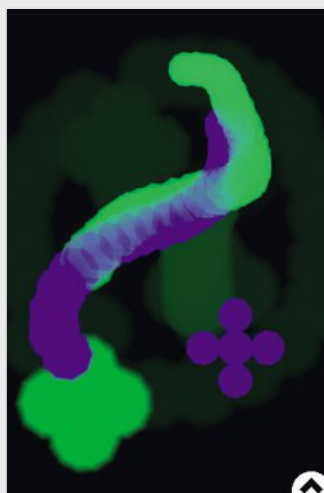
Do you love Brian Eno's ambient music? And do you wish you had access to an infinite Eno soundtrack in your pocket? Welcome to Trope.
As you tap on the screen or drag whirls of colour around, you can create a soundscape that builds, loops and repeats in an Eno-esque way. And it's not surprising really, as this app was developed in collaboration with the man himself. It can take some getting used to and it doesn't help that the different moods and drawing shapes are so fancifully named that you struggle to work out how to create specific sounds or even particular moods – but it's a pleasant way to zone out. ●

MUSIC MEDITATION
Eno describes Trope as "more introspective, more atmospheric"

KEY INFO
UK price £2.39
US price $3.99
Web www.generativemusic.com
Download size 25MB
iPod touch compatible Yes
Requires iOS 2.2 or later

VERDICT
★★★★☆
**No way to record, but that fits in with Trope's ephemeral charm**
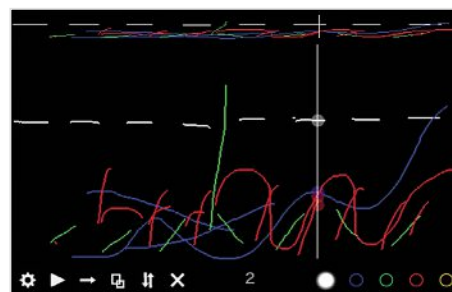
DOODLE DITTY
Gliss looks good and sounds great!

SOUND & COMPOSITION
Gliss

£1.79 The Sims invade your iPhone

Categorising Gliss is so difficult that we're probably best off leaving it to developers TeaTracks, who describe the app as "a hybrid of sequencer, game, instrument and generative music system".
Five colours represent notes, sequences and sounds, each of which can be triggered and sequenced by drawing lines on the screen (full instructions at the website). The tempo and direction of play is controlled by tilting your phone, which is excellent fun and surprisingly powerful for creating interesting loops. ●

KEY INFO
UK price £1.79
US price $2.99
Web www.teatracks.com
Download size 2.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Freeform music creation. It's really easy to create some excellent sounds with this app
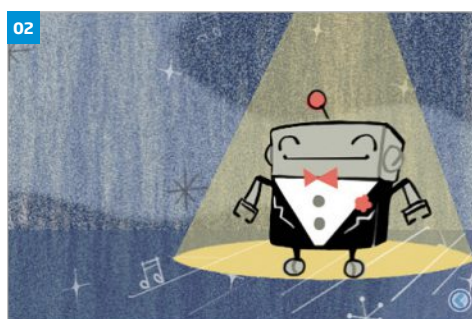
01 Sweep your finger across the screen and see what happens to the sound and Bebot's expression

02 You get a number of loaded presets to chose from

03 Move the Pitch slider up or down to access higher or lower notes

04 How can you not fall for Bebot's charms? This is one supercute robot
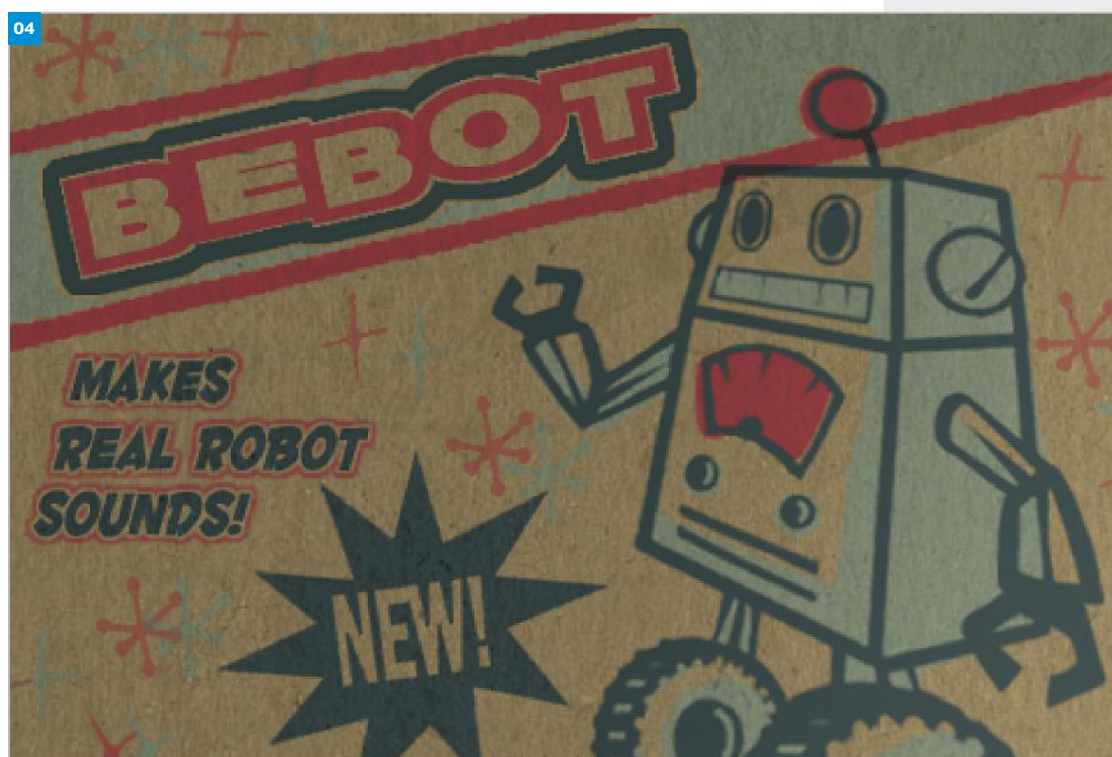
KEY INFO
UK price £1.19
US price $1.99
Web www.normalware.com
Download size 4.5MB
iPod touch compatible Yes
Requires iOS 3.0 or later

POLYPHONIC SYNTHESIZER

Bebot

£1.19 Part robot, part polyphonic synthesizer

Sometimes the simplest applications are the best, and Bebot is no exception. Opening this app, you are presented with a retro-graphic robot in a tux. Touch the screen and he emits a 'talking robot' tone, with pitch changes as you move from left to right, and a variable formant filter as you move upwards. Tap the screen for one short note or keep it down to make the sound last longer. Double-clicking on the bottom right of the screen accesses three other synth modes (including Sawtooth, Pulse, Sine and PWM) each with a small set of editing parameters. For more accurate pitching Bebot can show a graphical note grid (with zoom). Autotune mode snaps pitches to the nearest note and can restrict playback to a certain scale and multi-touch lets you build chords.

Basic effects include a variable feedback delay and overdrive section and what's more the synth is polyphonic. The app is highly customisable; you can make adjustments to effects (echo, chorus, and a warm, buzzy overdrive) or the scale itself. The ability to customise the scale makes it easier to use other instruments, and you can save presets.

Bebot really scores in its immediacy and yet it's sophisticated enough to be used on commercial projects. Working musicians rate the app highly. You may see it as an inventive musical instrument or simply an amusing audio toy – either way you'll find it addictive. The quality of animation, by graphic designer Lily McDonnell, is excellent (T-shirts are available), and certainly broadens the app's appeal.

It's unlikely, but just in case you are struggling to get started with Bebot, check out the user manual (www. normalware.com/bebotmanual) – although it does advise to put the manual aside and just play around! Alternatively, Jordan Rudess, keyboardist for the progressive rock band Dream Theater, has put together a video, that may well provide the inspiration you need (check it out at www.youtube.com). ●

VERDICT

4

★★★★☆

May seem like a gimmick but this is music creation with plenty of possibility and personality!

WIND INSTRUMENT
Ocarina

£0.59 Wind instrument for the iPhone

Smule Ocarina's magical appeal comes from its clever use of the iPhone's microphone as a breath sensor. Blow into the mic to play the app, just like you would if you were blowing into a real ocarina (in case you're not familiar, an ocarina is an ancient instrument that's a bit like a flute). Vibrato can then be applied by tilting the phone. The result is a simple app with a physical appeal.
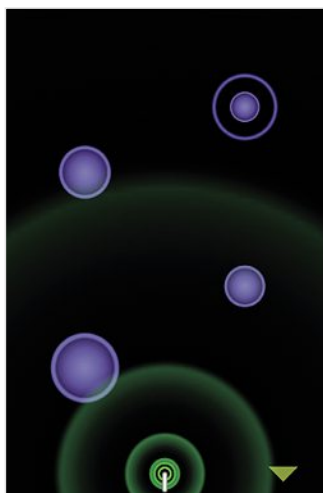
Once you've mastered your ocarina technique, you can record your melodies and mail them to your friends, play your songs to other users on the online community, or listen to the performance of others just by hitting the globe icon. ●

KEY INFO
UK price £0.59
US price $0.99
Web ocarina.smule.com
Download size 5.1MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

EVERY BREATH YOU TAKE
Use your breath or cover the holes to make music

VERDICT
★★★★★
Simple yet effective – and with a real nod to social networking

---

TAKE IT TO 11 You can pass Thereminator through your amp…

POCKET THEREMIN
Thereminator

£1.79 Sci-fi sound generator

As Léon Theremin's eponymous instrument approaches its 100th birthday, it seems fitting that it should be brought into the 21st century with an iPhone tribute. You can drag your finger across the screen to play the instrument – horizontally to change the pitch, vertically to change the volume – but the real fun comes from switching on accelerometer control; waving the iPhone around to play a song seems to make perfect sense. Built-in reverb and tremolo effects make Thereminator our pick of the virtual Theremins. ●

KEY INFO
UK price £1.79
US price $2.99
Web www.yonac.com
Download size 1.6MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Select a wave and start playing – or select a wave and start waving the iPhone around!

MUSIC GAME
Leaf Trombone

£1.79 Music just got challenging…
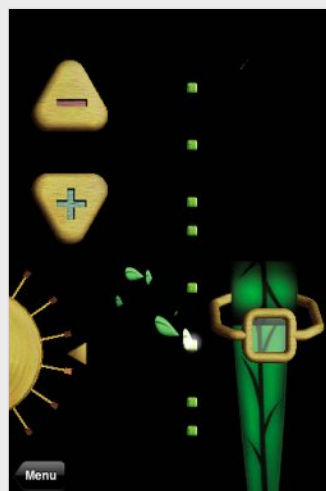
This app turns your iPhone into a trombone. Albeit, of the forest variety… You blow into the microphone at the bottom of the phone to produce a note, and move the slider on the on-screen leaf (a bit like a party blower) to change the pitch.

The community is working to create more music for your leaf trombone; it's similar to Guitar Hero in that little leaves stream into view telling you where to position the slider and when to blow. The result is dependent on the skill of the player. The best bit is that you can perform on a world stage where other users can log on, listen to you, and rate your performance. ●

TROMBONE CHALLENGE
You may start in a casual style, but things will soon turn competitive

KEY INFO
UK price £1.79
US price $2.99
Web www.smule.com
Download size 5.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Who cares if soaking your dock connector in spittle voids your warranty? It's fun!

ELECTRONIC INSTRUMENT
Melodica

£0.59 A Tenori-on with 99.92% off the price!

You may not have heard of the electronic musical instrument called Tenori-on, but you can get a not-quite-as-good software version for your iPhone. (Which is just as well, as a real one costs around £750.) It presents you with a grid of squares; tap them to light them up. It 'plays' in a loop, from left to right, sounding a note when the playhead hits one of the activated squares. It's no good for serious composition, of course, and though you can save creations within Melodica, there's no way to export them. But it's almost impossible to create a tune that doesn't sound great in a quirky Japanese way. ●

KEY INFO
UK price £0.59
US price $0.99
Web www.candycaneapps.com
Download size 29.7MB
iPod touch compatible Yes
Requires iOS 2.2 or later

LIGHTS, ACTION! Go random or draw a shape then listen to the musical interpretation
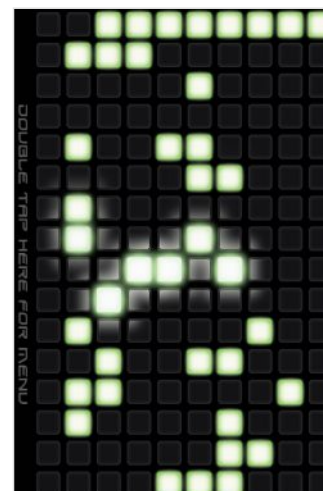
VERDICT
★★★★☆
Fun for kids of all ages; would be great to get tunes out of the app

ELECTRONIC DRUMKIT
iDrum

From £0.59 A choice of styles for this drumkit

From 59p, iPhone users can get a mobile taste of iZotope's excellent iDrum, a simple and customisable drum-sequencing program for Mac and Windows. The app is available in several versions to suit a variety of genres, from club to 8-bit. There's even a beatbox edition! The editions by big-name producers are particularly worth checking out; the Wu Tang Clan's RZA contributes a New York hip hop version, while Major Lazer offer up their blend of electro reggae. The option to export drum patterns as ringtones is also a cool touch, and you can exchange projects with the desktop version of iDrum. ●

CHOOSE YOUR STYLE iDrum editions include contributions from some big-name musicians

KEY INFO
UK price From £0.59
US price From $0.99
Web www.izotope.com
Download size Varies
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT
★★★★☆
Great quality, especially if you're looking for dance and club beats

ELECTRONIC DRUMKIT
InstantDrummer

£1.79 Six variations on a drumming theme

More fun than playing along to a metronome but not quite as flexible as a full drum machine, InstantDrummer allows songs to be pieced together from a selection of patterns. Each section can be adjusted using controls for ambience, variation, intensity and gain. Like iDrum, this app is offered in a choice of editions. Heartbreaker includes drum patterns recorded by Death Cab For Cutie's Jason McGerr, while AirWrench and Combustion feature Nashville session drummer Tony Morra. You could use InstantDrummer for backing tracks, but we think it's best for keeping you in time during practice sessions. ●

KEY INFO
UK price £1.79 each
US price $2.99 each
Web sonomawireworks.com
Download size Varies
iPod touch compatible Yes
Requires iOS 3.0 or later

VARIETY ACT The six editions on offer range from rock to country

VERDICT
★★★★☆
Simpler than iDrum, but a nicer variety of styles across editions

---

A GRAND IN YOUR POCKET Just slide your fingers to roll along the keys

KEYBOARD
Virtuoso Piano

£0.59 Tinkle your iPhone ivories

With seven octaves of sampled grand piano ready and waiting at your fingertips, Virtuoso Piano is one of the most authentic piano apps on the market. A built-in metronome, basic reverb and recorder (with overdub capability) add some reasonable extra functions. There's nothing particularly groundbreaking about Virtuoso Piano, but it's a solid piano app at a great price. It's also worth checking out the Virtuoso Piano Celesta for iPhone, which offers similar features but with four octaves of celesta samples instead of piano. ●

KEY INFO
UK price £0.59
US price $0.99
Web www.peterbmusic.com
Download size 32.8MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★★☆
A really good piano sound, some useful features, and a truly affordable price

GUITAR SIMULATOR
iShred

£2.99 Music notepad for guitarists

Great for those infuriating moments when you have a killer riff in your head but no guitar to hand, iShred: Guitar & Effects is an all-in-one guitar simulator app that allows you to play an on-screen axe through virtual stomp boxes and an amp simulator.

A huge built-in library of chords, scales and songs provide the inspiration, while effects including distortions, delay, dual chorus and a wah are all on hand. Once you've finished punishing the fretboard, hit Record, play your song and then share it online or save and export as an audio file. Also offers support for left-hand guitarists, too. ●

TO GREAT EFFECT You won't find yourself short of effects with iShred

KEY INFO
UK price £2.99
US price $4.99
Web frontierdesign.com
Download size 20.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
A challenge to some more costly desktop applications…

01 The piano might only be two octave but it sounds great, and the Multi-Touch display means you can play complex chords

02 As well as the cheaters' Funky Drummer module, there's a pretty complete drum kit as well

03 Use Band's recording features to layer up a rich recording, or just bash down a few notes for on-the-hoof inspiration

04 Band lets you create your own tracks easily with the instruments it puts on your iPhone's screen, including piano, bass guitar and drum kit

KEY INFO
UK price £2.39
US price $3.99
Web moocowmusic.com
Download size 8.9MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VIRTUAL INSTRUMENT COLLECTION
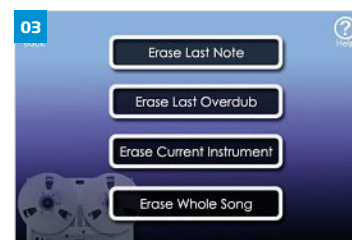
Band

£2.39 Not the most useful app, but guaranteed to bring a smile to your face

VERDICT

4

★★★★☆

Do not buy this app to make great music. Do buy it to keep you and your friends entertained!

Anyone who watched the iPhone-centric keynote at WWDC (Worldwide Developers Conference) back in 2008 – it's at www.apple.com/quicktime/qtv/wwdc08 if you're interested – will know about this stunning little app. It's not, we'll grant you, the most useful of tools, but it's huge amounts of fun and is a great way to show off the iPhone's tech.

Essentially, it puts a bunch of different instruments on the screen that you can play, record, overdub and more. Some – the piano, bass guitar and drum kit – are facsimiles of real instruments, but our favourite is the 12-bar blues instrument with which you can build your own 12-bar blues track

in minutes. The multitrack recording means you can layer on more detail – the 'audience' instrument is perhaps our favourite here, overdubbing the sounds of cheering and applauding fans on your mini-masterpiece – and keep re-recording until you get it right. The instrument recording and management system is a little clunky, and we'd like to see a little more care taken over the polish of those screens that aren't instruments, but these are quibbles.

The one criticism that really matters here is that it can be difficult to get your timings right. Work with the system for an hour or two, and you'll anticipate the beat correctly, but we did get frustrated when we first picked it up. Judging by

comments found online, it's a problem experienced by other users. Professional drummers and musicians, beware: this is not a tool that you can use to keep your hand in when you're on the road, but the ability to knock out and save a tune is handy for when inspiration strikes. You might want to check out MooCow's other app options, such as Pianist or Guitarist, if you're looking for more accurate instruments.

It's easy and fun, though, and while it's unlikely ever to be more than a diverting novelty, we reckon it's a couple of quid well spent. If you're not sure about splashing your cash though, you can always check out the video at moocowmusic.com. ●

ANALOG STYLE SYNTHESIZER

bleep!Synth

£2.99 Top technology that's surprisingly ease to use

The interface offers navigation of sound generation, motion control, global parameters, live playback and sequencer. Parameter editing is cleverly arranged to make the most of two-handed input; a virtual scroll wheel fits under your thumb, while a trigger pad can be used to play sound.

The three-voice synth is great; its ability to work polyphonically suits gated strings and evolving pads, and it includes excellent routing possibilities. Switch between editing the parameters for the two oscillators, three two-stage envelopes, single filter or modulation options. Each set of parameters appear as a list of sliders, and while they're easy to modify, the program doesn't seem to recognise more than two touches at a time. The highlight of this app is the user-defined matrix in Play mode. Notes are triggered from a grid of buttons, and when combined with one of the 21 different scales on offer, the output can sound unusual and fantastic. ●

VERDICT

4

★★★★☆

Offers the kind of features you'd expect to see on expensive software synthesizers

KEY INFO
UK price £2.99
US price $4.99
Web www.bleepsynthapp.com

Download size 12.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SWING FOR IT The 16-step sequencer includes trigger probability and swing and we like the user-defined matrix of the Play mode

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MONOPHONIC SYNTHESIZER

Argon

£1.19 Create new sounds with fantastic editing control

Argon is a three-oscillator subtractive monosynth. Oscillator waveforms include sawtooth, square wave, sine and white noise, plus a formant oscillator for vocal-style effects. Frequency modulation, three LFOs and a resonant multi-mode filter with low-pass slopes allow thousands of timbres. There are 64 presets, with a further 512 user preset slots available.

Argon's step sequencer allows complex patterns to be set up and played like a customisable arpeggiator. It's a great way of creating riffs with ease. The clipboard feature allows Argon audio data to be copied and pasted into compatible apps. The copy and paste function is finally starting to emerge as an inter-app standard, allowing you to create loops and patterns and then send them to Beatmaker for use in your sequences. Once you start doing it, you won't believe you ever managed without it. ●

VERDICT

5

★★★★★

With so many features to choose from, Argon is one of the best monophonic synths for iPhone

KEY INFO
UK price £1.19
US price $1.99
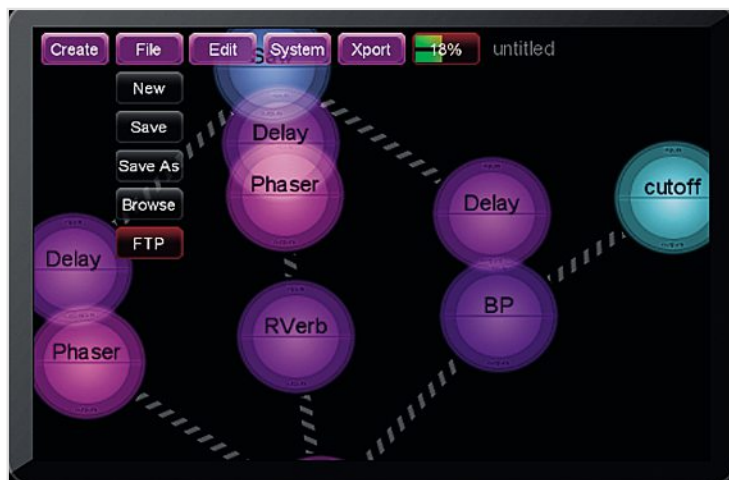**Web** iphone.icegear.net/argon

Download size 0.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

MODULATE TO ACCUMULATE
The range of sounds you can create is staggering

MODULAR SYNTHESIZER

Jasuto

£3.99 (Pro); £1.79 (Classic) Fully functioning modular synthesizer

PITCH PERFECT Put the time in to learning what to do (download the PDF manual from the website) and you will be rewarded for your efforts

KEY INFO
UK price £3.99/£1.79
US price $6.99/$2.99
Web www.jasuto.com

Download size 9.1/8.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

If you're looking for a synth app with instant results, you're going to be disappointed. However, once you get the hang of the basic structure, you'll find that Jasuto is capable of creating incredible sounds. The mixture of subtractive, additive and granular synthesis plus sample playback, effects and sequencing make Jasuto one of our favourite iPhone apps.

Jasuto's huge range of modules (known as nodes) includes samplers, oscillators, filters, envelope generators, effects and sequencers, so you'll need to know the basics of synthesis to get the best results. It's easiest to start by modifying some of the demo patches, but you'll soon figure out how to construct from scratch, linking nodes and moving them around. The range of sounds is mind-blowing and the sequencer allows you to trigger patterns from within the app. We strongly recommend the Pro version, which pushes to the next level. ●

VERDICT

4

★★★★☆

Truly remarkable to find such high-end technology working so well on the humble mobile phone

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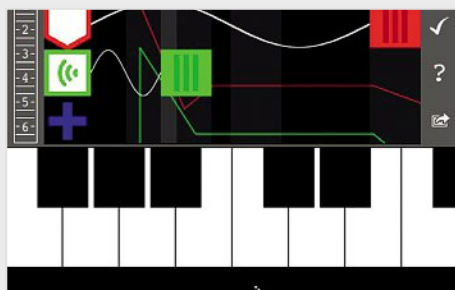
INSTRUMENTAL Not just a piano face… The Pianofly app offers a huge bank of instruments

SCROLLING KEYBOARD

Pianofly

£1.79 Part piano, part synthesizer

Pianofly's very simple interface hides a surprisingly powerful FM synth with plenty of editing options. You can either pick a preset to play with or create your own sounds from scratch. One of the app's cleverest features is the way that it overcomes the limitations of the iPhone's small screen. Dragging your finger along the screen slides the keyboard along, meaning that you can move up or down the piano as you play rather than being limited to a single octave or having to stab a tiny button. It's a neat solution, if occasionally a little fiddly. ●

KEY INFO
UK price £1.79
US price $2.99
Web minimusic.com
Download size 0.5MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT

★★★☆☆

We like the ability to play an entire keyboard – although it's easy to slide accidentally

---

SESSION MANAGER technoBox comes with a session manager which allows you to load or save work in realtime without stopping the sequencer

VIRTUAL STUDIO

technoBox

£2.99 Authentic emulation in your pocket

TechnoBox, a 303 and 808/909 sequencing app comes with top-notch credentials coming from AudioRealism, the makers of ABL2 and ADM, a 606,808 and 909 drum machine emulator. In terms of its ABL-derived 303 programming, technoBox is a winner, with much of the possible squelch and depth that you require. The drum section is fine-sounding, with a choice of 808 or 909 soundsets, but there is nothing in the way of sound parameter editing here. This application is simple, effective and looks great, but it does lack some desirable features. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.audiorealism.se
Download size 2.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★☆☆

303 bass, 808 smooth and 909 punchy – a great combo for easy to use sequencing

MUSIC PRODUCTION

Music Studio

£8.99 Complete music production sequencer

This is a fully fledged sequencer with a slick interface. The Keyboard page enables you to play two instruments simultaneously by splitting the screen; the iPhone touchscreen excels here and you can play some surprisingly complex parts. Music Studio uses sampled instruments rather than synthesized sounds, with a selection of 21 presets to choose from (including pianos, drum kits, organs, brass, guitar, etc). The drum sounds are good, although it's a shame they use a keyboard interface – pad-style input would've been preferable. The Tracks page offers mixing and editing of up to 128 tracks, and Music Studio has excellent sequencing capabilities with great attention to detail.

Finally, the Effects page offers a basic but useable reverb, tempo-synced delay, three-band EQ and amp simulator with adjustable overdrive. Each of the effects can be applied to the master out or used for FX sends. ●

VERDICT

4

★★★★☆

Search the internet and you won't find a bad user review – for good reason, there's a lot to this app

KEY INFO
UK price £8.99
US price $14.99
Web www.xewton.com

Download size 228MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PLAY IT AGAIN When inspiration strikes capture the sounds on Music Studio's intuitive yet comprehensive sequencer

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TECHNO MICRO COMPOSER

ReBirth

£3.99 Relive the early days of computer music

There are two ways to view Propellerhead's port of the seminal ReBirth. The first is as a new music production benchmark for the App Store. The second is as a rather ill-fitting fingermare that users will frequently find frustrating.

Both are right… The interface scales smoothly but not 'pleasantly' – it's bitmapped rather than vector-based, resulting in blurry text and fuzzy knobs at high zoom. And no concessions have been made in terms of making it 'fit' the iPhone – it's literally the Mac/PC version shrunk down.

But ultimately, and considering the price, none of that really spoils the party. This is ReBirth – two 303s, an 808, a 909, the Pattern Controlled Filter, the compressor, the delay, the step sequencing, the song mode… There are even five user mods included with the software (the mighty PBE among them), while you also have the ability to share your projects online. ●

VERDICT

3

★★★☆☆

Indulge yourself in Techno, Electro, House, Hip Hop, Electronica…

KEY INFO
UK price £3.99
US price $6.99
Web www.propellerheads.se

Download size 16.5MB
iPod touch compatible Yes
Requires iOS 3.1 or later

DANCE TRANCE Step back into 1997 with Propellerhead's ReBirth

MOBILE DJ SOFTWARE
Cue Play DJ

£5.99 An industry standard DJ interface

Dutch trance legend Ferry Corsten knows a thing or two about DJing, so his involvement with this DJ app instantly grabbed our attention. The result, Cue Play DJ, is a real winner, with the use of Wi-Fi for track uploading and mix streaming a particular highlight. The app features virtual knobs and sliders, crossfading, simultaneous playback of two tracks and auto BPM detection. The latency issues that Wi-Fi connections suffer from means that regular headphone monitoring isn't possible, but a number of different headphone mix options make it easy to get the hang of this slightly different approach. ●

VERDICT
★★★★☆

Whether you DJ professionally or as a hobby, this is a good value app

KEY INFO
UK price £5.99
US price $9.99
Web www.capsulatedsoftware.com
Download size 76.9MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

MIXING MADE EASY Cue tracks on your iPhone

SCRATCH THAT Stuck in a queue? Why not perfect your turntable technique while you wait…

TURNTABLE
Flare Scratch

£2.99 DJ app with iPod library access

The little brother to the iPad's Baby Decks app, Flare Scratch is definitely worth considering in its own right. It's aimed squarely at scratch DJs, with just one deck on screen. Load files from your iTunes library (or upload your own MP3/AAC/WAV files via Wi-Fi) and cut, tear and transform to your heart's content. The responsive deck is excellent, but a slightly larger volume fader would be nice.

Flare is a simple but highly effective turntable simulator that can be used to add realistic scratch sounds to tracks. Put the needle on the record… ●

KEY INFO
UK price £2.99
US price $4.99
Web www.async-games.com
Download size 6.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆

The iTunes access has really upped the ante on this fun app; Facebook upload next please…

VISUAL MP3 MIXER
Touch DJ 2

£11.99 Multi-deck visual DJ tool

Touch DJ solves the iPhone cueing conundrum using real-time waveforms on screen – 'visual mixing', if you like. We're not convinced that mixing without listening is the right approach for everyone, but it's a novel way to do things. Auto BPM and beat detection make things a little easier, while three-band EQ, low pass filters and a handful of very basic effects increase your sonic options. Unfortunately, the slightly high price puts Touch DJ 2 at a disadvantage against its direct competition. You'll need the AudioSync facility in place to (http://amidio.com/dj/) to upload your own tunes. ●

VERDICT
★★★☆☆

Suitable for amateurs and professionals, at quite a pro price

KEY INFO
UK price £11.99
US price $19.99
Web amidio.com
Download size 186MB
iPod touch compatible Yes
Requires iOS 3.1 or later

SPACE INVADERS Or Touch DJ 2? The interface is futuristic and a little 'busy'

AUDIO/MOTION MUSIC
RjDj

FREE Reactive music at your fingertips

This is not your conventional DJ app! Reality Jockey's game-changing RjDj is an augmented reality music app unlike anything else. Load a 'scene' and discover how the music reacts to inputs such as finger gestures, phone movement and ambient sounds. No musical knowledge is required. Each scene has its own set of sounds, allowing you to create your own unique arrangements of everything from hip hop to dub. Downloadable packs allow you to add new scenes. You'll find that music becomes software and software becomes music in an inspirational multisensory experience. ●

VERDICT
★★★★☆

Easy, addictive, and extendable through new scenes: we like
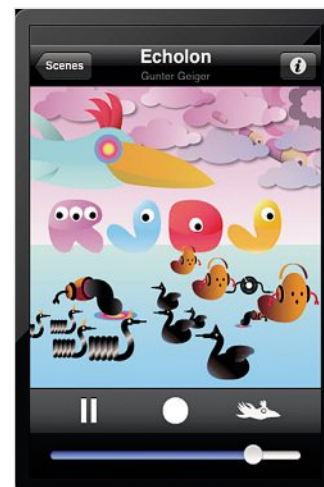
KEY INFO
UK price Free
US price Free
Web www.rjdj.me
Download size 53.4MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

SET THE SCENE You can download more free and paid for scenes from the RjDj store

CHORD LIBRARY
Chordmaster

£1.19 Strike a chord…

It's time to say goodbye to your dog-eared chord book. Select a Major, Minor, Dominant or Diminished root note, dial in your chosen intervals and Chordmaster will display the fingering. Choose from left- and right-handed diagrams for over 7,500 chords – quickly switch between different positions on the neck and play the strings to hear how each chord sounds in digital audio. Chordmaster is an excellent tool. Sadly there are no augmented chords included in the database, but otherwise this well priced app can't be faulted. Great for beginners but suitable for any level of guitar enthusiast. ●

VERDICT
★★★☆☆

A genuinely useful learning tool for budding guitarists

KEY INFO
UK price £1.19
US price $1.99
Web www.planetwaves.com
Download size 8.2MB
iPod touch compatible Yes
Requires iOS 3.1 or later

DON'T FRET Chordmaster will show you the correct finger position

GUITAR TUNER
Guitar Toolkit

£5.99 An essential tool for any guitarist

Anyone who owns both a guitar and an iPhone should buy this app. Its main function is as a chromatic tuner but it also features a metronome (with 13 sound effects and 12 time signatures), a list of scales for each note and a chord look-up function – with a library of over 500,000 chords! The tuning feature works well; by default, it does standard EADGBE tuning, though there's a bewildering array of alternative tuning modes to choose from if you're feeling experimental. Guitar Toolkit provides support for six- and 12-string guitar, four-, five- and six-string bass, banjo, ukulele and mandolin. ●
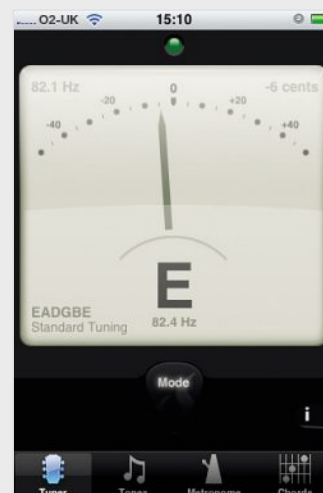
VERDICT
★★★★★

Encompasses all the elements any guitarist might need

KEY INFO
UK price £5.99
US price $9.99
Web agilepartners.com
Download size 9.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

THE RIGHT NOTE The Guitar Toolkit interface looks really professional

TAB READER
TabToolkit

£5.99 A vital tool for the aspiring guitarist

The internet is awash with free tab files showing you how to play your favourite songs on a guitar, and TabToolkit does a good job of bringing them to life on your iPhone.

You transfer tab files to your iPhone via Wi-Fi. TabToolkit does a decent job of displaying plain text tab files, but the fun starts with the Guitar Pro and Power Tab files, which it can play. They contain both tab and standard musical notations and a guitar fretboard or keyboard shows you which frets to finger as the song plays. At any moment you can pause to move forward and backward, should you need extra help with the difficult bits, or select a different instrument.

The concept works beautifully on iPhone – just plonk yourself down on the sofa with your guitar and prop the iPhone on a cushion. Being able to loop a section of tab would be a welcome feature, but we're impressed with what's offered here already. ●
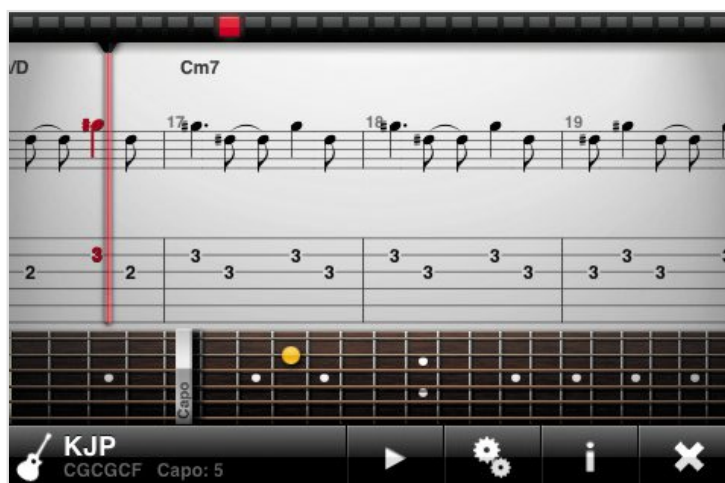
VERDICT
5
★★★★★

If you're a guitar player and iPhone owner then the TabToolkit app is a vital purchase

KEY INFO
UK price £5.99
US price $9.99
Web agilepartners.com

Download size 9.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SWITCH IT With the Tab Toolkit, you can switch between instruments – you can also hear as many as 112 instrument voices simultaneously!

Section 4

➡ EXPLORE

Whether it's the daily commute or a trip around the world, travelling has been changed profoundly by the iPhone. Now you can check train times or plan your route through the London Underground as you travel, not before you leave. You can also get up-to-the-minute weather forecasts, plan a day out or carry a phrasebook in your pocket. But the biggest impact the iPhone has had on travel is its ability to use satellite-based navigation. Here, we test several of the major sat-nav apps you can buy, as well as finding out what they're really like to use…

Sat-nav on the iPhone

There's a healthy choice of apps that promise to turn your iPhone into a sat-nav. We test five options to find out how they, and the iPhone itself, perform while on the move

When it was announced that the iPhone 3G had a proper GPS chip inside it (the original could only work out its location very roughly by looking at which cell phone masts were nearby), we got very excited at the prospect of using the iPhone as a turn-by-turn satellite navigation system. The idea that you could jump in your car, slot the iPhone into a cradle and have it direct you to your destination, guided by billions of dollars of satellite infrastructure, was beguiling. Especially since even the cheapest standalone sat-nav device costs more than £100…

The dream took a little while to become reality, but there's now a healthy choice of location-aware navigation aides for iPhone, from simple free tools like OffMaps to the full-blown counterparts to sat-nav devices that we're looking at here. iPhone's built-in Google-powered Maps app shouldn't be overlooked, either; updated for iOS 4, it offers directions for routes by car, by public transport or on foot, with the GPS chip monitoring your progress along the route.

All the same, most serious travellers – and motorists in particular – will look to specialist apps that fulfil the role of a sat-nav device. The map graphics are designed for clear legibility while driving; there are ▶▶

often services such as speed camera databases and live traffic alerts; and the maps are typically stored on your iPhone, so you don't need the constant internet connection that Maps requires.

Many of this class of app are adapted from proprietary products where the software is built into the device you buy: TomTom is the best-known example. That means the hardware is specifically geared towards sat-nav, whereas the iPhone is designed to be a phone first and foremost. So if you're considering a navigation app, it's worth being aware of how the iPhone performs as a sat-nav device.

There are, you see, some significant issues before you make the sat-nav

SIGNAL STRENGTH Mounting the iPhone above the dash is best for reception

leap. Although the iPhone's screen seems a generous size when it's in your hand, it can seem a little on the dinky side in the interior of a car, and we'd be happier if the screen was just a little bit brighter…

The biggest issue, however, is that you need to position your iPhone in your car in a safe position where you can see it comfortably. The problem is that there are relatively few iPhone car mounts available, and some of those that we've tried are ungainly and inelegant for sat-nav. General-purpose in-car solutions such as the otherwise excellent Belkin TuneBase FM with Hands-Free are fine, but because the cradles plug direct into the lighter socket, it's unlikely that you'll be able get the screen into a position that's safe to use when driving.

Voice prompts could be the answer – but sadly, the built-in speaker on all iPhone models to date is too weedy to be used. It's fine for hands-free calling at your desk, but at the volumes necessary for spoken instructions to be heard above the noise of the engine and the tyres on the road, the audio can get unpleasantly distorted.

Power is also an issue. Any iPhone fulfilling the role of a sat-nav needs a constant supply of power for all but the shortest of journeys. The big, backlit screen itself is pretty power-hungry: you don't normally keep it on continuously, but you'll notice significant battery drain when it's displaying a map constantly. And, of course, it takes a lot of power to drive the GPS circuitry that's keeping a lock on the satellites. Standalone sat-nav

It's worth being aware of how the iPhone performs as a sat-nav device. There are some significant issues

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HOW WE TESTED…
On the road, in the car

As well as testing the five apps here, we set ourselves a challenge. We defined five different waypoints around the city of Bath, beginning at Royal High School. Then we asked the system to find a local petrol station as a point of interest (POI), which they all did. Next, we wanted to test postcode look-up, so we entered the postcode of Prior Park, a local landmark; here, some stumbled through, not supporting full postcode look-up.

Then it was off to the train station: the TomTom and Mobile Maps apps tried to take us down a road that was closed except for access. From the station, we tried an address in our contacts; some failed to parse it, and some tried to route us via a road that's always closed to traffic between 10am and 6pm.

Of course, it would be wrong to extrapolate performance for other locations based on this sample, but it does indicate some of the problems you may encounter with some apps.

CoPilot Live
UK & Ireland
£19.99/$32.99
Frankly, we're impressed. At half the price of bigger names, you'd be forgiven for thinking that it had fewer features. In fact, this was one of our favourites. The basic route-finding functionality worked great, though it did try to take us up a road that was closed to cars at the time. We liked how, at the end of a journey, it asked us if we wanted to add another destination, and that it ducked background audio during spoken instructions. The user interface is gaudy, but well engineered to save on-screen clutter.

Navigation for Western
Europe – iGO My Way 2009
£39.99/$69.99
This app was a real disappointment, even though its provision of maps Western Europe makes it seem like good value. It's not just that the interface is clumsy; it also fails in some pretty basic tasks. You can't enter postcodes, for example, making entering of destinations unwieldy. Although it was tested in the same circumstances as the others, it sometimes lost its satellite lock. Instructions were often confusing, and we had to take the iPhone out of our car kit to relaunch the app.

devices use a lot of power as well, of course – but you don't expect your sat-nav to be ready to make calls and send emails when you get to your destination.

Kitted up

Happily, these problems can be easily solved, albeit at a price. The reception-boosting TomTom Car Kit may cost an eye-watering £99.95, but for our money it's an essential purchase. The locking window-sucker, which is the same EasyPort device used in the current crop of TomTom sat-navs, is smart and reliable, and enables you to place the iPhone exactly where you want it. It lets the whole thing pivot through 360 degrees, so you can flip your iPhone easily into portrait or landscape orientation. (This has the bonus of allowing the power cable to trail the correct way; usually, right-hand drive cars have to double back the cable.)

The Car Kit also has a built-in speaker: spoken sat-nav prompts have plenty of volume, although music sounds no more than workmanlike. You can use it for hands-free calling too – it includes a microphone, and does a decent job.

The only real drawback with the TomTom Car Kit is its price. Given that you're going to have to add a sat-nav app as well, it's a costly proposition on top of the iPhone itself, given that you can get an all-in TomTom device for £120 or less.

Worth the effort

If all of this sounds overly negative, it's just because we want you to be aware of the drawbacks. The experience of using your iPhone as a sat-nav is generally excellent, especially if you invest in a proper car kit; and anything that means we have fewer individual devices cluttering up our lives gets our vote. It's great to arrive at your destination with a fully charged battery, and unexpected perks such as the ability to navigate to contacts already synched to your device rather than laboriously entering them by hand is most welcome.

What's more, this is just the beginning. Although some apps use the iPhone's wireless 3G internet connection to supply live traffic updates (a service you normally have to pay extra for), none of them really take advantage of the facility as much as they could. We're looking forward to competition driving innovation, with price comparisons for nearby petrol stations and even local advertising promotions, giving you a discount for a local restaurant, for example. iOS 4's in-app purchasing is already leading to useful add-on services and features, and the pace of iPhone development means we shouldn't have to wait too long for much better sat-nav. ●

U-TURN No matter how efficient your GPS system is, there's bound to be the occasional error

The experience of using your iPhone as a sat-nav is generally excellent, especially, if you invest in a car kit

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Navigon MobileNavigator British Isles
£34.99/$59.99

The first GPS app to launch remains one of the best. The spoken and visual instructions are clear and helpful, and it gently ducks background music so voice prompts are clearly heard. A text-to-speech engine effectively reads out road names. Annoyingly, though, postcode search is an extra £1.19 via in-app purchase, so you can't rely on inputting postcodes to get you to your destinations. Despite this, however, it made the best decisions about how to route us through Bath during our challenge.
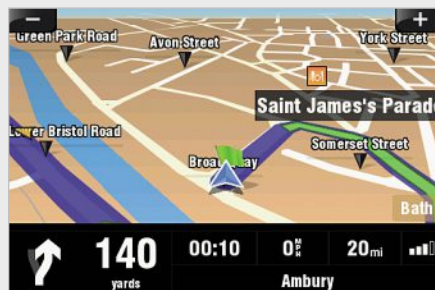
Mobile Maps UK & Ireland
£29.99/$49.99

The strong, graphic interface of this app from Sygic is more than just cosmetic: it's easy to follow the clear on-screen map. It's just a shame that the text in the menu systems – and indeed even in the information bar at the bottom of the screen – is on the small side, making its legibility poor. Happily, it does full postcode searching and contacts look-up, though it can struggle to parse non-standard addresses. It made one bad decision in our routing challenge, but it also picked a good route that no other app found.

TomTom UK & Ireland
£42.99/$74.99

By far the most polished of the apps here, but also the most expensive, TomTom's system feels like the app Apple itself would make. Menus are clear and data is easy to enter with copy and paste, while the crisp, reserved on-screen graphics are a joy. But although it's capable of some brilliant insights about which route to take – thanks to its IQ Routes technology, we assume, which knows at what time of the day certain roads are busy – it did make a couple of bad mistakes in our route challenge.

01

02

03

04
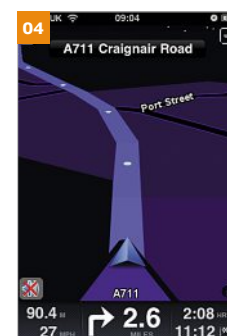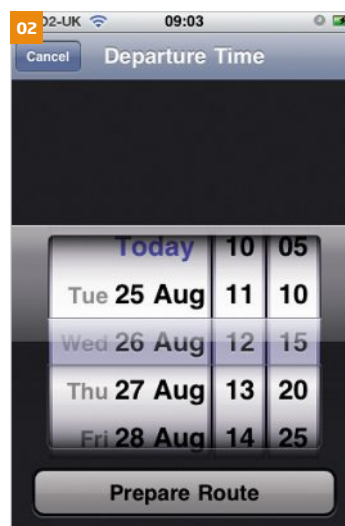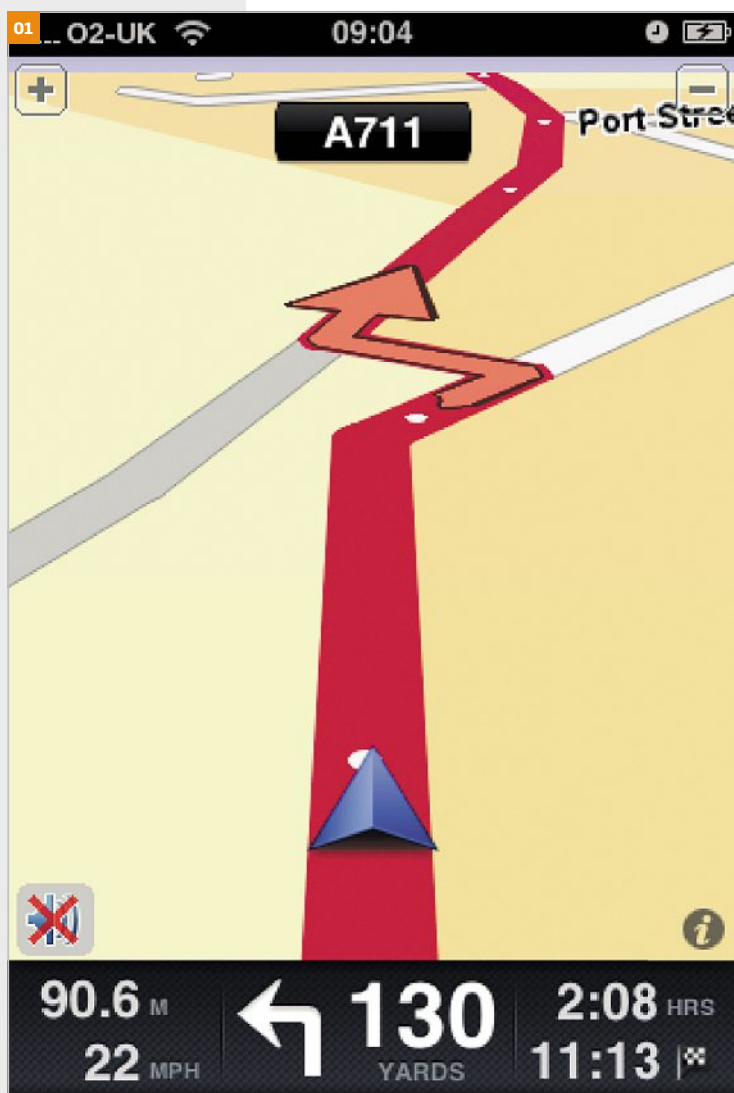
01 As well as this portrait view, you can use TomTom in landscape orientation

02 IQ Routes knows where and when congestion hits – and it routes accordingly

03 Although there's no traffic information, you can manually avoid roadblocks

04 To stop the iPhone's screen dazzling you at night, the screen's brightness adjusts
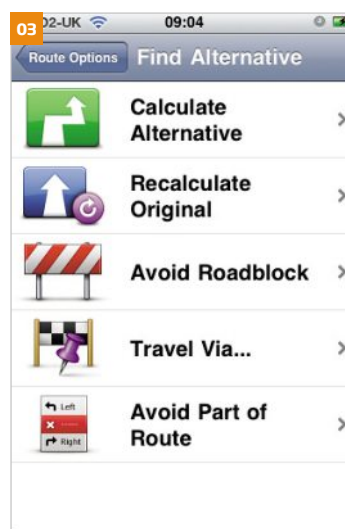
SATELLITE NAVIGATION

TomTom Western Europe

£79.99 Quality GPS navigation on your iPhone

VERDICT

4

★★★★☆

Doubtless the slickest sat nav app for the iPhone, but expensive; and the iPhone car kit costs £99.99…

While it took some time to welcome turn-by-turn sat nav devices to the list of gadgets the iPhone can transform into, thanks to term changes to the iPhone SDK there are now plenty of navigational apps to choose from… the TomTom brand probably has the biggest cachet right now though.

The app itself is superb. It's polished, very easy to use and features TomTom's smart IQ Routes system, which changes its route recommendation at different times of the day, since it knows when particular roads get busy. Other facilities include being able to email a route to a contact, an emergency menu, Google powered search for local

businesses, and fuel efficient routes. Sure, there are things we'd like to see added – exploitation of the iPhone's always-on data connection for fuel prices, for starters – but it's the slickest, most complete solution we've used. It's better than the cheaper Navigon offering, which is hampered by not enabling full postcode look-ups.

There's no doubt that it's expensive, though, especially compared to, say, CoPilot Live. The dedicated car kit costs a further £99.95 and, while the handset itself is well made and offers a decent speaker, GPS chipset and hands-free facility, when you're talking about £180, you're talking about a lot of money to spend on an app and an 'accessory'. ●

KEY INFO
UK price £79.99
US price $74.99
Web www.tomtom.com
Download size 1.85GB
iPod touch compatible Yes
Requires iOS 3.0 or later

SATELLITE NAVIGATION

Sygic Mobile Maps UK & Ireland

£29.99 It's cheaper than TomTom's, but is it good?

VERDICT

4

★★★★☆

Good, and good value, but lacking polish; auto-volume control would be useful

Sygic's Mobile Maps UK & Ireland satellite navigation app for the iPhone has a very distinctive look – almost cartoon-like, almost like you're looking at someone's mock-up of what a sat nav system could look like. You may or may not like the style of screen, but it does mean that some of the interface elements are rather small, and they can be tricky to read when driving.

There are plenty of features – it can do a full postcode search, and the view zooms in and out as your speed changes as you need to see less or more detail. You can quickly search for addresses for contacts in your iPhone, get advice on which lane you should be in, and you can even get updates on how the weather might affect your journey. The app doesn't, however, duck playing music to let spoken instructions be clearly heard, so that's down to manual control, and you're dependent on finding a good, powered cradle for your car. ●

CAR CARTOON The visuals are quite appealing but details are quite small

KEY INFO
UK price £29.99
US price $49.99
Web www.sygic.co.uk
Download size 297MB
iPod touch compatible Yes
Requires iOS 4.0 or later

SATELLITE NAVIGATION

Navigon Mobile Navigator Europe

£69.99 Navigator with some nice features

VERDICT

3

★★★☆☆

Some nice features, easy to follow maps and user-friendly interface; again, you'll need a decent cradle

Navigon might not be as recognisable a brand as Garmin or TomTom but it has a good pedigree. It contains maps for the whole of Europe – a UK-only version is available for £53 – so is a hefty 1.83GB.

Before we pick away at the edges, it's worth saying now that it works. The overall feel is, while there's room for improvement, Navigon has put a lot of effort into getting things right; the iPhone display toggles happily from portrait to landscape, you can easily find addresses for anyone on your contacts list, and there's the handy Points of Interest facility.

So, the problems. Some are not the fault of the app itself;

you'll need a cradle like Griffin's WindowSeat, and the iPhone's speaker is a little distortion-prone at sufficient volumes for the spoken directions. GPS plus the always-on screen eats battery life so you'll need a power adaptor. Then there are the app niggles; you can start music playing before launching the app, but it won't duck to let the spoken instructions stand out, and street names aren't displayed in the 3D view.

More seriously, you can't do full UK postcode look-ups, and there's no support for traffic updates, something that could easily be added (presumably for a cost) through the iPhone's data connection. ●
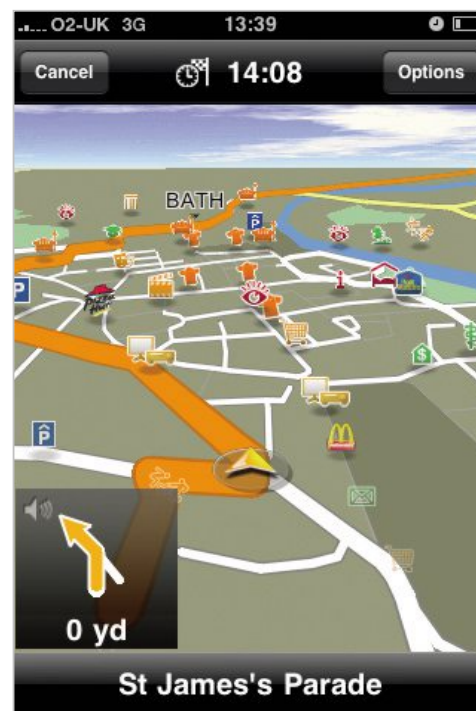
BIRD'S EYE VIEW The default aerial '3D' view helps you to get your bearings

KEY INFO
UK price £69.99
US price $119.99
Web www.navigon.com
Download size 1.83GB
iPod touch compatible Yes
Requires iOS 3.0 or later

NICE STYLING This app was designed by a splinter group of Navigon developers

SATELLITE NAVIGATION

skobbler UK/Ireland Lite

FREE Turn your iPhone into a sat nav – for free!

One of the compelling reasons to choose a phone running Google's Android OS over an iPhone is that some recent models include free sat nav. There are many sat nav apps for the iPhone 3G or later but they can be expensive. Now, we have a free alternative.

The idea's solid: the expensive thing in sat navs is the map data, but skobbler uses data from OpenStreetMap, a community-created map to which you are invited to contribute bug reports. While this keeps costs down, it does mean that map data can be sketchy – or flat-out wrong – especially in rural areas. The app itself isn't a multi-gigabyte download because it downloads and caches maps as needed; great for low-capacity iPhones, but it does mean that you need a data connection to get going.

The app itself is good; it was created by a splinter group of developers from Navigon, and it shows both in the styling and feature-set. You get good voice prompts (including text-to-speech renderings of road names) and, as well as the option of controlling iPod audio, automatic ducking of the background audio when voice prompts are given. It's not yet iOS 4-aware for background navigation, however. Address look-up is poor too, and there are no points of interest. ●

KEY INFO
UK price Free
US price Free
Web www.skobbler.co.uk
Download size 3.5MB
iPod touch compatible Yes
Requires iOS 4.0 or later

VERDICT

2

★★☆☆☆

It's free, so it might do if you're stuck, but we'd think twice about trusting it for crucial journeys

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LOCATION SERVICES
Vicinity

£1.79 You won't get lost with this app!

WHERE AM I? Somewhere new and need a sandwich? Vicinity can help you…

Got yourself lost? Need to know where the nearest cashpoint is? Want a quick coffee? Just want to find out more about where you are? Vicinity is for you. Once it has a lock on your current location it will provide you with a list of nearby amenities – cafes, pubs, restaurants, taxi firms, takeaways, petrol stations, etc – and optionally give you Maps-based directions to what you need. It's surprisingly detailed – we're used to these kinds of apps being very US-centric – though it isn't infallible. Some excellent extra features really add to its appeal, like viewing geotagged pictures through Flickr or Panoramio. ●

KEY INFO
UK price £1.79
US price $2.99
Web www.activeguru.co.uk
Download size 0.4MB
iPod touch compatible Yes
Requires iOS 2.2 or later

VERDICT
★★★★☆

Find your way around a new town or get street directions instantly

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GPS TRACKER
Trails

£2.39 A great geologging and geotagging tool

Trails' main feature is to record your position as you travel and plot it on to a map so you can see where you've been. It records speed and distance covered, and can show the results itself or email a standard GPX file that you can import into any app designed to work with these trails, such as Google Earth. Unfortunately, once you factor in the GPS, it's a real battery hog. Worse, it's unstable, but the developers promise improvements.

You can also use it with another app on your Mac to geotag photos you took on a separate camera as you walked your route; it just matches up the timestamps for you. ●

VERDICT
★★★☆☆

Record maps while you're out on a hike and share them with others
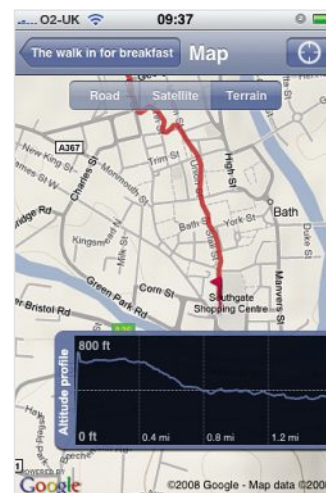
KEY INFO
UK price £2.39
US price $3.99
Web trails.lamouroux.de
Download size 3.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

TRACKING DEVICE You can switch between road or topographic views

RAIL INFORMATION

UK Train Times

£4.99 Route planning and live departure boards

When using Britain's rail system, you need to be able to plan journeys efficiently and anticipate delays as far in advance as possible. Well, information from the National Rail Enquiries website is now available straight from the horse's mouth with this, the official iPhone application. (It will work on an iPod touch, but its dependence on Wi-Fi hotspots limits its usefulness.)

When you first launch it, the app will prompt you to set your 'home' station based on your current location. (You also have the option to add other stations, as well as journeys.)

Planning a journey is simple and the live departures board is useful, showing a summary of the departing trains and any delays, but also enabling you to tap on any service and see its progress. Frustratingly, there's no access to this information when you plan a journey, or indeed any way to access it when you're already on a train and want to check progress or upcoming stations, but the other features are truly useful.

Our favourite feature is 'Next train home' that looks up your nearest station and checks the time of the next train you can catch to your home station. ●

VERDICT

4

★★★★☆

Fairly pricey, but if you commute by train or often go on long distance journeys, it's very useful
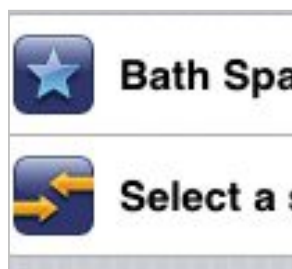
STATION MASTER Built-in Google Maps help you locate the stations you need

TIMETABLE Plan for a long trip or just check the time of the next train home

KEY INFO
UK price £4.99
US price $7.99
Web www.agant.com
Download size 2..8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

CAR FINDER

Sally Park

£0.59 Where did you park your car?

This is a great idea: whip out your iPhone when you park in one of those vast shopping centre car parks, let Sally Park use your 3GS's GPS to pinpoint its location, and then easily find your way back.

Despite a lush design and the addition of handy parking-specific features – a note field to record your zone, say, and the ability to take a photo – Sally Park isn't an especially good tool. That arrow doesn't really seem point you in the direction of your car; instead it merely points north. You tap an icon to bring up a map showing you and your car's location, but it's no different to dropping a pin in Maps. ●

PARK IT
The app looks great but isn't really what you'd call a pinpointer…

KEY INFO
UK price £0.59
US price $0.99
Web www.doseido.com
Download size 1.7MB
iPod touch compatible No
Requires iOS 3.1 or later

VERDICT

★★☆☆☆

A good idea, and lovely design, but the built-in Maps app is as useful

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TUBE PLANNER

London Tube

£0.59 Visiting London? You'll need a Tube map

You could, in theory, download the PDF of the Tube map and save it to your iPhone using, say, ReaddleDocs. And then you could bookmark mindtheapp.com/tubes in Safari to get the latest information about any current delays on the London Underground.

But at this price, you've little to lose. London Tube gives you a scrollable map, information about what lines run through each station, and details on your nearest station. It can also calculate optimum routes, but it can't take into account live status information. It's worth it for the scrollable map, but it could offer a little more. ●

VERDICT

★★★☆☆

59p isn't much for a perfectly decent Tube map, but the app could be better

KEY INFO
UK price £0.59
US price $0.99
Web www.presselite.com
Download size 2.8MB
iPod touch compatible Yes
Requires iOS 3.1 or later

MIND THE APP The trip planner helps you determine your route

SAS Survival Guide

£3.99 The legendary survival handbook comes to your iPhone

Lofty Wiseman's well respected guide to surviving in difficult situations, covering topics such as making camp, navigating, and even trapping and preparing food, has now arrived on the iPhone. While a book is decidedly more reliable in emergency situations (it doesn't need to be charged, for a start) the idea of an app still appeals (and is a lot lighter to carry round). Not only ought you to be reading and familiarising yourself with the techniques described before you're put in a survival situation, it means you also get video tutorials and a couple of handy utilities.

The sun compass is a good use of the iPhone's tech, and the wild food advice is handy for foragers. Admittedly, the Morse code converter is probably more cool to play with than it is useful.

The content is, of course, good and comprehensive, though the first aid section has drawn some criticism for being slightly out of date.

The app, though, could use a little more work. The icons look great but the information lacks a clear visual hierarchy, and it's sometimes presented in an order that makes it difficult to track down information you need in a hurry.

The command to alter text size takes ages to kick in, meaning you often tap multiple times only to see the text balloon in size.

It is, however, a useful app. It would be folly to rely on an electronic device in an emergency, but on the basis that you're more likely to have your iPhone with you than a specifically packed book, we can see the appeal. ●

KEY TO SURVIVAL Take Lofty's app on your next expedition and it could help out

KEY INFO
UK price £3.99
US price $6.99
Web www.sassurvivalguide.com
Download size 188MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

3
★★★☆☆

There's lots of good info here; it's just not presented especially well

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MyStarbucks

FREE Fancy a coffee?

We feel odd featuring an app that pushes you towards one company, especially when that company is, for some, controversial. But the Starbucks app is so good, we're making an exception.

It lets you find nearby stores, showing opening times and facilities. Best of all, though, it lets you explore the drinks menu, customising to your heart's content, and, happily, then telling you what mocha-venti-frappa-demi-cappu-tastic incantation you need. Nutritional info is shown, too, though not for highly customised ones. We'd like to see prices and Starbucks Card integration added. ●

COFFEE TO GO Not sure what to ask for in store? Create your ideal drink on your iPhone first

KEY INFO
UK price Free
US price Free
Web www.starbucks.co.uk
Download size 7.5MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT
★★★★☆

A beautiful, well engineered free app – a gold standard for others

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National Trust

FREE Looking for a day out with the family?

With 200 houses and almost 1,000 square miles of land, many people can find a National Trust property nearby. This app enables you to browse a map – that will show you properties on a Google map – or list properties in order of proximity. It can ping you out to the Maps app proper to get directions, and you can browse all properties as well.

It's handy and well put together, but there's nothing in the app for National Trust members; we'd like to have been able to store our membership details in the app so we didn't have to remember to take our cards. ●

KEY INFO
UK price Free
US price Free
Web www.nationaltrust.org.uk
Download size 6.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

IN YOUR AREA The app will pinpoint you, then provide info on what's around

VERDICT
★★★★☆

Doesn't cover Scotland, and nothing for members, but useful

WEATHER FORECASTER

Met Office Weather

FREE Official weather advice for the UK

VERDICT

3

★★★☆☆

It's not the most visually appealing app but the data's good, and it is free

The built-in Weather app on the iPhone is perfectly good enough for getting a quick overview of what the weather's going to get up to over the next five days. But, saying that, Met Office Weather

POOR OUTLOOK The interface could be a little better styled for iPhone use

is an app that's really worth installing, and not just because it's free.

Because it's the official app of the UK Meteorological Office, the data's as good as you're going to get. (Yes, it's often a bit off; but, as you'll know, the British weather's a particularly tricky thing to predict.) You get forecasts and animated satellite maps of weather patterns.

However, the interface feels ugly and distinctly un-iPhone-like, and, while our experience was fine, some have reported instability. The app will offer to set your location automatically, but tends to dump you over in London regardless. However, fret not, as you can set your location manually. For a five-day forecast in your area to decide on the best day for a barbecue or if you're planning a hike, this could be the app for you. ●
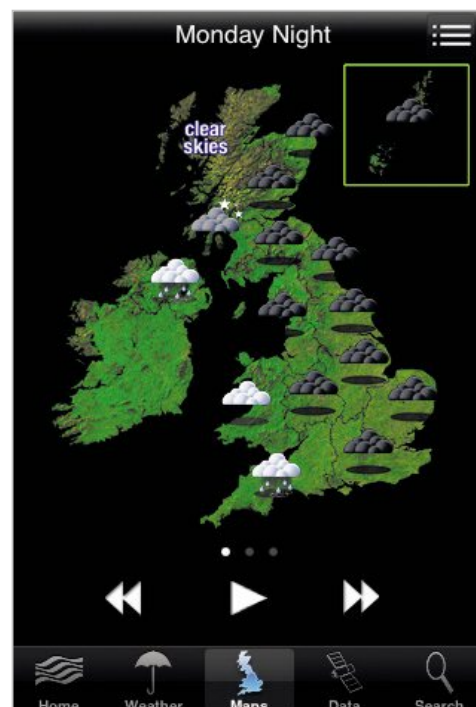
MET DATA The forecast may not be good but at least you can trust it!

KEY INFO
UK price Free
US price Free
Web www.metoffice.gov.uk

Download size 2.7MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

TRANSLATION TOOL

Talking Phrasebook

FREE/£0.59 Simple phrases for your holidays

Available in many languages, including French, German, Italian and Spanish, these phrasebooks give you essential lingo to get by abroad. They're not as polished as some offerings – the Lonely Planet ones are considered comprehensive – but they're pretty good. There are key areas, such as Travel, Food and Accommodation to Shopping, Beaches, even Romance, and you're not just limited to trying to read text and guess pronunciation; each phrase has a native speaker so you can repeat the phrase or just hold your phone up and have it speak for you. Many of the phrasebooks are free via Lastminute.com. ●

VERDICT

★★★☆☆

Ideal travel companions, and the native voice is a great touch

KEY INFO
UK price Free/£0.59
US price Free/$0.99
Web www.coolgorilla.com
Download size 9.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PARLEZ-VOUS? These phrasebooks are a must if you have an iPhone and you travel

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INTERACTIVE GLOBE

Google Earth

FREE The whole world in your hands

Google Earth was an application born for the iPhone – and it's free! It presents you with a globe, letting you search for places, businesses and more. All the images are satellite and aerial shots, and you automatically get the most recent pictures.

You can spin the view around with two fingers and tilt the phone to change the angle. Geotagged photo links are shown, along with links to Wikipedia articles about what you're looking at; it's a great way to explore an unfamiliar city. You sometimes feel a bit lost, and it's a little sluggish and occasionally crashy, but we love it nonetheless. ●

VERDICT

★★★★☆

Fantastic technology, although it could use some optimisation
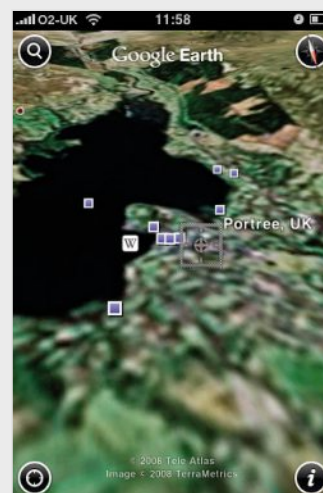
KEY INFO
UK price Free
US price Free
Web www.google.com
Download size 13.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SMALL WORLD Travel the globe, wherever you are!

Section 5
➡ ENJOY

Mobile phones have already transformed the way millions of us live, thanks to innovations such text messaging and pocket-sized cameras. Now the iPhone is changing our habits and behaviour to an even greater extent, with an app for almost every occasion you can think of. You can't just send texts and emails: you can tweet to Twitter and chat via Instant Messaging.

There's also a wide selection of apps to enhance your lifestyle – including, as you'll discover over the page, apps that promise to make you fitter…

Can an iPhone get you fit?

We challenge a slightly lardy iPhone user to get fit with the help of apps on his device. The catch: he only has a tenner to spend

Technology's great – but it's part of the reason waistlines are expanding. These days, many people do little physical work, and rely on cars rather than their legs for getting around. As a writer, I'm immersed in technology daily, but my morning commute only involves going upstairs to my office. Unless I specifically make an effort to exercise, pounds gradually creep on, even if I'm not shoving a chocolate bar in my face every night.

Lately, exercise has taken a back seat, and I've noticed myself becoming unfit.

So I decided to do something about it – and to get technology to help rather than cause. I'm going to find out if the iPhone can help me get fitter rather than fatter.

Instead of spending time playing iPhone games, I'll spend a few weeks trying out exercise apps. Since the iPhone's expensive, the decision was made to restrict my app budget to a crisp (well, digital) tenner on the App Store – the sort of 'impulse purchase' sum most people would be happy to spend to get in shape.

Getting started

After researching options on the App Store, I decide on five apps: four exercise aids and one weight tracker. The most expensive, at £5.99, is RunKeeper Pro, a GPS tracker for walking, jogging and running. Using

Exercise has taken a back seat, and I've noticed myself becoming unfit… I'm going to find out if the iPhone can get me fitter rather than fatter

iFIT The iPhone isn't just about gaming and streaming video: it can also help you plan your exercise regime and gauge your fitness levels

Exercise and your iPhone

1 Take your time
Pace yourself and don't rush exercises. If you're using a GymFu app and it tells you to rest for a couple of minutes, do so until you know you can skip breaks without straining yourself. Similarly, walk or slowly jog at first with RunKeeper: you can gradually improve your pace and lengthen your covered distance over the days to come.

2 Exercise properly
Before you start exercises, learn how best to perform them. For crunches and squats, the correct posture is important for good results and to avoid strain. Also, remember to warm up and down and stretch before and after runs and other exercise. Don't do stretches without warming up first: you can do your muscles more harm than good.

3 Get into a routine
Doing a load of exercise one day and then nothing for two weeks is a bad idea. 20 minutes per day beats three hours of

STRETCH Warm up and down before and after exercise to reduce the risk of injury

hell per fortnight. If you need encouragement to keep yourself motivated, GymFu apps send regular challenges, and RunKeeper has online integration that enables you to create a 'street team', which can include RunKeeper-using friends worldwide.

4 Learn app quirks
Figure out how each app best works, and adapt your usage. RunKeeper is more accurate when your iPhone has Wi-Fi disabled, so use General section in the Settings app to turn Wi-Fi off before you run. As for the GymFu apps, you may find they work better when your device is held in a certain way, so practise before training properly.

5 Don't splash out...
By all means buy a sports armband if you get heavily into exercising with your iPhone. But to begin, hold your device or put it in a pocket; or use elastic bands to strap the device to your arm if you're using PushupFu.

DIY HOLDER Use elastic bands to fix the iPhone to your arm during push-ups

TAKE TIME Don't rush your reps: your form will suffer and the speed won't make you any fitter

the magic of technology, it logs where you go and integrates readings and progress with an online account.

At 59p each, GymFu apps CrunchFu, PushupFu and SquatFu are designed to train you over a couple of months to complete a number of 'reps' – 200 crunches, 100 push-ups and 200 squats, respectively – in a single session. That might sound easy to fitness gurus, but my arms tried to make a break for it on hearing the number '100' followed by the word 'push-ups'. My chosen weight tracker, Weightbot, is a £1.19 app with a fun, noisy interface: even if pounds aren't shed, at least you'll enjoy inputting your weight.

Although Weightbot initially proves the most fun to tinker with, RunKeeper and the GymFu apps are engaging enough to get me excited about the prospect of using them for serious exercise. The GymFu apps in particular seem designed for newbies, providing information about how to do good-quality crunches, push-ups and squats. Along with mentioning warm-ups and stretches, they note you should take 48-hour breaks between training sessions to give your body time to recover. My plan therefore evolves

TICK LIST The four GymFu apps track your exercise and encourage your progress towards the ultimate target

My first attempt with RunKeeper involves several 'wow' moments. The app gets a GPS fix in seconds, and I scoot off to the local park

to working with the GymFu apps and using RunKeeper on alternate days.

Exercise regime
My first attempt with RunKeeper involves several 'wow' moments. The app gets a GPS fix in seconds, and I scoot off towards the local park. Along the way, the app periodically barks my time and pace, and I can see how I'm doing at any point via the well-designed display. On returning home, the run is sent to the RunKeeper website; on logging in, it's possible

to see my route within a Google Maps box, how elevation affected my speed, and how many calories I'd used. I can also add my wife – a long-time RunKeeper user – to my 'street team'.

For the first time in a year, things are looking up for my sagging paunch.

The following day with GymFu isn't so smooth, however. I've tested CrunchFu before, but not the other apps, and it takes a while before I figure out how to best hold the iPhone so the apps don't keep barking "Half!" at me for incomplete reps. In the end, having the iPhone in my pocket for SquatFu works well, and holding my iPhone at a slight angle on my thumbs during crunches works better than having it at my chest.

Over the following week, my routine continues – with the occasional slip. It's during this time that RunKeeper's one failing becomes apparent; although it
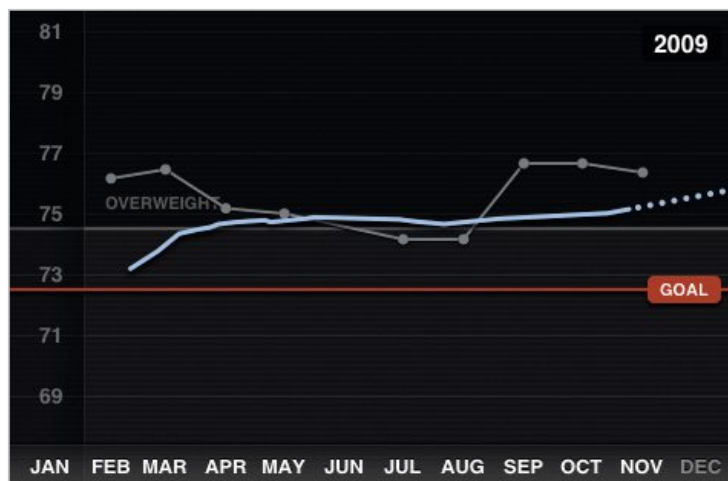
HARD GRAPH Weightbot enables you to view how your weight has fluctuated over the year, and whether you're on target

provides weekly and monthly totals (activities, distance, time, calories), it's not obvious how you're progressing if you stick to the same route and distance every day.

By comparison, after a few days GymFu's apps graph your reps from training and 'battles', which come via Twitter from the GymFu 'Fubot' and, very sporadically, real humans across the globe. (You can challenge others by score or max reps, but I find in practice that few battle requests are answered.) Having a graph detailing progress is really encouraging and definitely spurs me on.

RunKeeper falls further by the wayside as the weather dramatically

GymFu's founders reckon that 40 per cent of people double their reps, and I can already comfortably do twice as many push-ups

deteriorates, but this simply demonstrates to me the importance of having a set of apps that enable indoors and outdoors exercise. And my effort in GymFu increases, even if my overall exercise level drops.

Work in progress
A few weeks have passed since I began this experiment. Weightbot stubbornly refuses to say I'm at my target weight; in fact, it doesn't think I've lost more than a rounding error. But before this experiment is chalked up as a failure and I start eating too many Jaffa Cakes again, it should be noted that I'm

exercising regularly for the first time in nearly a year – and that's mostly down to the iPhone apps.

Admittedly, I'm a sucker for graphs and games, and seeing a downward trend in GymFu or an upward trend in Weightbot gets me doubly motivated to reverse them. Surprisingly, GymFu's Twitter challenges also help, since my brain doesn't seem to realise that they're (mostly) automated.

I've noticed changes in my basic fitness, too. GymFu's founders reckon that 40 per cent of people double their reps after starting to use one of their apps, and I can already comfortably do twice as many push-ups and squats as when I first started. Granted, hitting the final GymFu targets is a long way off, but now I'm confident that I'll eventually get there. Although RunKeeper isn't in the mix as much as I'd like (due to my ongoing 'wuss out of running because of the rain' syndrome), I now use it to track dog walks rather than just runs, and challenge myself to beat my walking times – much to my dog's annoyance, it seems.

So while I'm not going to be running the London Marathon any time soon or joining an athletics team, I have got started on the path to better fitness, for the kind of money that's less than a week's membership at my local gym. And what's more, I still have the princely sum of £1.05 left over to spend on a Mars bar. Er, protein bar. To spend on a protein bar… ●

Your £10 exercise kit

RunKeeper Pro
www.runkeeper.com
£5.99
An iPhone-only app due to its use of GPS location tracking, RunKeeper Pro is a great buy. Its activity tracking is excellent, and the clean, simple interface ensures strong usability. Website integration and activity sharing enable you to easily share progress with friends. A free ad-supported version is also available.

CrunchFu, PullupFu, PushupFu and SquatFu
www.gymfu.com
£0.59 per app
The GymFu range comprises four apps: one each for crunches, push-ups, squats and pull-ups. Each app provides tips on how to exercise, training routines, a graph showing progress and a way to challenge people. Voice packs are available if you fancy switching Fubot for a grizzled 'sarge' or strict 'missy'.

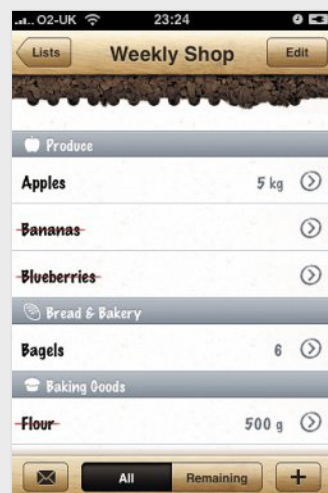### Weightbot
www.tapbots.com
£1.19
There are various ways to track your weight – a pad and Biro pen, Excel, the Notes app – but only Weightbot makes it fun. The metallic interface is engaging and emits cute noises. Rotate your device one way to view your weight goal; rotate it the other to see your progress over time. Imperial and metric options are available.

SHOPPING LIST
Groceries

£1.19 Let your iPhone help with the shopping

Add items to your Groceries shopping list – jot things down as you think about them throughout the week – and it automatically sorts them into aisles for you. As you walk round the store, tap items to mark them as 'got'.

The list of products isn't especially UK-friendly, but you can easily add your own, and we love that you can assign quantities (number, weight and so on) and also add notes to items. You can reorder the aisles to match your favourite supermarket's layout and create multiple lists. Shopping lists can be emailed and items marked as favourites. A calculator would be handy though… ●

RETAIL THERAPY Organise your products into aisles and you can easily reorder them

KEY INFO
UK price £1.19
US price $1.99
Web www.sophiestication.com
Download size 8.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
**Is it necessary? No. Does it make the weekly shop less stressful? Yes**

PACKAGE TRACKER
Delivery Status touch

£2.99 Track your parcels from your iPhone

Hurrah for Delivery Status touch, Mike Piontek's iPhone version of the Dashboard widget that we've been using for years. It plugs into the delivery systems for Amazon, Apple, FedEx, Parcelforce, Royal Mail, UPS, USPS and more, and consolidates all your deliveries onto one screen.

The level and precision of detail varies depending on the carrier, but you can simply tap the left-hand part of each line to flip up the page, Maps-style, to reveal the full tracking site; some even offer map tracking. It does sync with the Delivery Status Desktop widget, but we'd like a Safari bookmarklet to make adding items a whole lot easier. ●
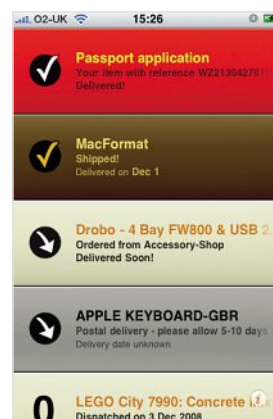
KEY INFO
UK price £2.99
US price $4.99
Web www.junecloud.com
Download size 1.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

FINAL COUNTDOWN The main view counts down until your estimated delivery date

VERDICT
★★★★☆
Attractive and functional, recent updates make this app even better

DATA TRACKER
Limits

£1.19 Weight? Expenses? Track anything

Limits is essentially a system that can track anything quantifiable. The idea is simple: create a new tracking task, give it a limit – or target, depending on how you're thinking about the task – then enter the units you'll be measuring in.

Now all you need to do is enter your values – hours worked, weight gain (or loss; negative values are allowed), whatever. Limits shows a simple bar to illustrate how close to your target you are. It's a decent system, though you're forced to think laterally about how to frame your limits, and you can't edit or remove items from the history or export the results. ●

NEAR THE LIMIT Stay on track by monitoring your targets

KEY INFO
UK price £1.19
US price $1.99
Web www.juicycocktail.com
Download size 0.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
Flexible, but inelegant; even at this low price it's a little expensive

AMAZON STOREFRONT
Amazon Mobile UK

FREE Buy, buy, buy! Plus some freaky tech

This is really just a storefront to Amazon, but the app has one more function than just to help you buy online: Amazon Remembers.

It's a genius service. Using your iPhone's camera, take a photo of a product, which is then uploaded to Amazon servers. If it can identify it automatically (it works best with CDs, games and books) it pings the result back instantly, ready to be bought or added to a wishlist. If not, it's anonymously turned over to Mechanical Turk workers who try to identify and link it to a product on Amazon. Results can be freakily accurate, but some are off, and there's no way of alerting Amazon. ●
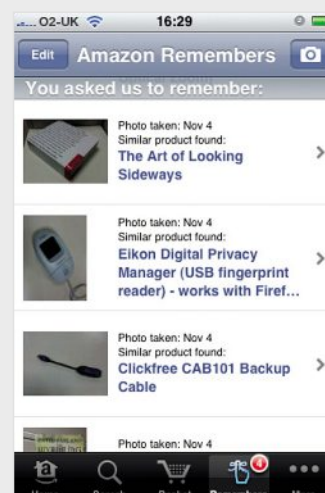
KEY INFO
UK price Free
US price Free
Web www.amazon.co.uk
Download size 2.5MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

NEVER FORGET Amazon Remembers identifies products when you're out and about

VERDICT
★★★★☆
An average shopping portal, but Amazon Remembers is astonishing

BILL SPLITTER
Bistromath

£1.79 Don't panic! This bill splitter is out of this world

VERDICT

4

★★★★☆

It goes beyond anally retentive, but does a tricky job with elegance. A little US-centric, however

The App Store is groaning under the weight of tip calculators, but they're of limited usefulness. Even in beautifully finished apps such as Tipulator you just enter the total of a bill from a bar or restaurant, telling it how many people are in the group, then they add a tip and split it. But what if you had soup and your friend plumped for a steak? Or three of you had a soft drink each, but a couple shared a bottle of wine? And what if Sandra has the correct money, but Peter only has a fifty pound note? And what's the tip? Bistromath solves it all.

It only takes a few taps to enter the cost of the meals everyone's having – if you have the time, you can tap to pick from a handful of configurable options to keep track of whether you're entering a drink, a main, a side or whatever – and the real

genius is that you can define anything as being shared among more than one person. A bowl of chips that three of you stole from? The cost is split three ways and allocated to each person.

You can type people's names in manually, or hook into your Contacts app to pull them in, which also shows people's photos if you've tied them into the address book database. Or you can add them in Bistromath.
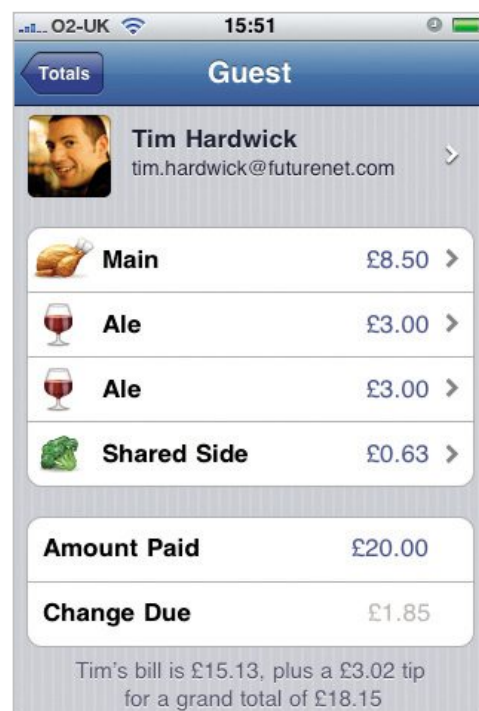
Once you're done, and have decided on a tip percentage, Bistromath shows how much each person owes. Better still, you can tell it how much each person has put in the pot, and it will calculate how much change they need. You can even email receipts to folks who were at the meal. And as if that wasn't enough, up to four other people can easily collaborate on a bill over Wi-Fi. ●

WORK TOGETHER Over Bluetooth up to four people can collaborate on a bill

KEY INFO
UK price £1.79
US price $2.99
Web www.blackpixel.com/bistromath

Download size 0.6MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

TIP CALCULATOR
Tipulator

£0.59 Make sure you always leave a tip

We don't obsess so much about tip calculators in the UK as our American friends, but this one is so pretty and well designed that we're happy to feature it. There are free ones that do the same thing, but we love the attention that has been lavished here.

There are options for adding percentage tips that are rounded up, down or left exact, and you can split the bill however you like. It picks up your localised currency automatically, based on your iPhone's regional settings. There's also a checksum/palindrome function, to help you avoid fraudulent bills. ●

A QUICK TIP
The app now supports multitasking on newer iPhone models

KEY INFO
UK price £0.59
US price $0.99
Web www.sophiestication.com
Download size 1.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆

Good looking and functional; ensures the waiter stays friendly

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CINEMA LISTINGS
UK Cinema Times

£0.59 Comprehensive listings, just a tap away

You could use a web app to find out what's on at the flicks, but this app has both flair and responsiveness.

Pick a cinema from a list, or tap to display those close to you, and you'll see the films and their times. Tap through and you can see a short description, a poster and even watch a trailer in some cases.

The data isn't that detailed – you can't see which performances are subtitled, for example. But you can tap on the phone number of the cinema to call it. Also, you can't tell the app what film you want to see and have it suggest local times. Updated graphics for the iPhone 4 are due soon. ●

VERDICT
★★★★☆

A fast app, but it should be able to work from the film of your choice
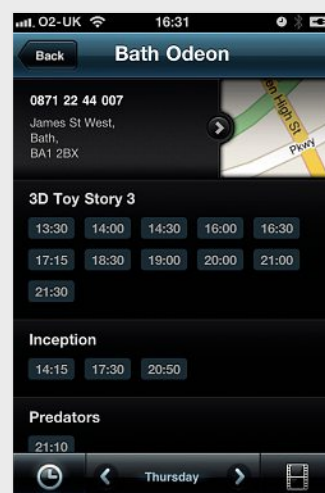
KEY INFO
UK price £0.59
US price $0.99
Web www.raptorapps.com
Download size 1.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

EN ROUTE
Get your local cinema details and directions via Google Maps

KEEPING TRACK You can enter your weight in either kilos or stones and pounds

KEY INFO
UK price £1.19
US price $1.99
Web www.tapbots.com

Download size 5.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

WeightBot

£1.19 Keep to your new year's resolutions!

So, as 2010 draws to a close, will you keep your new year's resolutions? Luckily, the iPhone is here to help.

This little app is designed to do one very simple thing: track your weight. It's not using your iPhone to weigh you – we recommend you don't stand on small pieces of expensive consumer electronics – so you'll still need a set of scales.

You can put your weight in up to once a day and then see your stats plotted on a graph, so you can gauge whether the general trend is up or down. You can get year-long and day-long graphs too, so you can see your performance over particular date ranges. You can set a target weight too, so that you have something to aim for.

Once you input your height, the app will calculate your BMI – Body Mass Index. This is a handy way to categorise yourself as either 'ideal', 'overweight', 'underweight', or 'obese'.

It forecasts too, based on how much weight you are gaining or losing on average. So you'll be able to see when, if you keep going the way you are, you will achieve your target weight. It uses the calculated average, so blips are ironed out. If you're trying to lose or gain weight by a particular date then it's ideal.

What really makes it stand out for us is the polish. It's a very pretty application, and feels very well thought-out. Entering a new weight is as simple as scrolling left or right to pick the day ('today' is selected by default) tapping the screen, dialling in your weight, then tapping again to save. You can edit weights or pick a day and shake to remove it entirely if you're feeling too guilty. ●

VERDICT

5
★★★★★

A beautiful, well rounded and well featured app, with passcode lock and remote secure backup

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Units

£0.59 5.4BTUs/minute = 0.127hp; of course!

This is a useful little unit converter with support for area, currency, energy, temperature, time, length, weight, speed, volume and more. You can store three of your common calculations as shortcuts on dedicated buttons at the right, but there are buttons to help switch different units on the fly without having to flip the calculator round.

We can't help but think the very pretty calculator skin isn't the most efficient UI paradigm, but it's cheap. You can calculate a wide range of useful sums, such as the carbon dioxide emissions of your car. And currencies are automatically downloaded every day. ●

GET JIGGY
Simply shake to clear the screen and perform a new sum

KEY INFO
UK price £0.59
US price $0.99
Web crossroad-solutions.com
Download size 3.3MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

VERDICT
★★★★★

Nicer than using Google's calculator features, and this is cheap

---

Convertbot

£1.19 The conversion app glowing with style

While we love Units (see review on left), this fairly new tool is nothing if not charming. The interface is stunning, although it's not the most efficient way of picking unit types and units themselves. Regardless, it's pleasant to use; rotate the dial to pick currency, weight, area or whatever, then tap to pick the from and to units; then enter the value you want to convert.

We found some more unusual units aren't supported – you can't convert hectares, for instance, and the currency list is small. Still, these could be added later, and in most circumstances you'll be satisfied with the supported units. ●

VERDICT
★★★★☆

Handy, but check the supported units if you need unusual ones
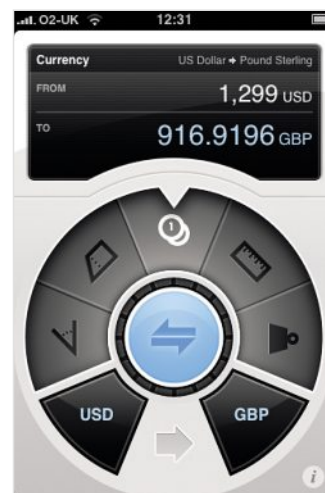
KEY INFO
UK price £1.19
US price $1.99
Web www.tapbots.com
Download size 4.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

ON A ROLL
The interface is appealing – simply rotate the main dial
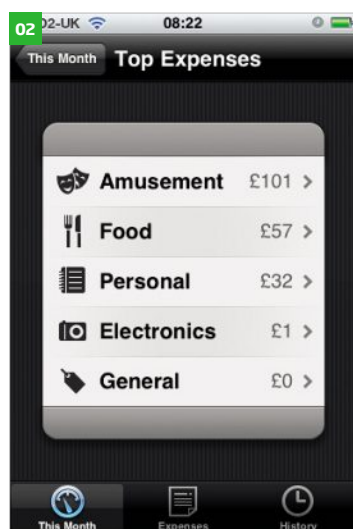
KEY INFO
UK price £1.79
US price $2.99
Web www.designbyaknife.com
Download size 0.7MB
iPod touch compatible Yes
Requires iOS 2.2 or later

PERSONAL FINANCE RECORDER

Pennies

£1.79 Keep track of what you're spending… in style!

The App Store is stuffed full of apps designed to help you track business expenses, but this one is a bit different. Pennies is designed to help you keep track of how much money you've spent from your personal bank accounts in a given month – particularly important in these challenging financial times.

You set yourself a budget – and this is one of our only gripes as it can be hard to set the amount using the slider input method provided; we'd have rather seen a plain keypad. Then every time you spend any money, you simply fire up Pennies, tap once to add an expense, enter the amount with a keypad, and pick the appropriate

expense category. You have the option of General, Food, Amusement, Travel, Household, Auto, Hobby, Personal, Electronics and Groceries, and while you may prefer the ability to define custom categories, we're happy that the presets cover all the day-to-day outgoings you'll need.

How much money is left in your budget for that month is then shown on a simply fuel gauge-style display. In addition, the home page display shows you how much you've spent per day, and also identifies the top three things you've spent your money on so far. Each individual expense can have a note linked to it if you need to add extra details, and those expenses that have

a note attached in the expenses list are shown with a paperclip icon.

There are only two minor criticisms; firstly, that you can't backdate any entries that you forget to enter on the correct day. Frustratingly, you also can't edit any of your existing expenses if you've made a mistake, so any incorrect entries have to be completely deleted and re-entered.

It's a really slick application, and the ease with which you can enter transactions is commendable; handily, if you're travelling it also supports £, $ and €. Most convenient for when you're out and about, Pennies is a cracking little app, and we have no hesitation in recommending it. ●

VERDICT

4

★★★★☆

A great way to keep track of your spending, and analyse your habits. The interface looks gorgeous, too

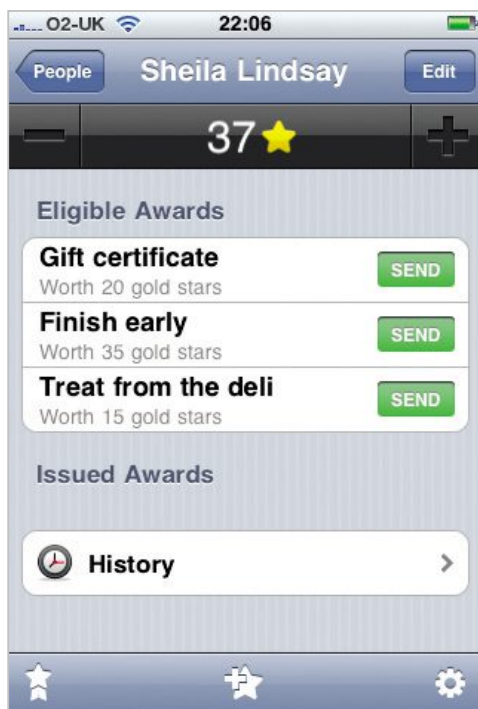**ON TRACK** You can view Award details for each person in the system

KEY INFO

UK price £1.19
US price $1.99
Web www.awardsapp.com

Download size 0.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PERFORMANCE MONITOR

Awards

£1.19 Track performance and issue rewards

An app that's handy for using both at home and at work, using Awards you can track achievements for your children, workforce and more. With a range of tasks people around you have to complete – from washing up and walking the dog, to completing a presentation and training a new employee – you'll find this invaluable for business and leisure.

You begin by adding people from your Contacts list, which is handy since it means it's easy to issue any awards they've earnt to the email addresses saved on these entries. You then go on to award gold stars for any achievements. You can either add them manually or tap a task from the built-in list of Events and Awards – 'tidied room' or 'handed work in ahead of deadline', for example.

You can also create your own tasks and assign them a star value, then add them to that person's history. Then you set appropriate rewards for the stars they earn – an hour of homework might be worth five gold stars, for example – which you can issue to the recipient via email as a pretty graphical Award certificates; they're redeemed in the same way.

Configuration can be a little tedious, however, and we'd like to see some tie-in with a web service so that the people you're monitoring can see what rewards they're eligible for.

You can manage an unlimited number of people, and check through their Award and Event history to monitor their progress. There's also a colour-coded star count next to each person's name so you can see their status at a glance. ●

VERDICT

4

★★★★☆

A handy, pretty system, but there's optimisation and enriching work to be done

---

AUCTION TRACKER

eBay Mobile

FREE Keep track of your buying and selling
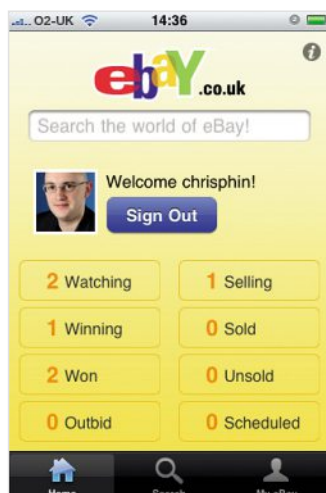
KEEP BIDDING Monitor all your watched items as the auctions near their end

KEY INFO

UK price Free
US price Free
Web www.ebay.co.uk
Download size 3.1MB
iPod touch compatible Yes
Requires iOS 3.1 or later

First, the bad news: you can't use this app to create listings – something we'd like to have seen given the iPhone's built-in camera – but a recent update means you can now use it to pay for won items.

The listing limitation is still irksome to say the least. Otherwise, it's a great way to browse and search eBay's auctions. Results can be filtered in the usual way, but mainly it's a way to keep track of auctions you're involved in, either as a buyer or seller. The home screen summarises what you're watching, buying and selling – just tap a button for a more detailed rundown of the auctions you're involved in. ●

VERDICT

★★★★☆

A handy way to keep tabs on activity but you can't list from here

---

QUICK ITEM SELLER

eBay Selling

FREE Use your iPhone's camera as a barcode

The joy of eBay is really how fast and efficient it is at listing items for sale. This has just got even faster with eBay's latest iPhone app which uses the in-built barcode scanner to make listing an item a one-click process. As you might expect it doesn't include the full selling options from the website, but you can use the iPhone camera to snap your product, then upload it straight to the eBay website. Also, with iOS 4.0 you can also use the barcode scanner to identify items while out and about to see if there's any of those items for sale on eBay. A worthy addition for any keen iPhone-owning eBayer. ●
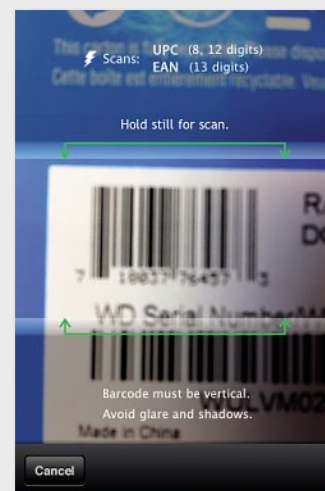
KEY INFO

UK price Free
US price Free
Web www.ebay.co.uk
Download size 4.3MB
iPod touch compatible Yes
Requires iOS 3.1 or later

SCAN IT!
Make use of your iPhone's camera to sell and look up items on eBay

VERDICT

★★★★☆

A real timesaver, but doesn't always recognise products

IPHONE DIGITAL SCRAPBOOKER

eScrap App

£1.19 Get your craft on with this digital scrapbooking app!

Scrapbooking hasn't yet taken off in the UK like it has in the US, but there's still a strong market for it. As with scrapbooking in the real world, in this app you use a range of preset shapes, letters and papers, to build up a page of memories in the form of a digital scrapbook.

eScrap App enables you to work on scrapbooking projects on your iPhone, importing pictures from Photos. You can either use the preset 'Quick Pages' or you choose from a theme, which includes paper and assets, to build your page up from scratch.

The assets, as befits the well-respected brand behind the app, are of a generally very high quality, though the range is currently a little small. There are 50 backgrounds, elements, a text tool and photo filters.

Layering up elements can be fiddly on the iPhone's small screen; it's often tricky to select the thing you're aiming for as there's no zoom control. The functions for scaling, rotating and ordering page furniture can also be a bit hit and miss, and you have to line elements up by eye only.

Still, the finished results can be pretty, and you can share them with friends and family on Twitter, Facebook, via email, or by saving to Photos. Sadly, there's no way to save a design in a way that retains its 'editability', and the finished pages are limited to 480x320 pixels; don't envisage printing designs at high quality.

It's a fun, sweet app that has bags of potential, but the iPhone's small screen is a frustration. An updated iPad version is promised. ●

VERDICT

3

★★★☆☆

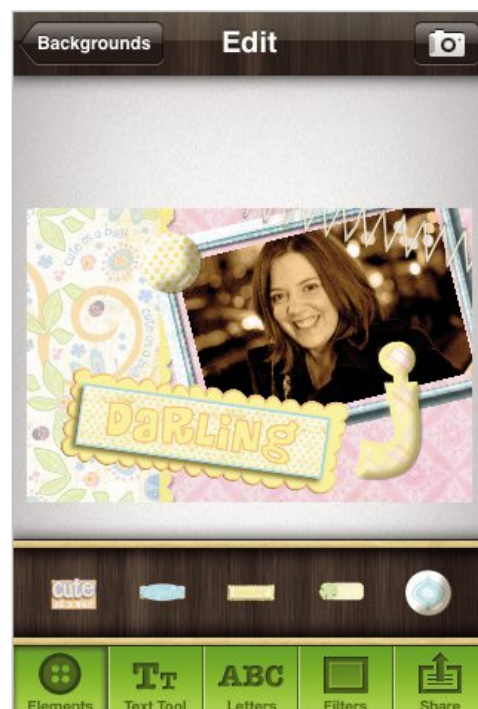**A fun interactive app, and some of the issues can be addressed with updates**

CREATE AND SHARE You can share your creations via Twitter or Facebook

KEY INFO

UK price £1.19	**Download size** 96.6MB
US price $1.99	**iPod touch compatible** Yes
Web www.300dpi.com	**Requires** iOS 3.0 or later

SIMPLE CALENDAR

Years

£1.19 Miss your pocket diary's year-to-view?

Here's a sweet take on a calendar, with a 'less is more' slant. You may be unlikely to abandon the built-in Calendar with its reams of scheduling and multi-calendar support, but yearn for the days when you marked birthdays, work and holidays by breaking out your highlighters. Years is one little app that will bring back those functions.

Flip back and forth to show an entire year's worth of dates on a mini calendar, then tap on a month to add highlights. You can choose from four different highlights, and once you've picked one, just tap on dates to mark them. That's it! And at this price, it can't be knocked. ●

DAYS GONE BY
Relive the days of attaching a year-to-view calendar in your little black book

KEY INFO
UK price £1.19
US price $1.99
Web www.zicronsoftware.com
Download size 0.3MB
iPod touch compatible Yes
Requires iOS 30 or later

VERDICT
★★★★☆

No tie-in with Calendar and you can't add notes, but it's charming

---

BIRTHDAY REMINDER

Occasions

£0.59 Never forget a birthday again… in theory

You may have trouble remembering the birthdays of family and friends, and Occasions promises to help. It integrates with Contacts, and automatically pulls in dates from the birthdays field. Even better, you can sign into your Facebook account and pull in the information from it too, as well as adding optional secular and religious dates. Best of all, if a birthday has the year of birth associated with it, Occasions will tell you their age, too.

It does push notifications too, though we'd like a better way of telling Occasions to give us, say, a week's warning so we had time to buy a present. ●

VERDICT
★★★☆☆

It's a bit complicated and needs polish, but it's good, and cheap

KEY INFO
UK price £0.59
US price $0.99
Web www.occasionsapp.com
Download size 4.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PLAN AHEAD
Via your Contact info, Occasions can remind you of your mum's birthday
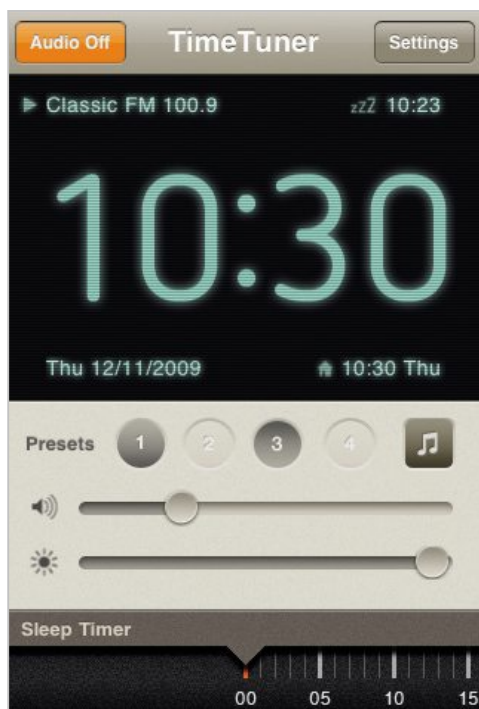
SWEET DREAMS Wake up and fall asleep to your favourite radio station

KEY INFO

UK price £1.79
US price $2.99
Web www.dreamsurface.com

Download size 9.8MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

BEDSIDE ALARM CLOCK

TimeTuner

£1.79 An elegant clock radio for your bedside

The idea of using your iPhone or iPod touch as a clock radio isn't particularly original, but we like this little app because it manages to pack so much in but at the same time feels elegant and useful.

Designed to sit vertically in a powered dock (such as a speaker system), it displays a clock that shows any alarms you have set plus, optionally, the time in your home time zone; it's a boon for travellers. Tap the screen once and everything but the time display slides away.

You can set multiple alarms and have them trigger on specific days. Opt for either an alarm sound or for it to open an internet radio station. Usefully, you can define a backup sound in this latter case so that if it can't pick up the station you defined, it still wakes you up with the alternative alarm.

It's also possible to listen to the radio at any time, or to hook into your iPod's playlists to play your music through the app. A clever, unobtrusive slider at the bottom of the app will set a sleep timer that counts down so you can fall asleep to music. Sadly, the only browsing option is by playlist, so it's hard to listen to podcasts or audiobooks.

Although BBC radio stations are available through the service that provides the internet radio for TimeTuner, they don't actually show up in the app (with the exception of the World Service), presumably because they use an incompatible codec.

The app needs to be running for alarms to sound. However, we're paranoid, and always kept a backup alarm in Clock, although TimeTuner seemed stable, as well as clean and attractively designed. ●

VERDICT

4

★★★★☆

Despite the BBC absence and some other glitches, TimeTuner is a recommended purchase

---

DESK CLOCK

FlipTime

£0.59 Clack! Clack! Clack! It's retro clock time!

The App Store isn't short on clock apps, but with SpoonJuice's Night Stand being downloaded more than three million times, there's clearly an appetite. This one caught our eye, and though it's hardly the most feature-packed app ever developed, it's cheap and charming.

It's essentially a software version of an old flip clock. As the seconds, minutes, hours and days march past, the cards flick down to update – and all with a satisfying (though optional) clack.

It overrides your auto-lock settings too, so you can dock it and use it as a sweet clock for your desk or bedside. ●

ON A ROLL Watch time tick by with this retro clock and calendar

KEY INFO

UK price £0.59
US price $0.99
Web www.omletworks.com
Download size 1.5MB
iPod touch compatible Yes
Requires iOS 2.2 or later

VERDICT

★★★★★

If you're a fan of analogue, retro styling, then this is a bargain

---

ALARM CLOCK

iHome+Sleep

FREE Feature-packed alarm clock

Search for 'alarm clock' and you'll net almost 200 results in the App Store, but we've highlighted this one because it promises a rich, rewarding experience. It uses 'sleep cards' that you configure to a bewildering degree. Define go-to-sleep music to drift off to, rise-and-shiney music to wake to, times, days, snooze periods, wake-up mantras and more.

In theory, it's lovely. In practice, though, music sometimes doesn't play, it's a pain for podcasts, the weather widget is US-only, and, depending on what speaker system you use by your bed, you can be blasted awake by the poor volume controls. ●

VERDICT

★★☆☆☆

Packed with features it promises a lot but fails to deliver

KEY INFO

UK price Free
US price Free
Web www.ihomeintl.com
Download size 7.5MB
iPod touch compatible Yes
Requires iOS 3.2 or later

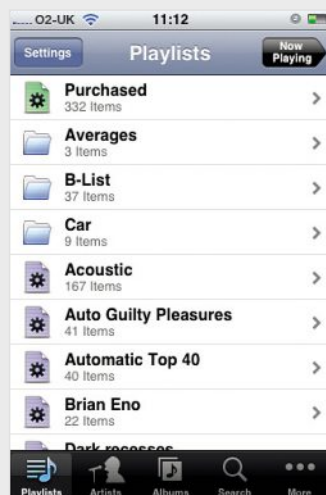**MR SANDMAN** Track your sleeping habits so you can see how much shut-eye you're getting

ITUNES REMOTE
Remote
FREE Take control of your iTunes and Apple TV

This is a remote control for iTunes and Apple TV. So long as the iPhone's connected to the same network, you can just click the iPhone entry under Devices in the iTunes sidebar. You have full access to all the media on the connected Mac including all playlists, and it even pulls the album art across to your iPhone screen as well.

A bonus if you use Apple TV is that you can use the iPhone's keyboard to type onscreen, then tap to play, pause, rewind and fast-forward. The updates in version 2 include support for shared libraries in iTunes and Apple TV, and compatibility with the retina display. ●

TAKE CONTROL
You can create and edit the playlists, including your Genius playlists

KEY INFO
UK price Free
US price Free
Web www.apple.com
Download size 14.8MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

VERDICT
★★★★☆
With typical Apple panache, this remote control is a big hit at parties

SKY+ REMOTE SCHEDULER
Sky+
FREE Record programs on Sky+ remotely

You've been able to remote record on your Sky+ box via a text message or the web for a while now; this iPhone app enables you do the same from your iPhone. It's quick and the searchable TV guide worked without a hitch. Once you've found a program to record, click on it, tap R and the instruction is sent to your Sky+ box via the Remote Record setup.

The interface has been updated from the clunky original; the TV guide graphics are improved and you can choose between landscape and portrait modes. It also includes an HD section, and you can save your favourite channels. ●

KEY INFO
UK price Free
US price Free
Web www.sky.com
Download size 1.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

DOUBLE UP
Make use of the 'Other Airings' option to avoid recording clashes

VERDICT
★★★☆☆
Functional and easy to use, and the update has improved its appearance

WIRELESS AUDIO STREAMER
AirPhones
£0.59 Turn iPhone into wireless headphones

Wireless headphones can be pricey, so we're glad to see this cheap app that turns your iPhone or iPod touch into a wireless audio receiver. Just plug in some headphones or dock it and your iPhone becomes a speaker set.

It needs a server app to run on an Intel Mac or, soon, a PowerPC Mac and PC, but once that's running they discover each other instantly. It claims to need a Core Duo, but we ran it on a 1.5GHz Intel Core Solo, with only a little stuttering when changing volume. There were occasional latency issues, too, but this was only when watching video. A free trial version is also available. ●

CHECK COMPATIBILITY
Try the free Lite version of the app to test functionality before you buy

KEY INFO
UK price £1.79
US price $2.99
Web www.airphonesapp.com
Download size 0.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Harsh on the battery, but adds a handy string to your iPhone's bow

BARCODE SCANNING
RedLaser
FREE Cashier number four please!

Scanning barcodes may be a geeky kind of fun, but it also has the potential to save you a packet.

RedLaser works by using your iPhone's camera to read a barcode and then asking the net for matching prices. But, surprisingly, results are more competent on the original iPhone, over the 3GS.

Results from Amazon are prioritised, but it also uses Google Product Search to match results from other vendors. Its parsing of the barcode is flawless, though the back-end systems from Amazon and Google sometimes fail. Overall, however, it can save a fair bit of cash. ●

KEY INFO
UK price Free
US price Free
Web www.redlaser.com
Download size 2.2MB
iPod touch compatible Yes
Requires iOS 3.1 or later

QUICK SCAN
Now part of Amazon, this is an incredibly useful free iPhone app

VERDICT
★★★★★
Dependent on Amazon and Google's back-ends, but excellent

FREE CHAT Meebo stays connected so you can receive messages at any time

KEY INFO

UK price Free	**Download size** 5.7MB
US price Free	**iPod touch compatible** Yes
Web www.meebo.com	**Requires** iOS 3.1.3 or later

MULTI-PROTOCOL IM

Meebo

FREE Chat to your friends on AIM, Yahoo, ICQ and more

With everyone focused on Twitter, it's easy to forget that instant messaging is still around and still popular. However, IM on the iPhone has always seemed a bit pointless to us. It's not just that the flow of conversation can be interrupted by having to peck out a message on the iPhone's on-screen keyboard, but, much more importantly, because older iPhones' inability to run apps in the background had meant that unless you kept your IM app open on the screen, you'd be offline and unreachable.

Meebo changes that, because it uses the push notifications framework that Apple introduced in iPhone OS 3.0. Rather than apps running in the background, Apple maintains a persistent connection with your iPhone over Wi-Fi or the mobile network, and developers can then push notifications out to you via Apple.

The practical upshot of this is that you don't even have to have the Meebo app open on your iPhone in order to let people get in touch over IM. So long as it's correctly configured (just accept the defaults), notifications of new chats – or new replies to existing conversations – pop up over whatever you're doing on your iPhone just as it would with a text message. Tap on the View option, and you're taken right into the conversation.

Meebo supports every IM protocol we've heard of, including Facebook Chat, and many we haven't. Your buddy list can quickly get messy if you add more than one or two services, but the fact that it handles all our IM accounts, does push, and is free, means that this app is staying on our iPhones. ●

VERDICT

4

★★★★☆

Suddenly, IM on the iPhone becomes useful. Can get a bit messy with lots of accounts, though

---

INSTANT MESSENGER

AIM

FREE Slick and easy-to-use messenger
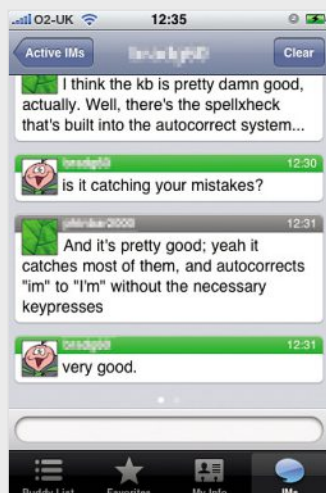
TEXT ALERT
You can also send a message to a contact via SMS

Although this IM client from AOL is limited – you can only add one account and it is, of course, limited to AIM and .Mac/MobileMe sign-ins – it is slick and easy to use. Unfortunately there's no tie-in with your address book on the iPhone so all your contacts are shown by their screen names; you can, at least, add new buddies, and it connects to your Facebook friends too.

It proved a little more crash-prone that we'd have liked, but unchecking then resyncing sorted it out. Updates have also reduced this occurrence. A version without any adverts is available, for £1.79 ($2.99). ●

KEY INFO
UK price Free
US price Free
Web www.aim.com
Download size 5.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

The multiple chats function is a great addition to this app

IM & SKYPE

Fring

FREE Consolidate your IM and SIP accounts

Hooray, it's Skype on the iPhone! Actually, it's much more than that, but that's the big news. Fring is a multi-protocol IM client (supporting MSN Messenger, Google Talk, ICQ, Twitter, Yahoo! and AIM connections) that also enables you to chat either by text or voice over the Skype network.

It isn't the most attractive app, and the buddy list-cum-address book is cumbersome. The free Skype-to-Skype call stuff does work, however, and SkypeOut worked too.

Voice calls made are no longer restricted to Wi-Fi connections either, as it's now compatible with 3G. ●

KEY INFO
UK price Free
US price Free
Web www.fring.com
Download size 18.6MB
iPod touch compatible Yes
Requires iOS 3.0 or later

MULTIPLE CHOICE
If you use a SIP service for VoIP as well, it enables you to hook into that

VERDICT

★★★★☆

A decent alternative solution to using Skype, and less restrictive

TWITTER CLIENT

Twitterrific for Twitter

£2.99 Tweeting on the move just got a lot easier

VERDICT

3

★★★★★

An app that repays the time you spend exploring it; a firm favourite for fans of tweeting

We were thrilled when the cuddly folk at The Iconfactory brought us Twitterrific – the first proper iPhone Twitter client. But, recently, its simplicity in the face of burgeoning competition was beginning to hurt it. However, Twitterrific 3.0 has now arrived with a beefed-up features list, including the ability to control the font size.

At first glance, it looks less rich and more complicated. We recommend watching the 'tweetorials' at twitterrific.com/iphone/tweetorials. Even some of the really cool and basic stuff – conversation threading and profile lookups – need to be

configured via the settings.

The interface is lovely, though, and the Twitterrific model – your tweets, mentions and messages colour-coded and all in the same view – feels completely natural. You can also filter the list (temporarily only) to show favourites, mentions and more. And there's now finally support for multiple accounts, trends and searches.

There's little Twitterrific can't do, although reposting between accounts can be a bit tricky. But it has so many neat little touches that, taken together, make it a real joy to use for avid tweeters. A free ad-supported version is also available. ●
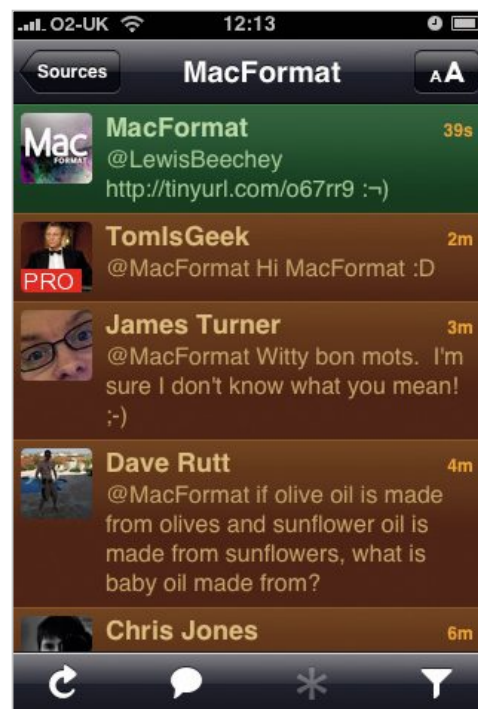
UNIFIED SCREEN The display shows replies, retweets, direct messages and more

KEY INFO

UK price £2.99	**Download size** 6.6MB
US price $4.99	**iPod touch compatible** Yes
Web www.twitterrific.com	**Requires** iOS 3.0 or later

TWITTER NOTEPAD

Birdhouse

£1.19 Got something to say… later?

At first glance, the Birdhouse app might seem pointless. If you thought Twitter was vague, indulgent and useless, look away now; Birdhouse is a notepad designed to enable you to draft multiple notes for Twitter and publish them when you choose. Frankly, we think the idea has some merit; you may not always want to publish immediately – to check facts or spellings, for example – or you might want to organise thoughts for multiple accounts.

As it stands, this app performs its stated function well. You can rate drafts and even unpublish notes that were added from Birdhouse. ●

PLAN AHEAD Prepare your tweets as drafts and edit before you publish

KEY INFO
UK price £1.19
US price $1.99
Web www.birdhouseapp.com
Download size 0.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★★

A well executed app, but dedicated to a task few people will need

---

FULLY FUNCTIONING This official Twitter client is packed with features

TWITTER CLIENT

Twitter

FREE Tweetie turns official

Previously, Tweetie was our favourite Twitter client to use on the iPhone, but updates had slowed and it started to be left behind by other, more fully featured Twitter clients. Until, that is, Twitter themselves decided to buy it, and turn it into the iPhone's official Twitter app.

Twitter is packed with loads of new features such as Geotags, Suggested Users, Lists and (finally) new-style Retweets. You've probably stuck with the first Twitter app you used, but you now need a good reason not to switch to the official app. ●

KEY INFO
UK price Free
US price Free
Web www.twitter.com
Download size 5.2MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT

★★★★★

This lacks push notifications – coming soon, we're told – but it has all the basics

RESOURCEFUL Each day shows which sources have been pulled in

KEY INFO

UK price £1.79
US price $2.99
Web www.momentoapp.com

Download size 2.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

IPHONE JOURNAL

Momento

£1.79 A diary designed for the 21st century

The idea of keeping a proper diary has tremendous appeal; if you blog you'll know the joy of wandering through old posts, wallowing in the nostalgia of past highs and lows, and learning from your mistakes. It all takes effort, though.

Momento is a brilliant little idea, allying the idea of a traditional journal with modern notions of metadata and social networks. It's all wrapped up in a smart interface for a device that you carry with you everywhere.

You can input diary entries easily, even retrospectively, and each entry can have a slew of metadata associated with it, such as a rating, people tagged from your contacts database, places, pictures and more. You can browse your events in a list, though frustratingly you can't go directly from one day to the next without tapping back to the overview then back in again to another day. You must use the calendar view, or drill down by place, people or tags.

The brilliance, though, is that it hooks into four social networks, automatically pulling in tweets, Facebook statuses, pictures on Flickr and tracks you've 'loved' on Last.fm. Even if it's not opened for days, it'll look back through activity on these accounts and add any updates made in the intervening period. A system of icons and numbers beside each day's entry shows you what sources are pulled in.

Momento is making good use of Flickr's API to pull in the picture itself. It's not so smart as to parse in pictures posted on Twitter to popular services such as Twitpic in the body of tweets, and doesn't make any links tappable. Still, a terrific idea. ●

VERDICT

4

★★★★☆

A lovely mix of traditional diary and modern social network and metadata integration

---

FACEBOOK CLIENT

Facebook

FREE Social networking hits the iPhone

IN THE LOOP Status updates can be refreshed by pulling down at the top of the screen

KEY INFO

UK price Free
US price Free
Web www.facebook.com
Download size 3.5MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Facebook's iPhone-optimised website is one of the best around, so we had high hopes for the native application. It's certainly faster than the web app, and it feels slicker and more consistent with the iPhone's user interface.

There's a dedicated photo capture button that can upload your photos directly to Facebook. The push notification server has now been rolled out too, making it even better, and Facebook Chat enables you to message anyone on your Friends list.

Places is currently only available in the US, but should be compatible with UK accounts in the next update. ●

VERDICT

★★★★☆

This latest version adds even more functionality to a top iPhone app

---

UPCOMING CLIENT

Happening

£1.19 Find out what's happening around you

The Upcoming service gathers events such as concerts and conferences, and enables you to indicate those you'll attend. The independent Happening app hooks into this; you can then search for events or use your iPhone's location-awareness to see events happening around you. As such, it's dependent on Upcoming's listings; in our example town of Bath, there's apparently nothing happening. When we tested in London, though, there were dozens of geotagged events.

You can't add events directly to the iPhone calendar, though you can subscribe to Upcoming's feed in a few different ways. ●

KEEPING BUSY Check full details and a list of who'll be attending for each event

VERDICT

★★★☆☆

Little to criticise about the app, but it relies on data that can be patchy

KEY INFO

UK price £1.19
US price $1.99
Web www.happening-app.com
Download size 1.0MB
iPod touch compatible Yes
Requires iOS 3.0 or later

POSTCARD MAKER

Postman

£1.79 Send an instant postcard from your iPhone

Postman makes little virtual postcards on your iPhone, and enables you to share them using Twitter, Facebook, Tumblr, email and more. You can snap a shot with your iPhone's camera, load up a saved photo – or choose from a small catalogue of stock landmark shots – or even grab your current location on a map in Map, Satellite or Hybrid view, and then add some text. Flip it over on to the back and you can write in a message; you can also disable the front or back.

The interface is lovely, and there's a range of themes you can add. Changing the text size, style and colour is easy, but at the moment you can't resize images – coming soon, though. You can now tap and drag text to reposition it anywhere on the card, and use a slider for text resizing.

It's easy to share your cards too, but there's currently no way to send directly via MMS; you have to save it as a photo, then MMS that instead. ●

VERDICT

4

★★★★☆

A nice idea, executed with charm and polish; you may prefer the alternative Postage app, however

KEY INFO
UK price £1.79
US price $2.99
Web www.freeverse.com/postman

Download size 8.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

GET CREATIVE Design your postcard using a range of styles – or take a camera snapshot!

WI-FI & 3G CALLS

Skype

FREE Make iPhone VoIP calls via a wireless network

On the Mac and PC, Skype enables you to make free voice and video calls to other Skype users, and to make calls to regular landlines for mere pence – it's great for international calls.

Despite the initial incompatibilities, on the iPhone version you can now make calls over 3G, as well as when you're in range of a Wi-Fi hotspot. You still can't make VoIP calls over the cellular mobile network, however.

Skype also has an instant messaging service system, which works well – you can message individuals or more than one person at once.

Older iPhones don't allow apps to run in the background. With the newer multitasking models, however, you can still be contacted by your Skype callers while other tasks are running on the iPhone, or when it's turned off and locked.

Another issue has been fixed too; previously unless you had stored all your contact numbers in international format, Skype wouldn't recognise them as it automatically starts each number with +44. 01225 442244, for example, converts to +4401225 442244 and that zero would cause the call to fail. This has been resolved, and calls are made with no problems.

While the long-promised notification server is now out, Skype still doesn't use it yet. Any missed calls or messages are simply listed on a red New Events badge on the tab for the particular missed event.

Despite this small niggle, it's a great app. Add a microphone to a second generation or above iPod touch and it also enables you to make calls over Wi-Fi. ●

VERDICT

4

★★★★☆

A great improvement on the earlier versions of the app; it now works on 3G and with multitasking
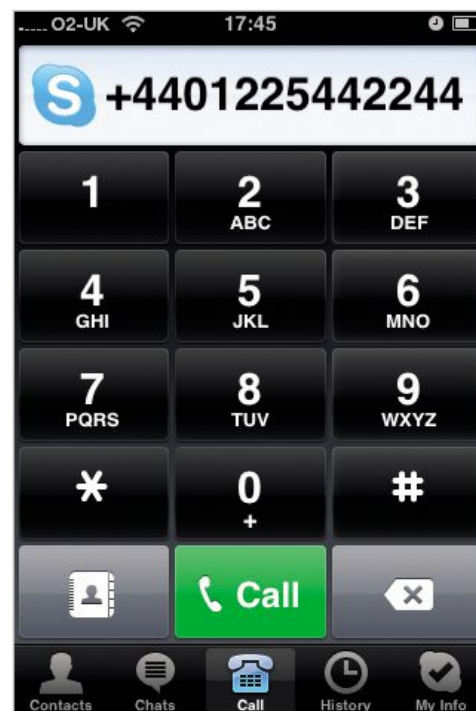
FREE CALLS Call other Skype users for free, or save money on landline calls

KEY INFO
UK price Free
US price Free
Web www.skype.com

Download size 7.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SlingPlayer Mobile

£17.99 Watch live TV on your iPhone over Wi-Fi

FULLY FEATURED Receiving terrestrial television on your iPhone is impressive in itself

KEY INFO
UK price £17.99
US price $29.99
Web www.slingmedia.com

Download size 9.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Hook up a SlingBox Solo or Pro to your home network and TV equipment, and it takes your television signal, encodes it, and streams it over the internet. Then install this app on your iPhone or iPod touch to do the same.

SlingBoxes integrate with almost any domestic television equipment – Sky+, Apple TV, cable boxes – and can control them remotely. But the set-up is expensive: it's £130 for a SlingBox Solo, rising to £250 for the Pro-HD model, plus the cost of this app and your internet access. On an iPod touch you can only receive broadcasts over Wi-Fi, but on the iPhone 3G, 3GS or 4 you can also now use 3G.

The quality is good and solid, but the interface is sparse to the point of confusing – you have to swipe across to see more options – and channel-changing is sluggish. The fact that you can stream over 3G on compatible iPhones, however, is a great addition. ●

VERDICT

4

★★★★☆

Live TV on your iPhone sounds great, but this is pricey – cheaper alternatives are available

---

EyeTV

£2.99 No SlingBox? Watch and schedule your EyeTV remotely
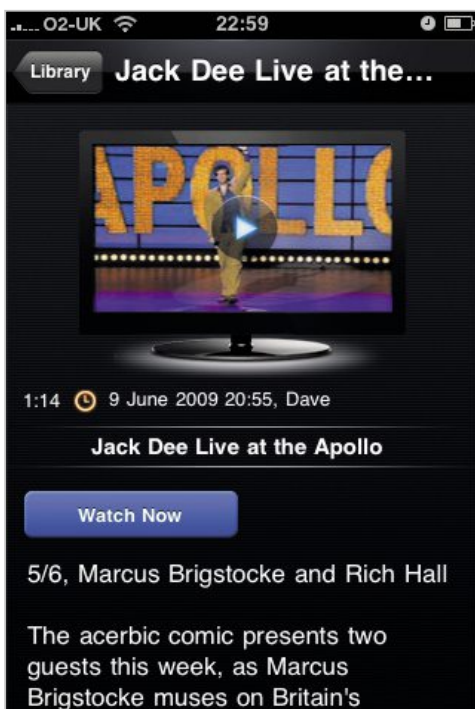
THE SMALLSCREEN Catch up on your favourite shows on your iPhone

KEY INFO
UK price £2.99
US price $4.99
Web www.elgato.com

Download size 2.6MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

People pay good money for a Slingbox, a piece of dedicated hardware that sits at home so you can stream TV over the internet to a PC or smartphone. Now you can use your Mac to do the same thing.

Add any TV tuner to your Mac that uses Elgato's fantastic EyeTV application, then add this app on your iPhone or iPod touch. You can watch live TV – with the app picking up the programme names from the EPG data in EyeTV on your Mac – and play, pause and rewind it. You can do it on the same local network or even over the web.

A Back-to-My-Mac-like service enables you to easily find your home computer over the internet, though only a few routers fully make the connection automatically. All we needed, however, was a little port forwarding with our router.

Quality over the web is dependent on your broadband upload speed, or whether you're on 3G. Though if you own a Turbo.264 HD – Elgato's video-encoding dongle – it can switch bitrates on the fly to give the best quality as your bandwidth changes. Live TV streaming requires a Core 2 Duo, but we had some success with a 1.5GHz Core Solo with a Turbo.264 HD.

You can watch recordings you've made through EyeTV on the Mac, and view the schedules to mark future programmes for recording remotely. Sadly, there's no way to search.

The app works well, though your experience of watching live TV and recordings remotely could be spoiled if your upload speeds aren't generous. It's great at scheduling and watching recordings, but the TVCatchup service is better for live TV. ●

VERDICT

4

★★★★☆

There's little wrong with the app, though bandwidth can make the experience quite frustrating

TV STREAMING SERVICE

Sky Mobile Sports & Football Score Centre

**FREE (£6 subscription)** Live Premiership football on your iPhone

VERDICT

4

★★★★☆

If it worked on 3G it would be better of course, but even now it's a brilliant iPhone app

Sky Sports is pretty expensive – a subscription costs £20-£40. With Mobile TV Sport for iPhone, all of Sky's Sports channels (Sky Sports 1, 2, 3, Xtra and News) plus ESPN, At the Races and Sky News, are available to watch on Apple's device. And you don't even have to have Sky Sports at home – all you pay is a £6 per month subscription. Curently if you already have Sky Sports 1&2 at home then viewing is free with this app and then just £5 per month from January 2011.

Compared to regular Sky Sports, the app is cheaper. Obviously you don't have the channel choice – this is just news and sport, and unless you have an Apple Component AV cable, you're limited to the small screen. But you do get all the live Premiership and Football League games from Sky and ESPN, as well as cricket and tennis. The other app, Sky Sports Live Football Score Centre is free and is the perfect companion for any footy fan on the move, with live scores and commentary,

The electronic programme guide is well put together – you can see what's on now and next, and by hitting the arrow next to the listing, you can browse what's on in the next 12 hours. When you're watching, picture quality is incredible! ●
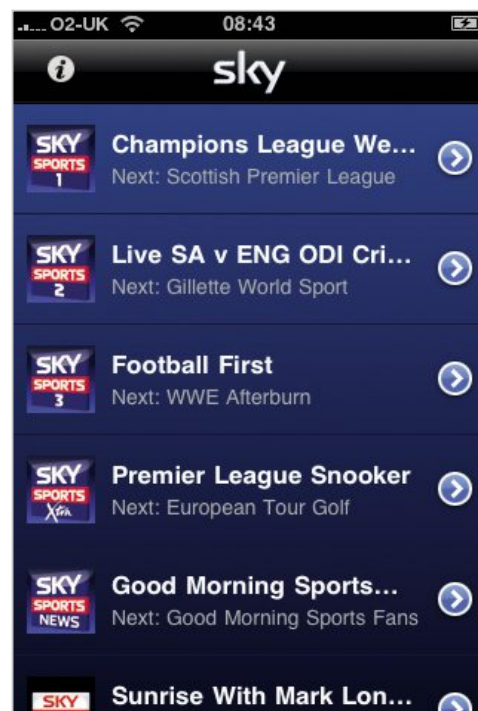
SKY PLAYER Use your iPhone to watch a variety of events from Sky Sports

KEY INFO

UK price Free (£6 subscription)   **Download size** 1.3MB/1.7MB
US price N/A   **iPod touch compatible** Yes
Web mysky.sky.com   **Requires** iOS 3.0 or later

TV AND RADIO LISTINGS

RadioTimes

£2.99 What's on telly? Pass the Radio Times…

While the programme guide in the Sky+ app doubles as a listings guide, it's not ideal if you only have terrestrial TV. It's time to put the queen of listings in the palm of your hand…

You can tell it what channels you have and preset them, or you can scroll through by channel or time, read a description with RT ratings, and search for the show on Wikipedia, YouTube and iPlayer. You can even mark shows as favourites to create a schedule for yourself. It's a little sluggish, and sometimes confusing, but it has a good help system, and you can build customised channel groups. ●

A BRITISH INSTITUTION
Personalise the listings to suit your available channels

KEY INFO
UK price £2.99
US price $4.99
Web radiotimes.click365.tv
Download size 0.9MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT

★★★★☆

Sometimes unwieldy and counter-intuitive, but thorough and handy

---

INSPIRATIONAL TALKS

TED

FREE Don't fire up a game; expand your mind!

The annual TED conference brings together smart people from all kinds of disciplines. This app lists all the talks available for you to watch, wherever and whenever you want. The videos are streamed to your iPhone, and will happily play over the mobile network; you just might have to be a little patient as they buffer.

The app itself is fairly basic – the running times aren't listed and there's no way to mark your already-listened-to talks as watched, although you can select 'favourite' episodes. We really can't complain though, as both the app and the talks on offer here are free, and they're simply brilliant. ●

MIND-EXPANDING
Free videos are yours to watch on a huge range of topics

KEY INFO
UK price Free
US price Free
Web www.motherapp.com
Download size 1.6MB
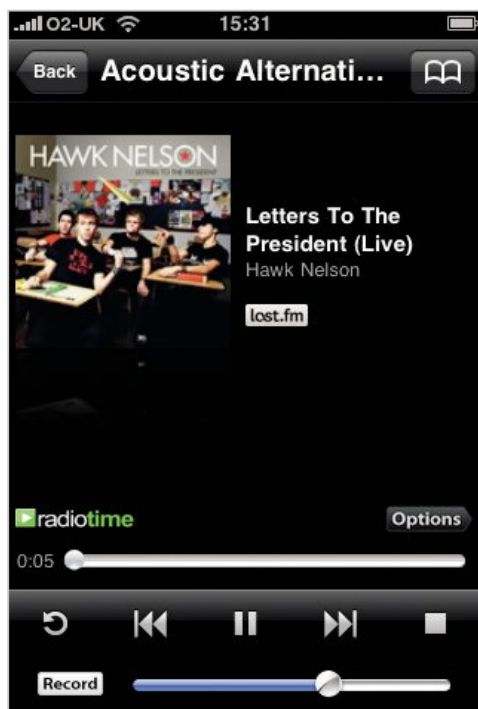**iPod touch compatible** Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

Some of the most brilliant minds, in the most inspiring talks, for free

INTERNET RADIO
TuneIn Radio
£1.19 Tune in and turn on to 30,000 different radio stations

While there are plenty of internet radio apps for the iPhone, you'd be hard pressed to find one as fully featured as TuneIn Radio. Yet despite its bells and whistles, the interface doesn't feel cluttered – in fact it's very Apple-like, showing a logo for the station with a mirrored reflection which, when tapped, reveals some artwork for your currently playing artist.

The interface also makes it easy to browse stations by genre, bookmark your favourites, and visit the artist station for the current artist on Last.fm or buy their music on iTunes. In addition, you can pause live streams for 30 minutes, rewind and fast forward, or record any station you like to listen to it later. You can set a station to wake you up in the morning and help you drift off at night with the sleep timer, or you can get it to play in the background while you use other apps.

TuneIn Radio gets around Apple's multitasking ban on older iPhones and the iPod touch by opening the stream in the Safari browser. This means you can't use Safari to browse at the same time while doing this, but the app does contain its own basic web browser.

TuneIn Radio makes use of the Radio Time directory, with over 30,000 stations. At the same time it makes it easy to find the better stations. It also knows your location and can find local radio stations with ease. Playback on Wi-Fi, EDGE and 3G was flawless. There are many other radio apps on the App Store, but at this price TuneIn Radio offers great features in a slick interface. ●

SUITS YOU Pause and rewind live radio to listen at your convenience

KEY INFO
UK price £1.19
US price $1.99
Web www.tunein-radio.com
Download size 8.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
5
★★★★★
A wonderful implementation of internet radio on the iPhone. Well worth every penny

---

RADIO STREAMER
Tuner Internet Radio
£2.99 Hear music from all over the world

Offering radio for your iPhone, this handy little app lists thousands of radio stations that are broadcasting on the web, broken down by genres such as Classical, Dance/Electronic and Golden Oldies. You can bookmark your favourites, search, browse the top 500 – as decided by whom, it doesn't say – or add your own streams.

The interface is clean and simple, and because many of the streams will play even over EDGE, you're never, in theory, short of something to listen to. It's a great partner to Last.fm.

It's also now been updated to work with multitasking on newer iPhones. ●

ON THE MOVE Stream high-quality internet radio from your iPhone to your car stereo

KEY INFO
UK price £2.99
US price $4.99
Web www.nullriver.com
Download size 0.3MB
iPod touch compatible Yes
Requires iOS 3.2 or later

VERDICT
★★★★☆
Supports AAC+, MP3, PLS and M3U streams, but sadly no BBC content

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MUSIC PLAYBACK
Attic
£0.59 Fall in love with forgotten albums again

This is a beautiful little app, and we wish we could use it to control all of our music collection. Apple would be unlikely to approve an app that duplicates the functionality of the built-in iPod app, however, so we suspect this one's gimmick – a way to play albums you haven't listened to for a long time – is just a way to get round this.

The 'unlistened-to albums' idea, however, is flawed, and not just because you could almost do it with a Smart Playlist. The problem is that you may not have many full albums you haven't listened to on the relatively small capacities of an iPhone or iPod touch. ●

VERDICT
★★★☆☆
A beautiful interface but not, perhaps, the best basic concept
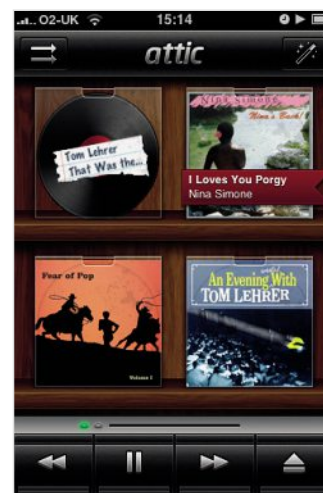
KEY INFO
UK price £0.59
US price $0.99
Web atticapp.com
Download size 3.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

LOOKING GOOD The attractive interface makes it an alternative to the iPhone's built-in music player

MUSIC SERVICE
Spotify

FREE (requires subscription) All the music in the world is yours

VERDICT

3

★★★★★

The app and service work well, but you may balk at a tenner a month with nothing to keep

Gone are the days when you had to take your music around with you on tape or CD, as you can carry thousands of tracks on an iPod wherever you go. And what's next? Now you can take nearly all the music in the world with you to listen to.

Spotify is now on the iPhone and it gives you access to a huge library of music from the major labels, plus a bunch of indies. As with the Spotify app for Mac and Windows, the catalogue's not exhaustive, but it is immense.

First, however, the bad news: though the app for the iPhone is free, you can't simply use it to stream music as you can on the desktop apps – we wish they'd let us pay for the iPhone app if it meant we could enjoy the ad-supported streams – and you'll need to be a premium member. It costs £9.99 a month

(£119.88 a year); the 99p day passes don't work here.

The good news is that not only can you stream music from Spotify onto your iPhone, you can also cache up to 3,333 tracks locally. It's a bit like downloading tracks – except you don't get to keep them – and it means you can listen to the playlists you or others have created even if you don't have a data connection.

The app itself is generally well built, though there's currently no support to scrobble your listening to Last.fm. Sadly, clicks on a connected headphone set try to control the iPod, not the playback in Spotify. Neither will the app play music in the background.

This is great if you're happy to consume your music on subscription, without ever actually owning it; if not, then Spotify's not for you. ●
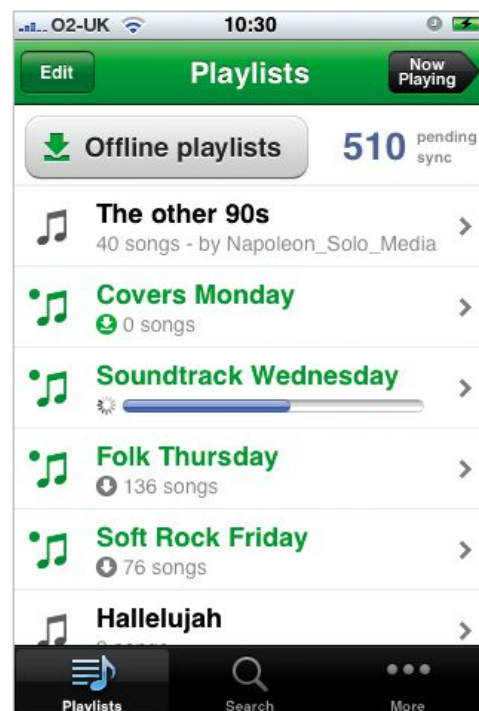
ALWAYS READY In Offline mode you can listen even when there's no connection

KEY INFO
UK price Free (with subscription)
US price Not available
Web www.spotify.com/uk
Download size 4.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

FREE MUSIC
Last.fm

FREE Tired of your own music collection?
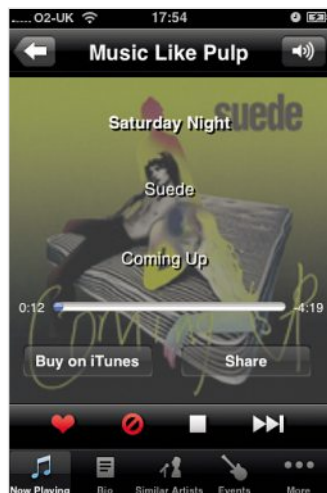
With over five million tracks available to listen to for free, Last.fm is a bit of a phenomenon. Since those in the UK are denied the superb Pandora app, Last.fm will have to do. It's not a great hardship, though, as Last.fm is fantastic.

Give it a tag or an artist name and it will stream their music and – and this is the clever bit – similar artists, creating your personal radio station. You can then share these with your contacts. It remembers the tracks you like and it's generally very good at finding similar artists; it offers lots of additional info too – such as tour dates – and the ability to buy. ●

KEEPING BUSY
The app is now compatible with iPhone multitasking so it can run while you work

KEY INFO
UK price Free
US price Free
Web www.last.fm
Download size 2.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★★

The ideal way to find new music; complements the Genius feature

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MEDIA IDENTIFIER
Shazam

FREE A music mastermind at your fingertips
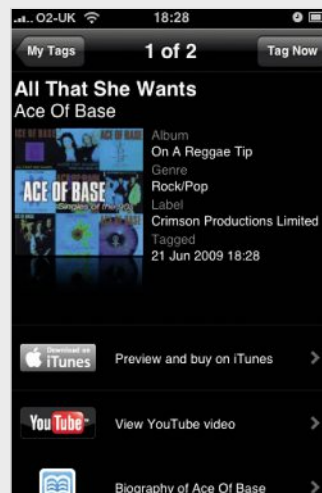
What's the name of that song you can hear? Now you need never ask that question again. Fire up Shazam, let it listen to the music for a few seconds and then it'll tell you what's playing. It might stumble with obscure tracks or when used in noisy environments, but it's generally pretty accurate.

You're also given a direct link to buy the track from the iTunes Store (if it's stocked), see YouTube videos, and read biographies associated with the track, view discographies and album reviews. It needs a mic and an internet connection, however, so on an iPod touch you'll probably be a bit stuck. ●

NAME THAT TUNE After identifying a track, Shazam gives you links to buy it

KEY INFO
UK price Free
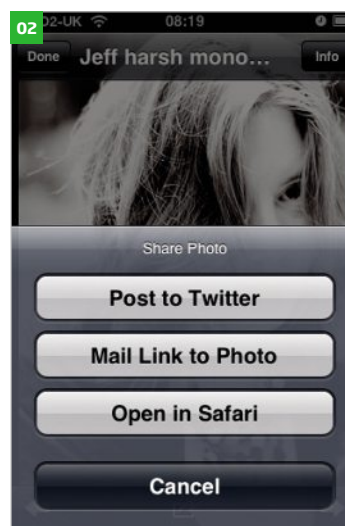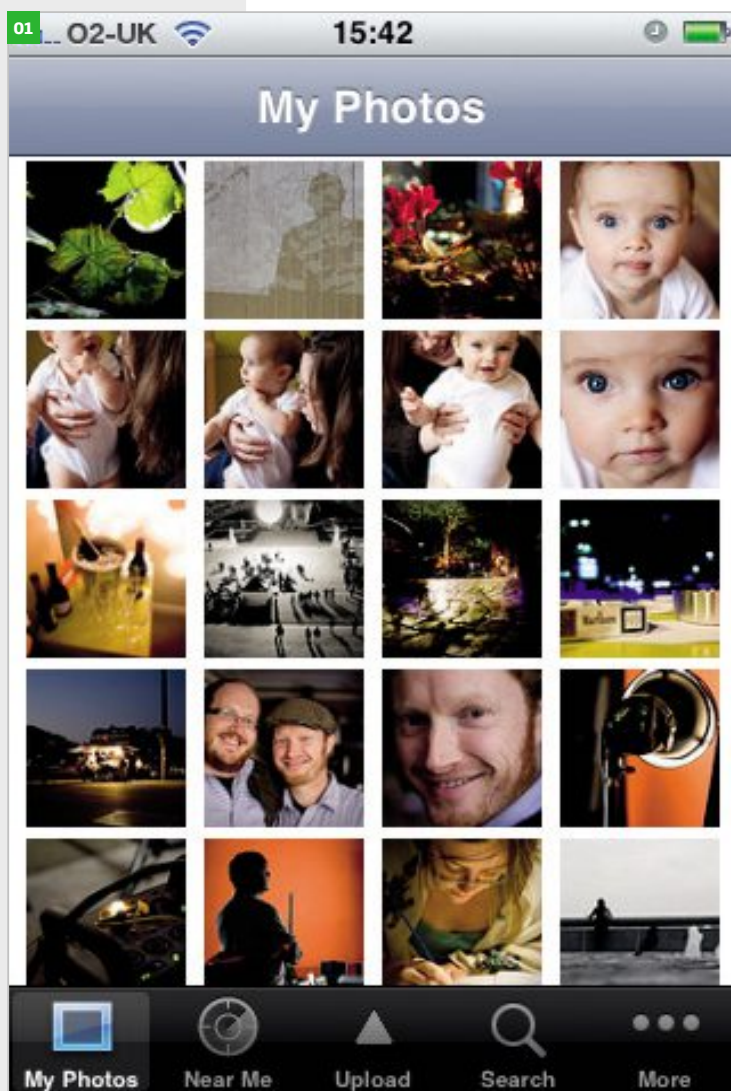**US price** Free
Web www.shazam.com
Download size 3.8MB
iPod touch compatible With mic
Requires iOS 3.0 or later

VERDICT
★★★★★

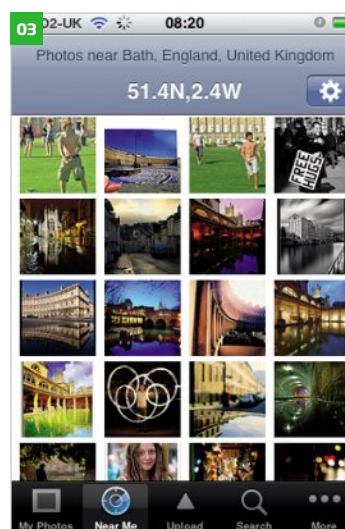**Augment your world of sound and you'll always know what's playing**

KEY INFO
UK price £2.39
US price $3.99
Web connectedflow.com/darkslide
Download size 1.5MB
iPod touch compatible Yes
Requires iOS 4.0 or later

FLICKR PORTAL

Darkslide Premium

£2.39 Is that three billion images in your pocket...?

VERDICT

5

★★★★★

How to make an iPhone app a front-end to a web service; essential purchase for any Flickr user

Formerly called Exposure, and now available as both a paid-for and free ad-supported version, Darkslide is the daddy of the iPhone Flickr apps. At its most basic, it's a portal to access your own Flickr pictures; it's not as convenient as the iPhone's built-in Photos app, simply because it has to pull the images down from Flickr's servers. It does a superb job of caching thumbnails, however, so even if you're only using an EDGE signal it doesn't feel agonisingly slow.

Tap an image once to load it full-size, or double-tap to bring up the Info screen where you can add your comments. From either screen, you can also tap an icon to post a link to your Twitter feed (Twitterrific, Tweetie, TwitterFon and Safari are all supported), email a link to the photo, or open the relevant Flickr page.

It's much more than that, though; it gives you access to all Flickr's features in a way that's been optimised for the iPhone. It can use the iPhone's location services, for example, to show you those images on Flickr that are geotagged as nearby – marked as 'Near Me'. You can also search the entire universe of Flickr photos.

When you're uploading your shots you can access all the details within Description, Tags and Location. Similarly, tap the More icon to browse your contacts' photos, look at featured photos, explore places, groups, sets, tags and favourites. You can comment on pictures and add them to your favourites. You can also upload photos from your iPhone, complete with permissions, tags, descriptions and embedded location information.

There's also the Explore section, where 500 images are featured every day. You can view them on your iPhone, or mark them as favourite or share them with just one tap.

We'd recommend using the free version if you're a light user and happy to view the inline adverts alongside your photos, but it's worth paying for Darkslide Premium if you're a regular Flickr user. ●

EBOOK READER
eReader

FREE Read books on the go with this app

The iPhone isn't great as an eBook reader: the screen is a bit small, and keeping it on to read will draw a lot of battery power. But if you're still not put off, eReader is great.

It's the same system that you might have used on a Palm, but with an added benefit. If you've already bought books from eReader, you can access your digital library from within the eReader app on your iPhone. Downloading books just takes a few taps, and there are over 100,000 to choose from, with more added each month. The colour, size and background of the display can be customised to suit your preferences, and it has an attractive page-turn. ●

READ AND LISTEN
You can read while also listening to your iPhone's music library

KEY INFO
UK price Free
US price Free
Web www.ereader.com
Download size 5.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
A great way to read eBooks, though the iPhone screen could be bigger

FLICKR VIEWER
Flickr

FREE Search the entire Flickr photo library

There's a huge choice of Flickr apps, but this is the only official one. Flickr keeps things simple and is easy to use: you can search for photos from Flickr's online collection, or choose from a slideshow of recommended photos. Tap a photo from your search results to see its details and visitor comments; from here, you can see the photo at full-screen size, save it to your iPhone or email it to a friend. There's also a facility to upload photos direct from your iPhone.

Some other features have to open in Safari rather than the app, but otherwise it's a pleasure to use: attractive and quick to download images. ●

KEY INFO
UK price Free
US price Free
Web www.flickr.com
Download size 4.9MB
iPhone compatible Yes
iPod touch compatible iOS 3.0

SNAP SHOTS
Flickr's app enables you to browse photos full screen

VERDICT
★★★★☆
The simplicity of this Flickr app trumps others with more features

EBOOK READER
Classics

£1.79 You always promised you'd read them…

As mentioned above, screen size and battery life mean that the iPhone isn't an ideal eBook reader. However, it seems daft to have a compact, media-friendly device in your pocket that you don't use to read books. And Classics is the most polished app for the job.

It comes with a library of classic novels – *Treasure Island*, *Pride & Prejudice*, *20,000 Leagues Under The Sea* and more, each with a lovingly crafted cover. You can flip the pages with a sweep of your finger. The list of books is limited to those the developer provides, but they're committed to adding more with free updates. ●

SMOOTH ACTION
Realistic 3D page turns will track to your finger

KEY INFO
UK price £1.79
US price $2.99
Web www.classicsapp.com
Download size 45.8MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT
★★★★☆
A limited range of books on offer, but presented with flair and style

IMAGE GALLERY
LuxGallery

FREE A gallery of inspiring 3D work

From the makers of the modo modelling and rendering software comes this beautiful app; it showcases images created with it. So if you're a modo user, the constantly updated Luxology Image Gallery might be a convenient way for you to explore what other modo designers and artists have been producing.

You can search through thousands of images; when you find one you like, you can add it to your favourites. You can view in landscape mode, and browse and bookmark exceptionally nice images, but there's nothing more to this particular app than that. ●

BE INSPIRED
Choose to scroll through the images or also view their descriptions

KEY INFO
UK price Free
US price Free
Web www.luxology.com
Download size 21.2MB
iPod touch compatible Yes
Requires iOS 3.2 or later

VERDICT
★★★☆☆
A convenient source of inspiration from worldwide modo users

LOOKING GOOD The information looks great on the iPhone screen

KEY INFO

UK price £1.79
US price $2.99
Web www.sophiestication.com

Download size 2.0MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Articles

£1.79 Make Wikipedia pretty and more useful on your iPhone

Most of the negative reviews on the App Store make the point that you 'can do the same thing for free' with Safari. But even though you can indeed browse Wikipedia on your iPhone – even to the extent of using the built-in feature of adding a specific site shortcut to your Home screen – that's missing the point.

Articles takes everything that's great about Safari as a way to access Wikipedia on the go and improves on them all. For starters, everything is prettier. The developer has done a cracking job on the stylesheet for text and tables; everything looks great on the iPhone's small screen. However, it's still a sub-optimal way to view some complex documents, but it's cleaner and more attractive than Safari. The double-tap-and-scroll trick to skip between sections in long articles is a clever solution, but we'd like to see section headers pop up so it's easier to see where you are.

It's not just aesthetics that are improved; Articles also makes it easier to interact with content. We like the way that the 'vital statistics' summary box's many pages are hidden behind a main image, with an 'i' under a page curl prompting you to tap.

Specific pages can be bookmarked in folders that you create, and recently viewed pages are cached so you can view them offline. And even finding articles is easier than with the web view, thanks to a Title/Content button and autocomplete. Plus it can geolocate you to suggest articles for things around you, which is great for travelling.

There's an iPad version coming out, too… ●

VERDICT

4

★★★★☆

A jewel of an app, beautifully designed and easy to use; we can't wait to try the iPad version

---

Concise OED

£11.99 Over 240,000 words and phrases

SOUNDS RIGHT
You can listen to an audio recording of the correct pronunciation

KEY INFO

UK price £11.99
US price $19.99
Web www.wordwebsoftware.com
Download size 259MB
iPod touch compatible Yes
Requires iOS 3.0 or later

There are other dictionaries available for the iPhone – English Dictionary & Thesaurus by Ultralingua is one of the best, as it includes synonyms – but there's a sense of security from having the 259MB OED at your fingertips.

It's pricey for an iPhone app but less than the RRP of the print edition, and is more flexible. Entries are hyperlinked to definitions, and many have an audio recording of the pronunciation. The technical quality of these audio clips is a bit rough, but it's useful.

We'd have liked to have a thesaurus as well, however, and sensitivity to poor spelling when looking up words. ●

VERDICT

★★★★☆

There are cheaper dictionaries, but it's worth it for the authority

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On this day…

FREE What happened on this day in history?

From the maker of the Articles app, this is another Wikipedia-based app, focusing on squeezing every last drop of juice from Wikipedia about what happened on this day in history. The interface enables you to click through from each event, birth or death to the related article on the Wikipedia website.

It's actually a fun way to learn more about the world, since rather a lot has happened in the course of recorded history – much of it you'll never have heard of before. But bear in mind that the source is Wikipedia, so cross-check all those facts before quoting! ●

VERDICT

★★★★☆

A beautifully executed and informative iPhone app

KEY INFO

UK price Free
US price Free
Web www.sophiestication.com
Download size 5.7MB
iPod touch compatible Yes
Requires iOS 4.0 or later

STYLISH FACTS Sophia Teutschler makes beautiful-looking iPhone apps

INFLATABLE FUN
Balloonimals

£1.19 Good old-fashioned party fun

Blow into your iPhone's microphone to inflate an onscreen balloon. Once it's fully inflated, give it a shake to transform it into a balloon animal. Each shake adds another twist to until your creature's fully formed. Then you can play with it – each animal knows a few amusing tricks – and once you're bored, pump it up until it pops and start again with a different colour.

The drawback is that young ones find it tricky to blow into the microphone accurately, leaving you with a soggy iPhone. ●

KEY INFO
UK price £1.19
US price $1.99
Web www.ideotoylab.com
Download size 17.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆
Great fun for toddlers but the appeal is rather short lived for older kids

PICTURE PUZZLE
Tozzle

£1.19 Toddler's favourite puzzle

The idea of Tozzle is to drag and drop shapes to their correct location in a given scene. Keep getting it wrong and a little arrow will guide you. Most scenes have interactive elements and some involve letters and numbers, so kids will learn as they play.

Tozzle is essentially the same shape-matching idea over and over again, but as any parent familiar with the phrase "Again!" knows, kids love doing the same sort of thing repeatedly, and with over 30 different scenes there's enough variety here to keep them happy for ages. ●

KEY INFO
UK price £1.19
US price $1.99
Web www.nodeflexion.com
Download size 70.7MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

VERDICT
★★★★☆
The perfect way to keep little ones amused in the car – they'll learn as they play

TALK-BACK CHARACTER
Talking Carl

£0.59 Carl just hasn't learned to shut up

Some kids' iPhone apps provide real educational benefit and make you feel good as a parent, proud that your Apple device has put your child ahead of the game. Then there are apps like Talking Carl. It's not a bad app, it's just puerile – but in the best sense.

Carl is a little red… thing. You can tickle him to make him laugh or poke him in the eye to make him scream, but the real fun is that whatever you say to him he repeats back to you in a silly voice. Your kids will love it and get progressively louder as they start to shout, then scream things at Carl. And you, dear parent, will grow to hate it in equal measure. ●

MONSTROUS FUN Tickle, pinch and poke Carl and watch his reactions

KEY INFO
UK price £0.59
US price $0.99
Web www.skype.com
Download size 7.4MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
Complete nonsense, but kids will undoubtedly love it
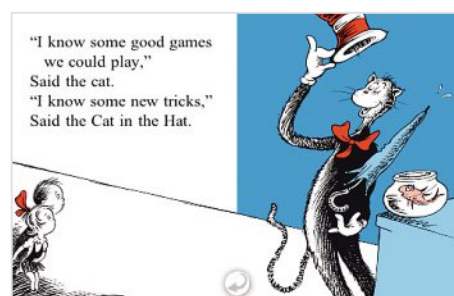
CHILDREN'S BOOK
The Cat in the Hat

£2.39 Meet Thing 1 and Thing 2!

The Cat in the Hat has taken its rightful place amongst the classics of children's literature for very good reason. It combines beautiful illustration with a story full of fun and mischief. This app is an absolute steal at £2.39, because it brings the story to life by reading it out loud and letting your children interact with the pages.

Any objects you touch on the pages are named, while swipes progress the storyline. There's no proper animation, but frequent use of a Ken Burns zoom effect creates the impression of movement. ●

KEY INFO
UK price £2.39
US price $3.99
Web www.oceanhousemedia.com
Download size 13.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
Nicely done, and potentially saves you a job at bedtime!

Section 6

➡ WORK

Mobile devices like the iPhone are great for casual tasks – but you need a laptop or desktop computer when you really need to get things done, right? Not any more: the iPhone helps you be productive whenever it suits you, not when you happen to be at your desk. Here, you'll discover apps that turn your iPhone into a mobile office, as well as tools to help you maintain your entire computer ecosystem and alternatives to the iPhone's built-in internet tools. First, though, let's find out how you can use the internet to store and read documents using Apple's MobileMe service…

SHARE FILES ONLINE

Access your iDisk on your iPhone

Retrieve your online documents while you're on the move

WHAT YOU'LL NEED
- Apple's MobileMe iDisk app, free from the App Store
- A MobileMe account (£59 per year from www.apple.com/uk/pricing)

Part of the MobileMe suite of online services, iDisk is Apple's online storage solution. Available to everybody who has a MobileMe account, iDisk provides you with an easy way to store and share your files online, and integration with Mac OS X means that copying files to your iDisk is as easy as copying files to another folder on your Mac. You can also access it through a web browser, while the MobileMe Control Panel enables you to access iDisk direct from Windows.

Now, to make things even simpler, you no longer have to be tied to a Mac or PC to get to these files. Apple's free MobileMe iDisk app enables you to access your iDisk from an iPhone or iPod touch. As well as using the app to view the documents and media you've

stored online, MobileMe iDisk enables you to share these files with other users and even add a password, right on the iPhone. To share a file you simply select it from your iDisk and enter the email address of the person you want to share it with, and they'll be able to

MobileMe iDisk enables you to access your iDisk from an iPhone or iPod touch

download the file from a link that's provided in the email.

The MobileMe iDisk app is a useful addition to your app library; you can download it for free from the App Store in iTunes or your iPhone's App Store app. In this tutorial, we'll show you how to use it to its full potential. ●

ACCESS ANYWHERE With the ability to download files and share documents, the MobileMe iDisk app is your passport to efficient mobile working

HOW TO... Back up, restore, wipe and migrate your iPhone data
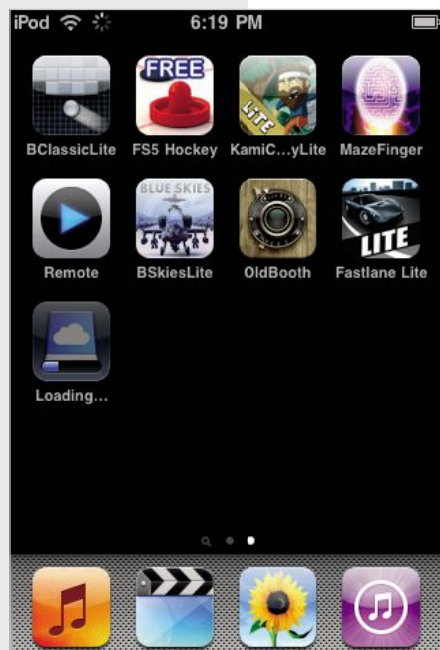
1 Download and log in
Download and install the MobileMe iDisk application from the App Store. Launch the app, enter your MobileMe member name and password, then tap **Go**. You now have access to all the files and folders on your iDisk.

2 Open your documents
You can view many files stored on your iDisk, including movies, music, photos, PDFs and documents from the likes of iWork and Office. To access a document, tap on it; the file will be downloaded directly from iDisk to your iPhone.

3 Get the best view
View your file in portrait or landscape orientation by rotating your iPhone. The document will rotate automatically. Swipe to view multiple pages and use the pinch movement to zoom in and out.

4 Tap to share
Tapping a document once brings up the controls that enable you to return to the iDisk folder list. Other options here enable you to share a file with someone else. Tap the **Share** button to the right of a file.
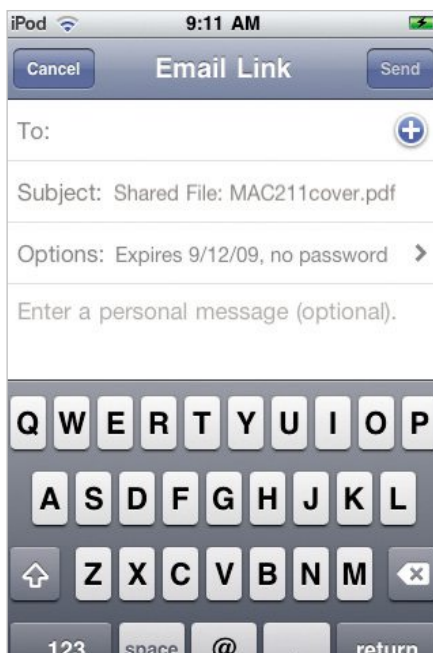
5 Enter an email address
Next, enter the email address of the person you want to share it with. Do this manually or use a name from your contacts. You can also include a personal message. To keep the document private, simply enter a password.

6 Limit the share time
If you'd rather not share a file permanently, you can add a time limit so that the download link for the file expires after a certain period of time. You can easily share the same file again in the future, of course.

7 Download a shared file
Your email will be sent to the other user and will include a link to a location where they can download the file. This is ideal when you want to share larger files that are too bulky for email attachments, for example.
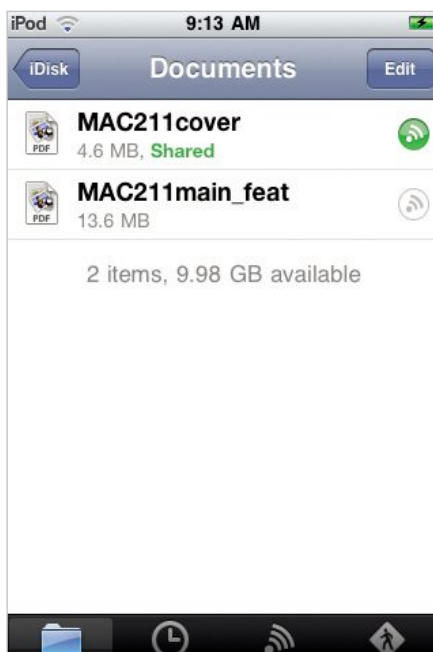
8 Control your file shares
Tap **Shared Files** to view a list of all the files that are being shared. Tap the Share icon alongside a file and you can choose to stop sharing that file or send the link again so that someone else can view it.

9 Shared file data
Tap the **i** button when viewing shared files to see the full details of the date and time a file has been shared. Along with the date and time shared, you'll also be able to see the URL where that particular file is stored.
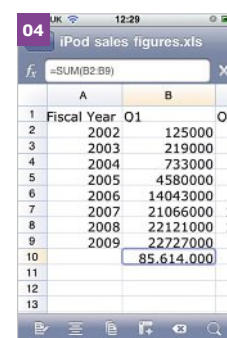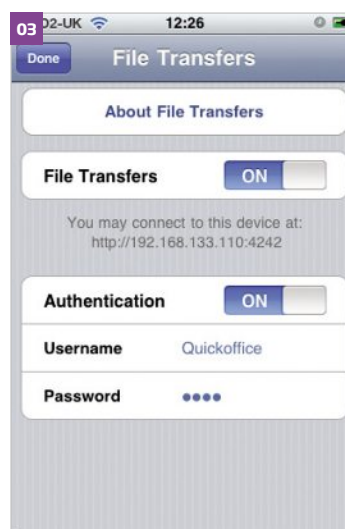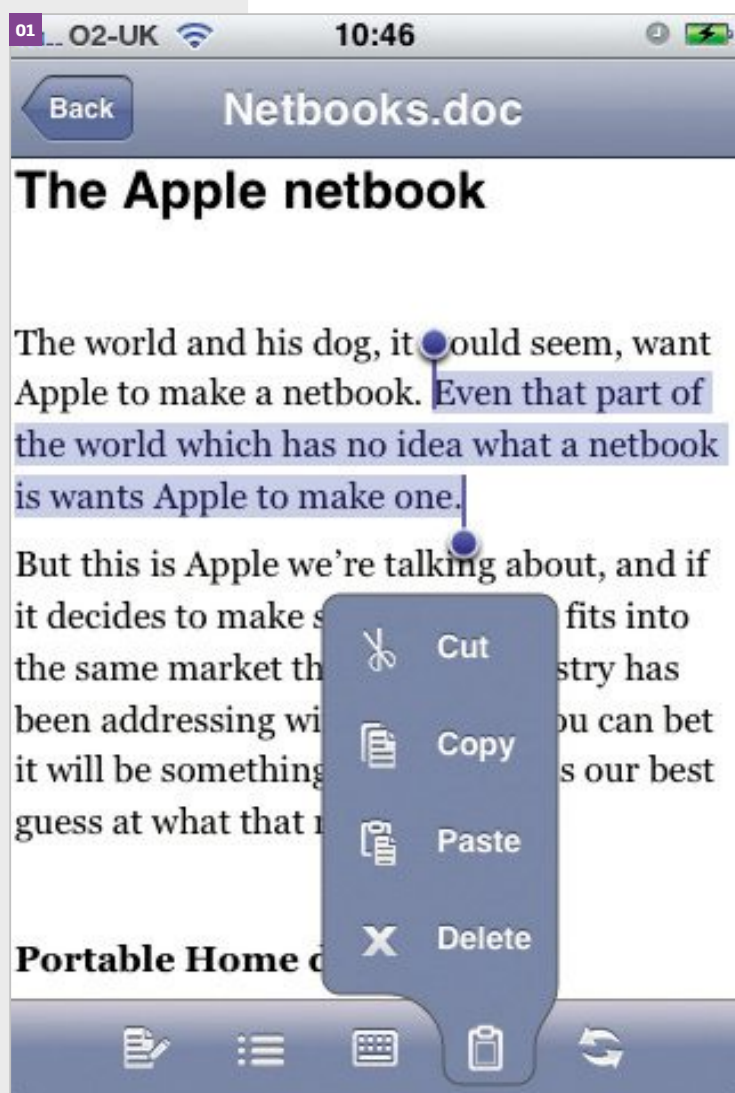
01 Can it be true? The Holy Grail of Office documents – cut, copy and paste…

02 Accessing files over Wi-Fi or your iDisk account is easy

03 Transferring files in Quickoffice can utilise an authentication procedure for privacy

04 Quickoffice enables you to view and edit any Excel or Word document

KEY INFO
UK price £2.99 (introductory price)
US price $4.99 (introductory price)
Developer www.quickoffice.com
Download size 13.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

OFFICE SUITE

Quickoffice

£2.99 Create and edit Word and Excel documents on the road

VERDICT

4

★★★★☆

It has some limitations but actually offers pretty much the full gamut of tools required for business docs

There's no shortage of applications for the iPhone that can view documents and spreadsheets, but what's missing is a way to create or edit them. On top of that, with developments from the big name in PDA-style editing, Documents To Go, not necessarily offering all the editing features that we might hope for, Quickoffice is a worthy inclusion in this category. The app is available for just £2.99 as we go to press but you'll need to act fast if this is the app for you, as this is an introductory price…

The interface is good, if a little clunky, and possibly lacks the flair of the best applications from the likes of Tapbots. But there are three clear areas to work from – Quickword, Quicksheet and Quickoffice Files. You can create and edit Word and Excel documents (DOC, DOCX, XLS and XLSX). In the document editor, you can change fonts, style and size, create bulleted lists and, by Jobs, can it be true… cut, copy and paste? The behaviour is a little fiddly, but it's bliss nevertheless. However, one problem is the keyboard's intelligence – auto-correction and the like – is missing, making typing laborious.

The spreadsheet lets you enter and edit formulas, change cell formats and, of course, cut, copy and paste, and the latest version now supports more advanced Excel features. There's also an update that allows you to create and edit PowerPoint files.

You can grab files from (and save to) your iDisk, or mount your iPhone over a Wi-Fi network for direct copying from a Mac or PC, and it's easy to email files direct from the iPhone. If you purchase Quickoffice Connect (£5.99), the app also supports various cloud storage services such as Box.net, MobileMe, Dropbox, and Google Docs.

The autosave facility kicks in every few minutes, which is great as it's sometimes easy to forget to save changes while on the move.

At this price, we'd recommend Quickoffice, but it'll be interesting to see what price it is after this offer. ●

NOTE-TAKING APP

Evernote

FREE Some clever technology behind the scenes

TAKE NOTE Write, shoot or record your reminder – Evernote will take it down

VERDICT

4

★★★★☆

Some rough edges, but a powerful and free service that takes advantage of all the iPhone has to offer

When this app first came out, it wasn't quite ready for prime time – there were a few glitches and usability tweaks that needed to be ironed out. But the designers have worked hard and frequently updated the app with new features, and you now have a great free app with some very clever tech behind it.

At its heart, it's just an online notes service. Clients already exist for the Mac and PC and now the iPhone. Nothing's stored locally; it is instead uploaded to Evernote's servers. The advantage is that every note you add is accessible from any internet-connected computer in the world, including your iPhone. You can set up multiple notebooks, share them, and tag notes. Best of all, though, is that you can use your iPhone's camera to grab (geotagged)

photo notes, and when they're uploaded, any text is automatically recognised with OCR so you can search for stuff you've snapped later. Of course, while Evernote will work just fine with an iPod touch, its lack of built-in camera means you can't snap and upload pics in this way.

You can also record audio notes, though again you'll need an iPhone mic to allow you to use this facility.

It's the integration of all the different platforms that really impresses; if you can get yourself trained to dump everything into Evernote, it's accessible from pretty much anywhere you are. You can mark notes as favourites for quick access and there's a handy web-clipping URL that lets you bookmark web pages, too. The current version allows for a lot more multitasking, making it really user-friendly. ●

KEY INFO

UK price Free	**Download size** 8.3MB
US price Free	**iPod touch compatible** Yes
Web www.evernote.com	**Requires** iOS 3.0 or later

MOBILE WORD PROCESSOR

Documents To Go

£5.99 Take your Word documents wherever you go

WORD UP If you need Office docs on your iPhone, this app can help you out

VERDICT

4

★★★★☆

Consider Quickoffice for its Excel editing, but this is a great word processor for the iPhone

Until Microsoft builds Word for the iPhone – not that we expect that any time soon – this is the best option for creating and editing word processing documents on the go. In fact, there's not a lot that this app can't do!

You add documents to your iPhone using a companion app on your Mac (or PC) and then synchronise them across using Wi-Fi. Annoyingly, while it supports DOC, DOCX and TXT files, plus PowerPoint, PDF and iWork, there's no support for RTF.

The real power of the system, though, is document editing. Even before iPhone OS 3.0 was released, DataViz, the company behind this app, had developed a copy/paste engine that feels very natural, though it meant you could only do the editing within the app. With 4th generation iPhones, you can

now edit documents directly in 'DocsToGo' from any third-party app that supports the 'Open in…' file sharing feature (eg Google Docs, Dropbox, iDisk and more).

The iPhone's auto-correct keyboard intelligence is intact, and you can even use the keyboard in landscape mode if you want more finger space – and a tiny, single-line letterbox view of your document.

Though you can't change the size of text, you can manage lists, colours and more. You can jump to the beginning, middle or end of the document, do find/replace and word, character and paragraph counts. iPhone 4 users can even grab attachments from Exchange servers. DataViz has ironed out a lot of the bugs associated with the app when it first appeared and it's now a formidable business aid. ●
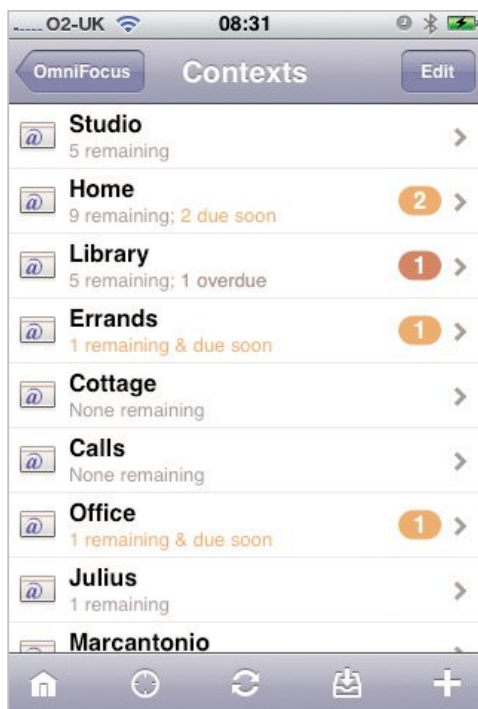
KEY INFO

UK price £5.99	**Download size** 9.3MB
US price $9.99	**iPod touch compatible** Yes
Web www.dataviz.com	**Requires** iOS 3.2 or later

ORGANISER

OmniFocus

£11.99 No more excuses for forgetting things

Before we go on, we'll mention that this app won Apple's Design Award for Best iPhone Productivity back in 2008, so it already comes with some kudos.

Forgetting to pick up the dry cleaning or to buy a loaf of bread during your lunch break is now a thing of the past, thanks to this iPhone version of the popular OmniFocus.

This handy helper app was released to complement the desktop version for Macs. The real bonus with the iPhone version is that it's totally portable. You can consult, tick off and generally manage your to-do lists. Because that is essentially what OmniFocus is. It's a to-do list on steroids.

It's a very simple program to use; type in your chores and tag them with contexts (say, phone tasks, for example), and even

locations and OmniFocus will keep your tasks up to date with their status. Do a job then tick it off. You can even add any attachments that might come in useful to your notes

OmniFocus is even clever enough to use GPS (if you have the iPhone 3G) or your location-aware status to tell you what you can achieve given your geographic location. Do you need to buy a roll of toilet paper, or a bottle of wine? No problem, OmniFocus will tell you if there's a convenience store round the corner. Very clever.

The app works with MobileMe or your own WebDAV server.

There is one caveat with this piece of software, though, you do have to be the tidy-minded box-ticking type to make it really work for you. It's fair to say, slovenly, forgetful and plain lazy types need not apply… ●

POCKET PA Keep on top of your tasks with the omnipresent OmniFocus

KEY INFO

UK price £11.99	**Download size** 3.2MB
US price $19.99	**iPod touch compatible** Yes
Web www.omnigroup.com	**Requires** iOS 3.0 or later

VERDICT

4

★★★★☆

It's expensive but if you're a list-maker then this has to be on your iPhone…

PERSONAL DATABASE

Bento

£2.99 Create databases and sync them with your Mac

This app does the impossible: it makes databases cool. Not an easy task… When the Mac version of FileMaker's personal database launched in 2008, it felt like the missing module to Apple's iWork suite. Slick, pretty and easy to use, it came pre-populated with a bunch of useful templates.

The iPhone version is just as lovely. It too has ready-built templates – a recipe book, event planning, expenses and more – though you can build your own. There's support for lots of field types – multiple choice, ratings, dates, times, durations and more, though some advanced data types, most notably calculations, require Bento for Mac as well (see http://tinyurl. com/pl3vpb). It all feels very iPhone-like. You can choose which fields are visible and

sortable in the list view, and adding records is a cinch.

Creating databases from scratch on the iPhone can be fiddly, and it did crash on us a few times. But here's the magic: it syncs beautifully over Wi-Fi with the £30 Mac version, so you can set up full, rich databases on the Mac and then simply sync them to your iPhone or iPod touch for access on the move.

This is a great little database with room to grow. There's no interaction with iCal yet, though it reads your address book live – and the single-user Bento model means even small workgroups need to look to the full, scary FileMaker range. But its ease of use and ability to sync wirelessly with Bento for Mac – the latest version can sync libraries contained in folders and maintain the order – mark it out as a near triumph. ●

DATA AID Editing databases is easy thanks to the clearly presented display

KEY INFO

UK price £2.99	**Download size** 5.1MB
US price $4.99	**iPod touch compatible** Yes
Web www.filemaker.com	**Requires** iOS 3.0 or later

VERDICT

4

★★★★☆

A superb app; latest improvements make it a steal at just £2.99
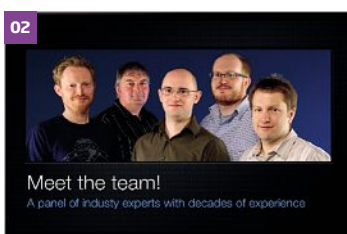
01 The presentation running on your Mac shows the elements you're highlighting on your iPhone's display…

02 …and all you have to do is to point to the part on the slide that you want to draw your audience's attention to

03 Any notes that you've added to your Keynote presentations appear on your iPhone's screen

KEY INFO
UK price £4.99
US price $7.99
Web www.wooji-juice.com
Download size 0.3MB
iPod touch compatible Yes
Requires iOS 2.0 or later

PRESENTATION TOOL

Wooji Presentation Remote

£4.99 Offers much more than simply the ability to advance presentations' slides

Wooji Presentation Remote turns your iPhone into a remote control for presentations on your computer. Unfortunately, although it's a cracking application, you might be disappointed to learn that it only works with a Mac, since it only ties into Keynote, Apple's Mac-only presentation package; there's no support for PCs or PowerPoint here.

That said, it's a very well put together offering, that's easy to use. Initial set-up can be a little bit of a pain; you launch the free Presentation Manager helper app on your Mac then pair it with your iPhone or iPod via Wi-Fi, enable the highlighter, then pick which presentation to start on-screen. You do

need to read the instructions to figure out exactly how to link the two and enable one of the app's show-stopping features, an on-screen highlighter.

The app running on your iPhone pulls down slides' titles and presenter notes (swipe up and down) from your open Keynote presentations, lets you advance and rewind slides (swipe side to side), and features a timer.

Best of all, though, is that you can rotate your iPhone, see the slide, and tap to have details highlighted on the presentation display. It's handled beautifully, too, with a subtle spotlight effect directing your audience's attention to the points on the Mac's screen, or, of course, on an image

thrown from a projector hooked up to your Mac. Though it was initially not possible, you can now advance slides in this sideways-on view mode as well as in the portrait, presenter notes mode.

It can be a little sluggish moving between slides, but unless you're trying to flick through dozens of slides in a few minutes, you shouldn't really notice the occasional delay. And there are nice additional touches, such as light-on-dark mode to reduce glare when you're presenting in a darkened room, and the preview thumbnail of the next slide.

It's a shame it doesn't support PowerPoint but this is one of the most technically impressive and creatively satisfying apps for the iPhone. ●

VERDICT

4

★★★★☆

We'd rather see more than just Keynote on the Mac supported, but this is a proficient and well executed application

CASH & CARRY **The expenses app that's thought of everything**

BILLING TOOL

Billings Touch

FREE Track your time and expenses

Time may be money, but keeping track of how long you've spent on a client – or the expenses you've racked up on the job – can be tricky; Billings Touch helps. You create clients – optionally sucking in details from a contact in your address book – projects and jobs, and then simply start adding expenses. It supports travel expenses, other fixed expenses and, crucially, timed slips, where you set an hourly fee and start and stop the clock as you work on projects. (And yes, it keeps tracking when the app is closed.)

Clever and useful touches abound, despite the surprising complexity of billing. The home screen that tracks hours and money is particularly welcome.

While the app itself is free, it does cost £8.99 to unlock the ability to send invoices directly from the app and sync with the Mac version. If you sync with Billings on the Mac, you'll have access to over 30 professionally designed invoice templates, and be able to analyse your data using the built-in business reports. You do have access to invoice templates from the free app, it's just that there aren't as many to choose from.

If you also invest in Credit Card Terminal (just 59p from innerference) you can accept payments for your invoices right on your iPhone or iPod touch.

The app also supports multiple currencies for billing clients in different countries, so you can define default currencies on a per-client basis.

At its simplest level, being able to input your expenses while on the move will make a difference to all those who suffer from lost receipts. ●

KEY INFO

UK price Free
US price Free
Web www.marketcircle.com

Download size 5.3MB
iPod touch compatible Yes
Require iOS 3.1.3 or later

VERDICT

5

★★★★★

Even without syncing, this is terrific – and if £9 is too much of an outlay, your business is in trouble…

VOICE RECORDING

iTalk Recorder

FREE Time to get rid of that old dictaphone

TALK TALK **Surprisingly good level of audio, even in fairly noisy situations**

We like this audio notes recorder from top-class accessory maker Griffin, not just because it's reasonably polished and offers handy features such as the ability to name, delete and pick a quality level for recordings, but also because it makes it easy to get the recordings off the iPhone and on to your Mac or PC. A helper app (iTalk Sync) on your computer finds your iPhone automatically over the Wi-Fi network, and you can simply drag the AIFF recordings to your computer.

The UI looks good and the quality from the mic is pretty good. You can also append text notes to recordings. ●

KEY INFO

UK price Free
US price Free
Web www.griffintechnology.com
Download size 1.1MB
iPhone compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

Solid voice-recording app, and it's easy to get recordings off, too

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CONTACT INFORMATION

Business Card Reader

£2.39 From paper to digital in one easy step

The basic idea here is that you snap a picture of someone's business card (you need an iPhone 3GS for this, though if you add something such as a Griffin Clarifi case to an earlier model you can get the focus sufficiently close) and the app converts the picture to text and detects what part of the image is the name, which part the phone number and so on. (It keeps the photos of the card too as a nice visual reference.)

The ability to merge with existing contacts, or look up on LinkedIn, is good. The app stands out from its competitors thanks to its initial aesthetic, smart graphics, and impressive reading accuracy. ●

VERDICT

★★★★☆

A great idea that works well. Slightly high price but truly useful
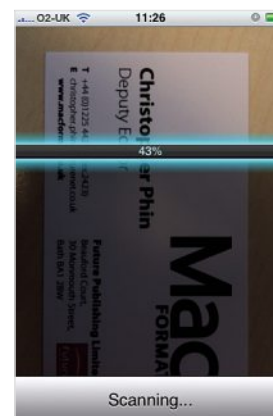
KEY INFO

UK price £2.39
US price $3.99
Developer www.shapeservices.com
Download size 18.4MB
iPod touch compatible Yes
Requires iOS 3.1 or later

CALLING CARD **Forget that clunky card holder, scan contact info instead**

CLIPBOARD MANAGER
Pastebot
£2.39 Copy & paste addicts can now rest easy…

At its most prosaic, Pastebot is a clipboard manager for your iPhone or iPod touch. But rather than just being able to copy and then paste a single snippet of text or a picture, Pastebot lets you save an unlimited number of these snippets, and gives you the option to organise them into relevant folders. Tap any clipping and it automatically loads it into the iPhone's clipboard and presents you with a menu, which contains Action and Filters menus as well as a small information window.

The impressive thing, though, is that it can sync with your Mac; copy a snippet of text on your Mac and it's pushed to Pastebot, and vice versa. You can copy images straight from Finder. (You do need the companion Mac app, Pastebot Sync, for these features but you can download that for free from http://tapbots.com/software/pastebot/#sync).

Filters can be applied to to images (convert a colour image to black and white, for example); meanwhile, text can undergo useful transformations such as 'convert to upper case' or 'wrap in HTML tags' applied.

The search capabilities are good, as is the metadata (such as image size, character/word count and creation date). You can create new text clippings from within the app, and send those clippings as emails or save images back to your photo library. The Actions menu is file specific so it's all very intuitive.

The only drawback to Pastebot's use is down to the iPhone's limitations… you do have to go in and out of apps when sourcing and saving the information you need. ●

VERDICT
5
★★★★★
As a stand-alone app, it's good. Add in the Mac syncing, and it becomes great

COPY & PASTE Store information easily – and organise and sync and edit!

KEY INFO
UK price £2.39	**Download size** 6.1MB
US price $3.99	**iPod touch compatible** Yes
Web tapbots.com	**Requires** iOS 3.0 or later

EXTERNAL NUMBER PAD
NumberKey
£1.19 Add a number pad to your MacBook

One thing Apple laptops – and even some keyboards – lack is a keypad, but now you can simply use your iPhone by installing this handy app. It comes with skins for the MacBook, MacBook Pro and PowerBook (plus a vintage Mac keyboard) and connects via a little helper app running on your Mac over Wi-Fi.

And that's it; it just works. It's a genuine help if you have to punch in a bunch of figures for a spreadsheet, or are doing a few calculations in Calculator, and while you don't get proper tactile feedback – and so have to look at the iPhone as you tap – it's still eminently usable. ●

THE MAGIC NUMBER If your keypad is numerically challenged, invest in NumberKey

KEY INFO
UK price £1.19
US price $1.99
Developer www.balmuda.com
Download size 3.4MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★★☆
A useful application; you'll be surprised how often you use it

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CALCULATOR
Calcbot
£1.19 Upgrade your built-in calculator app

Sure, the built-in Calculator app is fine for some basic 2+2 maths (and did you know that you can rotate your iPhone to landscape to get a scientific calculator?) but we rather like this app from the brilliant developers at Tapbots.

It's not just that it looks great; it's universal – ready for the iPad as well as iPhone – and has a useful history feature. It's a bit like the roll of paper on a mechanical calculator, showing you past calculations, but you can also tap on previous calculations to pull them into new ones. Swipe, and a scientific calculator appears. Our only criticism is that it lacks parentheses. ●

IT ALL ADDS UP… to a good looking adding machine

KEY INFO
UK price £1.19
US price $1.99
Developer tapbots.com
Download size 9.9MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT
★★★★★
Features like history and currency rounding make this a winner
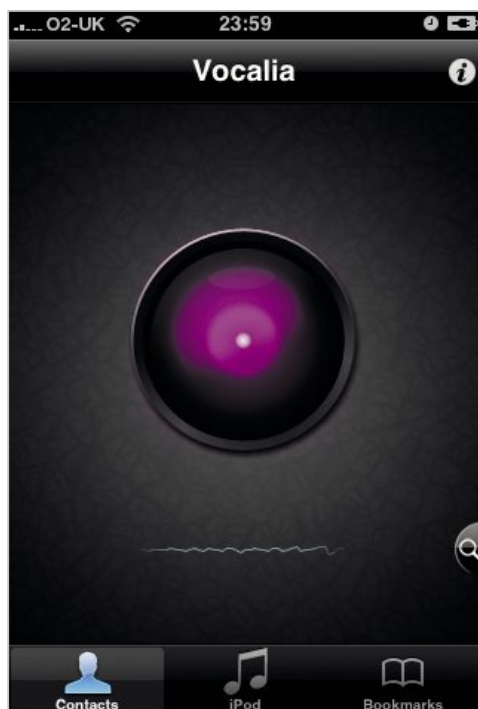
Vocalia

£2.39 Like the iPhone 3GS Voice Control? Have it! (Sort of…)

There's not that much the iPhone 3GS has that owners of earlier models don't get with a firmware upgrade. One thing that is 3GS-only is Voice Control. With Vocalia, however, you can add this to any iPhone or, so long as you add an external mic, the second-generation iPod touch.

It has three modes, Contacts, iPod and Bookmarks, along with a big HAL-like eye that blinks as you speak into the mic. Now, speech recognition is difficult, but Vocalia makes a sterling effort at getting it right. Speak clearly with the iPhone a couple of inches from your mouth, and the first result will often be correct, even if some of the other matches seem weirdly unrelated. (With contacts, you can type your own memorable references – 'the big bad boss', say – which usually result in better matches, though there's no true phoneme editing.)

So the tech works reasonably well, but there are problems. The Bookmarks mode requires you – thanks to limitations of the SDK – to manually export then upload your web bookmarks; there's no tie-in with Safari. Worse, part of what makes Voice Control useful is that it's launched with a hardware button, making it safe to use for, say, voice dialling while driving. You need to look at the screen to use Vocalia, and thanks to another Apple limitation, even when you've found the number to dial, you have to manually tap a button on screen.

We're impressed with the technology here, but it's hard to recommend it when the benefits of Voice Control are, for most, negated by having to interact with the screen. ●

VOICE CONTROL Fairly accurate but you have to interact with the screen

KEY INFO

UK price £2.39
US price $3.99
Web www.creaceed.com

Download size 5.4MB
iPod touch compatible Yes
Requires iOS 3.1 or later

VERDICT

3

★★★☆☆

A beautiful app with some impressive technology, but it's hamstrung on the iPhone platform
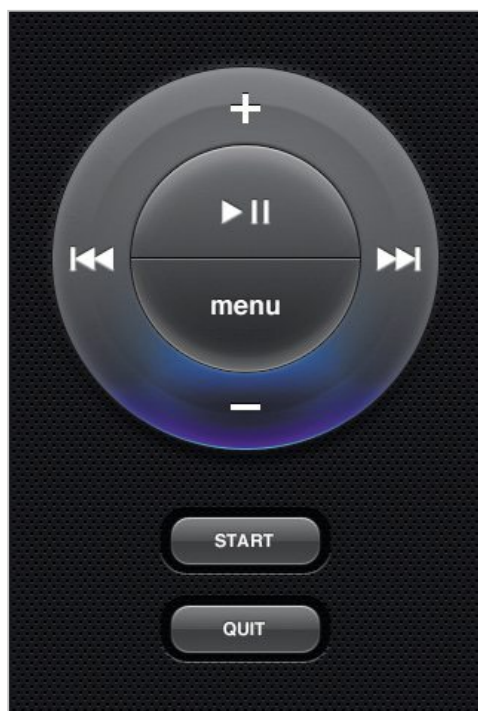
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TouchPad

£2.99 Control your Mac remotely and stylishly

For a long time this domain has been ruled by Air Mouse Pro (see opposite)– a little app that can turn your iPhone or iPod touch into a remote keyboard and mouse for your Mac – especially useful if you use one as a media centre, for instance – but now Edovia's TouchPad app is giving it a run for its money…

It's a little more expensive, and doesn't offer the optional motion-based control of Air Mouse Pro, but it has more than enough to recommend it. It's more polished, for one thing, with beautiful UI design and support for, say the escape key that the Air Mouse Pro lacks. It also has a view that replicates the physical Apple remote – nice touch – which makes it really intuitive to use and particularly suitable for Front Row or Plex media applications.

In addition, TouchPad is a cleaner system; it doesn't require a server daemon, instead it just uses the Mac's built-in VNC client to do the remote mousing and typing. Interestingly, you can also use the app if you run a PC on the Linux platform or even with a Windows computer (although you'll need the free VNC server software for this).

Configure your computer and TouchPad (it really is a doddle to set up) and you'll find that commands are immediate, there's no delay at all, and, as mentioned, the gestures are instinctive – and one, two, three and four finger gestures are supported. The latest version has also incorporated inertial scrolling. If you're already well versed in using the trackpad on a MacBook, you'll feel very comfortable using the TouchPad app on your iPhone. ●

HAND CONTROL A remote control app that's designed like a… remote control!

KEY INFO

UK price £2.99
US price $4.99
Web www.edovia.com

Download size 9.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

4

★★★★☆

It's elegant and polished – with support for multi-touch gestures. Plus, it's affordable: a winner!

REMOTE ACCESS

LogMeIn Ignition

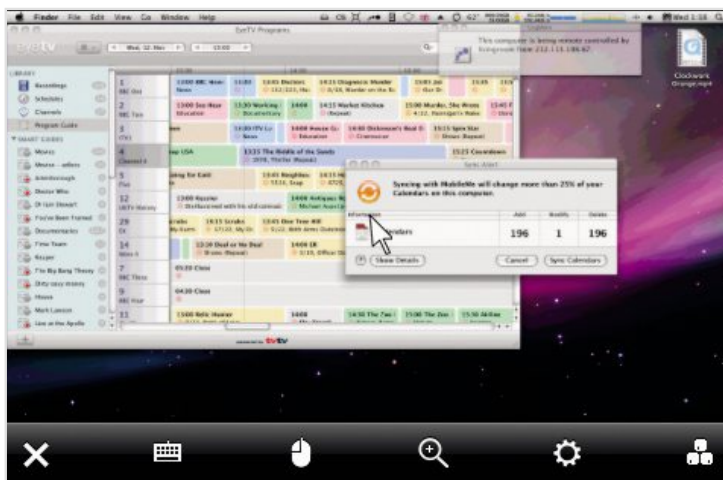**£17.99** Control your Macs (and PCs) over the internet, from your iPhone

The idea here is that you can log in and control your Mac or PC over the internet by logging in from your iPhone. You're presented with a screen showing what's being displayed on your Mac or PC, and can control the keyboard and mouse as if you were in front of the computer. The cursor is fixed in the centre while you move the screen around it, which takes a little getting used to. A tap on the screen is a click, two finger taps are a right-click, and you can zoom out with a pinch. You can limit the colour palette or have it optimise automatically. It uses the iPhone's virtual keyboard too, and while the lack of some standard Mac keys is annoying, you can at least issue commands with modifiers. We'd rather LogMeIn was more sympathetic to Mac users and in our testing there were still some glitches to be worked out. The iPhone's limited memory caused some problems as well, with frequent low memory warnings. ●

VERDICT

4

★★★★☆

Ignition is a brilliant idea that works well; could be a bit more Mac friendly (and/or cheaper!)

KEY INFO
UK price £17.99
US price $29.99
Web secure.logmein.com

Download size 4.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

COMMAND FROM AFAR
Access your Mac or PC remotely

REMOTE PERIPHERALS

Air Mouse Pro

£1.19 Like having a mini keyboard and mouse!

Air Mouse comes in two parts: an iPhone app and a server app that runs on your Mac or PC. They discover each other over the wonders of the Bonjour service.

Once paired over Wi-Fi, your iPhone can act as a mouse and keyboard for your Mac. You can choose to flick between an on-screen trackpad that you use as you'd expect, or a mode that uses your iPhone's motion sensor to control the cursor. The on-screen keyboard with modifier keys is useful too, though the limitation of the iPhone's on-screen keyboard means that you can't perform tasks that involve particular key combinations. ●

REMOTE ACCESS
Control a Mac or PC from your iPhone

KEY INFO
UK price £1.19
US price $1.99
Web www.mobilemouse.com
Download size 4.0MB
iPod touch compatible Yes
Requires iOS 3.1.2 or later

VERDICT

★★★★★

An invaluable remote mouse and keyboard that actually works

VISUAL DIALLER

Camera Dialer

£0.59 Who you gonna call? Not this app…

The premise is simple: point your iPhone's camera at a phone number, and hold it steady enough inside a green box, and your iPhone will call that number. The makers say it works best with black text on a white background, but it's supposed to work with other contrasts, too. The problem is, it doesn't. In a brightly lit room we couldn't get it to work. It would incorrectly identify a number, then initiate the call before you could stop it. We did get a correct reading of a business card outdoors, but it was a struggle. The option to confirm or save the number, would be good… ●
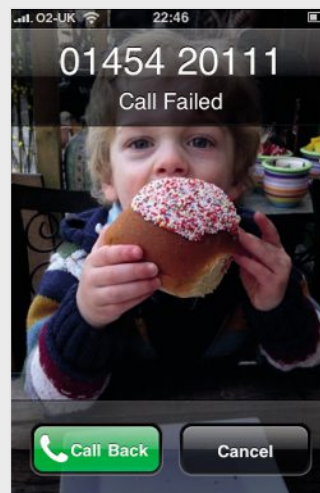
VERDICT

★★☆☆☆

A good idea, but it needs to work better than it does at the moment

KEY INFO
UK price £0.59
US price $0.99
Web gp-imports.com
Download size 3.5MB
iPod touch compatible Yes
Requires iOS 3.1 or later

WRONG NUMBER?
If it works it's useful, but it doesn't always work…

DRIVE ON Turn your iPhone into a USB stick, and work on the documents too

FILE STORAGE

DataCase

£3.99 Turn your iPhone into a wireless drive

Storing data on a USB memory stick is one solution to keeping your files with you, but what if you want to read your documents or browse your photos when you're on the move?

DataCase from Veiosoft provides the perfect solution. It turns your iPhone into a wireless storage device where you can upload documents, photos, sound files and PDFs. So, not only is it an easy way to replace a USB stick, it means you can actually look at your files and read them, too.

Using DataCase is simple. Fire it up and it appears on your Mac's Finder as a Shared Drive. It's Bonjour-savvy so it just works. You just drag and drop files like you would with any form of drive. DataCase works with any computer with wireless capabilities; even better, the app provides you with an HTTP and FTP address for your iPhone so you can access your files from any web browser. It's really that simple. While FileMagnet (below) is superb, and certainly more polished than DataCase, it requires a partner app on the Mac to transfer stuff; you could use DataCase to copy stuff to a colleague's computer without installing anything first.

As well as a folder for shared files, there's a drop folder where others can deposit files for you. You can keep tabs on your data usage thanks to a large ring icon that displays the different types of file on your iPhone graphically. You can easily filter the files stored on your iPhone by type, too. It's a genuinely useful app, and boasts extras such as remembering where you left off in a document so you don't have to scroll through. ●

KEY INFO
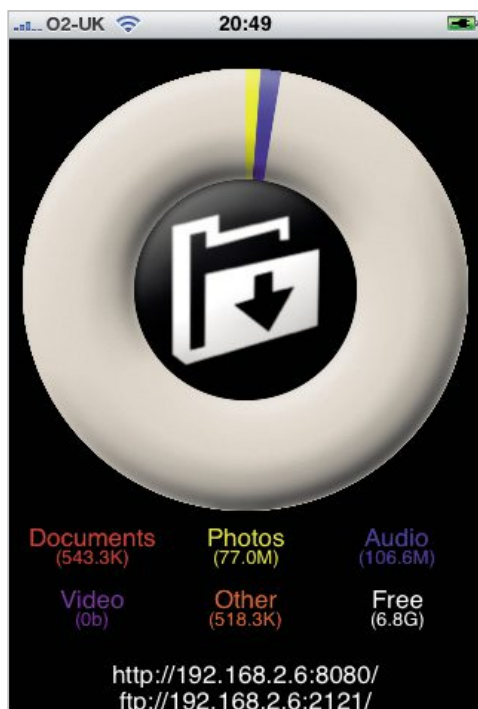
UK price £3.99
US price $6.99
Web veiosoft.com

Download size 0.6MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT

4

★★★★☆

A memory stick might be cheaper and leave room on your iPhone, but you can view files with DataCase

---

FILE STORAGE

FileMagnet

£2.99 Store stuff on your iPhone in style!

POCKET PC
Keep your files to hand on your iPhone

FileMagnet can turn your iPhone into a storage device. What's more, it's not just a way to copy files to your Mac, but to view them, too. Only the most common file types can be viewed – JPEG, GIF, TIF, PNG, HTML, RTF, DOC, TXT, PDF, iWork, some movies and audio files, Word, Excel, PowerPoint – but anything can be copied across – including whole folders – and that should suffice for most folk.

We like the fact that you can tilt to scroll – just tip the iPhone back to move down a document. We don't like the fact you need to run the FileMagnet Uploader app on your Mac to copy stuff. ●

KEY INFO

UK price £2.99
US price $4.99
Web magnetismstudios.com
Download size 0.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

We'd rather lose the dependence on a Mac app, but still useful

---

FILE SERVER

Air Sharing

£1.79 Store and view files on your iPhone

There are now a number of apps that let you store files on your iPhone, but Air Sharing is an inexpensive and simple option – you can use it to connect to a computer running Mac OS, Windows, Linux or even just a browser, without having to install a little helper app first.

Connection instructions are embedded in the app, and it mounts the iPhone like a server on your desktop. Only Air Sharing docs are shown, but you can edit files live from your Mac or PC. You can view many file types, too, though you can't edit on the iPhone. Some solid configuration options, and generally it's fast and robust. ●
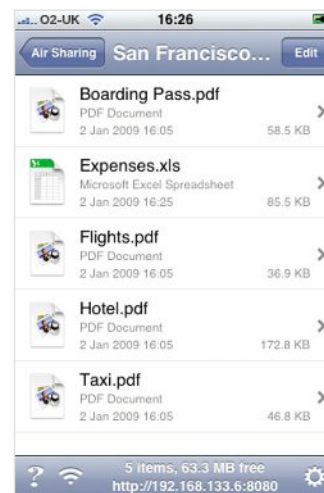
KEY INFO

UK price £1.79
US price $2.99
Web avatron.com
Download size 11.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

MAKE THE CONNECTION
Air Sharing really works and is very useful when you're out of the office

VERDICT

★★★★☆

Could be prettier and easier to use, but it's a powerful, flexible option

IDISK ACCESS

MobileMe iDisk

FREE Access your iDisk's files on the go!

VERDICT

3

★★★☆☆

Solid, if basic; we'd like to see a suite of MobileMe apps, allowing, say, Back to My Mac

Before we go any further, this app is free… but only to MobileMe subscribers. Many apps have added the ability to connect to your iDisk – if you're a MobileMe subscriber – and the public folders of other MobileMe members, but this is Apple's own, so is it any good? The bottom line is, if you just want an app to browse your files – and preview many file types, including Word and Excel documents, iWork (Pages, Numbers), PDF, Images, Music, Movies and more – then this app is great. It's slick, simple to use, and lets you share these files with others by sending out an email with a link that can be password protected.

Still, you can't filter the list, edit the files, attach them to an email (rather than just sending a link) or use it to upload files – a limitation of the whole operating system really, rather than this application itself – or even move files into folders.

You can view your files in portrait or landscape, and open iDisk documents in compatible apps -- like iBooks for PDFs.

You can now stream .MP3 and .AAC music files on your MobileMe account directly to your iPhone – and it streams the content at a good speed – but you can only stream one file at a time, so don't expect the luxuries of playlists or album art, although you can get on with other things while the music plays. The addition of this feature has sparked a lot of discussion about the possibility of a cloud-based iTunes…

The app also supports local storage of up to 500MB for offline viewing, although audio and video files are streamed and not stored locally. ●
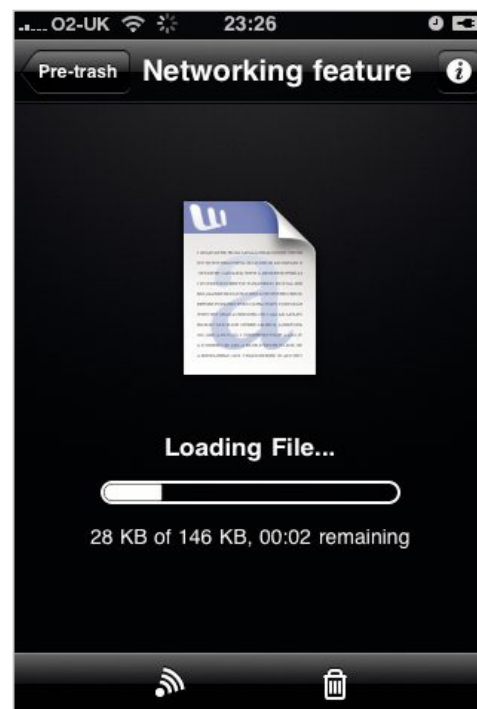
IN THE CLOUDS Access your MobileMe iDisk content from your iPhone

KEY INFO

UK price Free (MobileMe members)	**Download size** 3.4MB
US price Free (MobileMe members)	**iPod touch compatible** Yes
Web www.apple.com	**Requires** iOS 3.1.3 or later

POPULARITY TRACKER

Ego

£1.19 Are you obsessive about web stats?

All businesses know that it's vital to monitor how many people have visited their site; and for the rest of us, this info just strokes – or destroys – our ego. Either way, Ego aims to show these figures on a single, login-free screen.

It supports Google Analytics and Mint, and can report RSS subscriber numbers fed through a FeedBurner engine.

The data's not that granular (tap the module to cycle between visits today, this week, this month and this year) and it would have been good to tap a button to launch us into the tracking site. But it's still a handy app that enjoys developer support. ●

STAT SLATE
All your important web data harnessed in one app

KEY INFO
UK price £1.19
US price $1.99
Web ego-app.com
Download size 1.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

Be it for your ego or your business, stat tracking has never been easier

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DOCUMENT MANAGER

ReaddleDocs

£2.99 Anything it won't do? Ah, editing…

ReaddleDocs turns your iPhone into a WebDAV server, so you can mount it on a Mac or PC over a Wi-Fi network, and copy files to and from it. Once on your iPhone, you can view them and email them as attachments. You can also save attachments by forwarding them to Readdle's iDisk-like space.

You can't edit documents and while we welcome the ability to copy files from your iDisk and others' Public folders, there's no provision to upload documents to them, and if you wish to email or view a document, it has to be downloaded to your iPhone first, which is inconvenient. ●
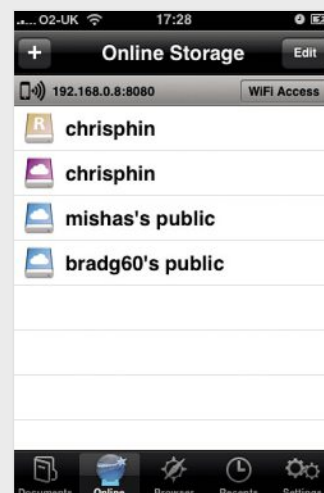
KEY INFO
UK price £2.99
US price $4.99
Web readdle.com
Download size 9.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

ACCESS ALL AREAS Just don't expect to be able to edit them…

VERDICT

★★★★☆

Good stab at an all-in-one solution, but you can't edit or annotate

SAFE AND SECURE Keep passwords to hand – and enter them automatically

KEY INFO

UK price £5.99
US price $9.99
Web agile.ws

Download size 5.9MB
iPod touch compatible Yes
Requires iOS 3.1 or later

1Password

£5.99 A very polished application that keeps data safe

One of the big problems with Safari on the iPhone is that it doesn't have an equivalent of the Mac's Keychain, so you have to remember and enter passwords manually each time you want to log into a secure site. The task is made no simpler by the iPhone's keyboard, especially if you're following good practice and mixing lower case, upper case and symbols in passwords.

1Password solves that problem by providing you with a secured app in which you can store login details and notes. Two levels of security are offered: a four-digit PIN (potentially in addition to the system-level four-digit PIN you can lock your entire iPhone with) and an optional master password of your choice.

Enter details correctly, and when you can tap on a site, it loads in the app's embedded browser and fill your details in for you ready to log in. We can't decide if not using the standalone Safari browser is good or bad; there's a security argument either way, and in any case 1Password's own browser will be built on the same framework as Safari.

Usefully, you're not limited to these site login details, either; you can write notes to yourself that are secured – great for keeping details that you need to present in a confidential meeting or just for keeping present ideas safe!

The app can sync with the desktop version on your Mac (available separately through the website for around £27) to save tedious re-keying.
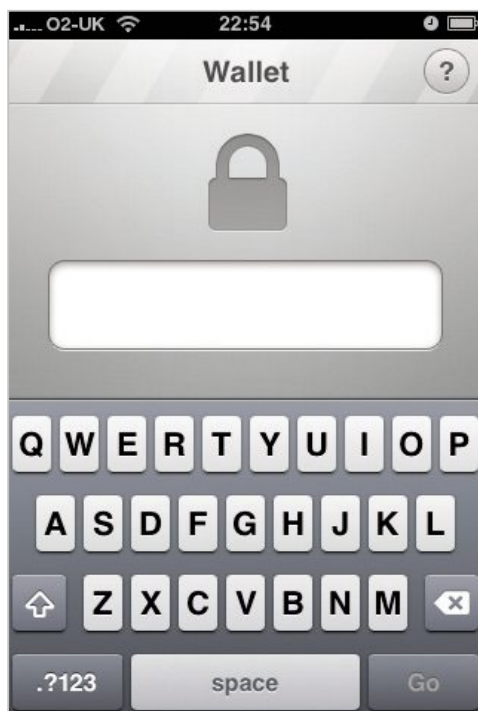
There is also a universal app available for iPhone, iPod touch and iPad, for £8.99. ●

VERDICT

4

★★★★☆

We're not saying it's hacker-proof, but it's undeniably handy; quite pricey though

---

SECURITY Keep important numbers and passwords under lock and key

KEY INFO

UK price £2.99
US price $4.99
Web www.acrylicapps.com

Download size 2.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Wallet

£2.99 Keep your personal data safe and in sync

At its most basic, Wallet is just a database for information – such as credit card numbers, passwords, software serial numbers, etc – so why not just use Bento by FileMaker (available for the same price), say, and create your own? Well, you could, but we like Acrylic Software's Wallet for several reasons. It's stable and well designed, and while it's set up especially for keeping track of web logins (though it can't enter them for you on mobile Safari, in the style of 1Password) and serial numbers, you can also make things more personal and create your own database types.

The whole thing is locked down with 256-bit AES 'military grade' encryption, so it should be secure. And, if you switch on the Lock When Inactive option in the Wallet Settings, it automatically locks itself if you forget to close it down, too.

Best of all though is that it syncs with the $20 Wallet for Mac OS X application, too (check out the website to purchase) – either seamlessly over the air via MobileMe or WebDAV, or you can sync any time you're connected to 3G, EDGE, or Wi-Fi – so you can keep your main database of information in your pocket wherever you go – safely and securely.

Set-up is simple and straightforward – there's a step-by-step wizard to guide you, and storing information is just a case of filling in fields (you're not locked to predefined fields, it's also easy to add custom fields) or syncing data.

The app is very thorough for £2.99, and includes the same features as the Mac version, yet the UI is very straightforward and easy to use. ●

VERDICT

4

★★★★☆

Wallet has made itself invaluable over the years; the app is a great add-on

01 Determine the path taken by packets across an IP network via Traceroute

02 iStat utilises the Bonjour network to communicate with Macs on a local network

03 The app can even give you a thorough statistical analysis of your iPhone

04 The sheer number of statistics concisely yet clearly displayed is impressive

KEY INFO
UK price £0.59
US price $0.99
Web bjango.com
Download size 0.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

STATISTICAL MAC ANALYSER

iStat

£0.59 Keep tabs on your Mac's resources… over the web

This app's job is to give you information on how the resources on your Macs are being used. (A Linux and Solaris version of iStat Server is also available but some features, such as temperatures, are not yet supported.)

It works by running a daemon on the Macs you want to monitor, and then communicates the usage information over the network to your iPhone. While the daemon runs transparently, the server app can be used to generate passcodes to show connected clients and keep a log. The iStat Server requires Mac OS X 10.4 or later and is available as a free download from bjango.

The presentation is beautiful, with elegant colour schemes and clear,

concise information. Processor load and upload/download stats all show as easy-to-read graphs, and memory allocation is shown as a pie chart. You can see how much space is available on mounted volumes, and the temperature and fan sensors on your Mac are monitored too and their values communicated too.

Macs on your local network are automatically discovered with Bonjour, but if you want to access Macs over the internet you'll have to set up port-forwarding on your router. It's reasonably easy, but because it's different for each router model, you're left on your own here. You can check how long it's been since the last restart

and how hard the CPU has been working but, unfortunately, there's no reporting of what processes are using the most CPU cycles. We'd like to see more help with port forwarding, too, or a different way to connect to Macs over the web.

iStat also offers you stats for your iPhone, including detailed battery stats and disk space, and showing Wi-Fi and IP addresses, MAC addresses and your iPhone's Unique Identifier. And you can clear your iPhone's memory with the touch of a button, which is great if it's starting to operate at a crawl.

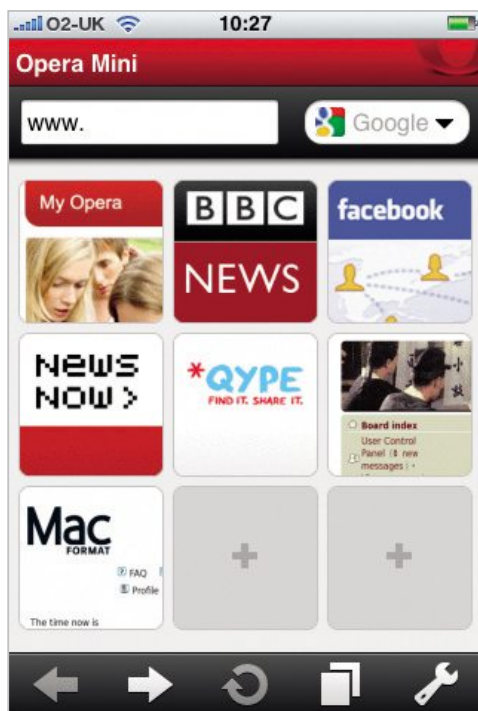(Note: 59p is the current sale price as we go to press, the app may be around £1.19 by the time you read this.) ●

VERDICT

4

★★★★☆

A fantastic presentation of vital Mac statistics, though it doesn't tell you which apps are hogging the CPU

Opera Mini

FREE Can Opera top Safari as the iPhone's best web browser?

We joined the rest of the world in slack-jawed amazement when Opera Mini first popped up on the App Store. Compared to Safari, it's like your iPhone has had a processor upgrade, especially over 3G, EDGE or GPRS. Pages load so quickly you will be amazed; the makers boast of up to six times faster browsing, but there have been some sacrifices made here…

First of all, there's only one level of zoom, so the web page either fills the screen or you zoom in to a fixed reading level. All text is rendered in the same font, making pages look a bit ugly. Scrolling up and down is also an issue. Safari forces your scrolling to be either vertical or horizontal; in Opera Mini it's more like ice skating for the first time – you never quite know where you're going to end up.

Opera Mini achieves its speed by routing all its web traffic through its servers in Norway, where images are heavily compressed (by up to 90 per cent), which also means it costs you less if you're on a pay-as-you-go scheme since less data is being downloaded. Unfortunately, it also means that sites detect your login as coming from somewhere that's not your usual location (unless you actually live in Norway). So Facebook, for example, freezes a UK account if you log in through Opera Mini.

Despite the flaws, there are a few nice features here beyond raw speed – the start page with its quick links, and a passable attempt at tabbed browsing – but we soon found ourselves returning to Safari when on Wi-Fi, just to make pages more readable again. ●
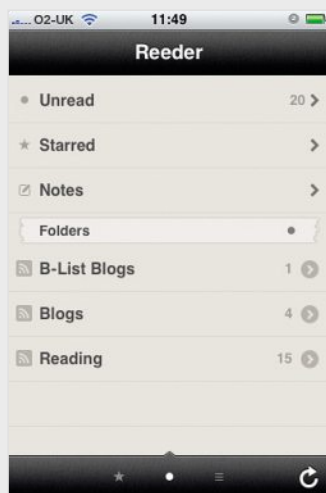
SHRINK TO FIT Opera Mini compresses pages to offer high speeds and low costs

KEY INFO
UK price Free
US price Free
Web www.opera.com
Download size 1.0MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT

3
★★★☆☆

Great for most web browsing, but not as elegant or consistent as Apple's Safari

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Reeder

£1.79 Get RSS feeds on your phone

Since NetNewsWire on the Mac moved from its parent company NewsGator's syncing service to Google Reader, there are plenty of Mac users who now have a choice about which RSS reader to use on their iPhone. If NetNewsWire leaves you cold, consider Reeder. It syncs with Google Reader with support for tags, starred items and notes, and lets you read your feeds either split by source or in chronological order.

It integrates Instapaper, Delicious and Read It Later, and has a built-in browser so you don't have to bounce out to Safari to see the original source. It's satisfyingly fast, too. ●

FEED ME NOW A very cool looking reader for your iPhone – and it works well, too

KEY INFO
UK price £1.79
US price $2.99
Web reederapp.com
Download size 2.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★★☆

This app is clean and simple yet it boasts plenty of good features

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Email 'n Walk

£0.59 Avoid putting your foot in it, as it were

When Pocket Lint did an April Fool's joke that proposed using a smartphone's built-in camera to show the view ahead while you were composing an email to stop you bumping into things, we thought we were alone in thinking that it was actually a genius idea. We were wrong.

Fire up this app and you're presented with a live video feed from the camera, with white text displayed over it – you can enter a subject line and the body; when you hit Send, it passes your text to the Mail app for addressing. Unfortunately, the angle you hold the phone means that you miss horizon-level obstacles. ●

VERDICT
★★★☆☆

Surprisingly useful, but you have to hold your iPhone at an odd angle
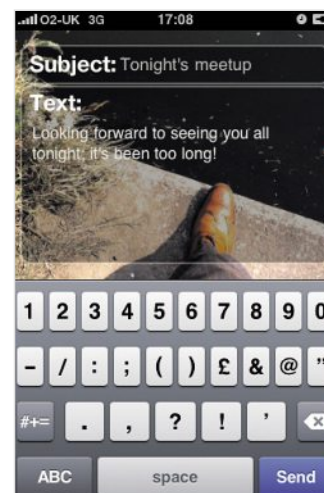
KEY INFO
UK price £0.59
US price $0.99
Web www.phase2games.com
Download size 0.0MB
iPod touch compatible No
Requires iOS2.0 or later

WATCH YOUR STEP More useful than you might think if you have to send an urgent mail…

01

02

03
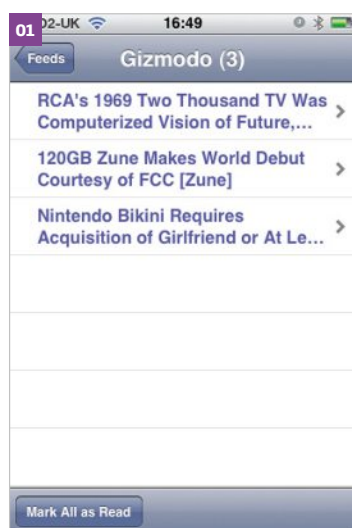
01 Tap on one site or on a group of sites to load up all the headlines; you'll find that already-read stories are greyed out

02 When you read an individual story you can tap on links or open the whole thing in Safari

03 NetNewsWire has its own built-in browser, and you can email links to stories or add them to your clippings

04 The overview of all your feeds lets you see at a glance which sites have new stories, grouped as on the desktop

04

KEY INFO
UK price Free
US price Free
Web www.newsgator.com
Download size 0.9MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

NEWSREADER

NetNewsWire

FREE Get up-to-date newsfeeds direct to your iPhone with this RSS reader

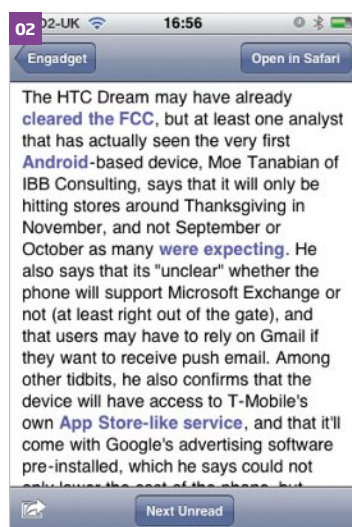There's no dispute that NetNewsWire is the best overall RSS reader for the Mac and, as it's free, there's no reason not to use it to keep yourself up to date with news and blogs. The same company is also responsible for the free Windows RSS readers FeedDemon and NewsGator Inbox for Outlook, and it has now developed this version for the iPhone.

The great thing about all these apps is that they synchronise with the company's servers, so that regardless of whether you're reading your news on a Mac, PC or iPhone, you get the same feeds that you've subscribed to. Not just that, but individual items that you've read are synced with Google Reader

too, so that you never have to read the same story more than once (read stories are greyed out). Alternatively, you can save articles for later in Instapaper or by starring them.

The initial release of the iPhone-native version was a good basic app, but there have been many improvements since. There's no way to add new RSS feeds; instead the list of feeds you're subscribed to is pulled down from the Newsgator servers. Frankly we're not that bothered about that for the moment, as it works so well otherwise, though an update that brings that will be welcome for many.

Groups that you've set up on your Mac or PC are preserved in the iPhone

version of NetNewsWire, and you can consume your news by individual site or by group.

NetNewsWire for the iPhone has its own version of the Safari web browser built in, so you don't have to constantly bounce back and forward between it and the main Safari to read full posts. And you can email items or add them to a clippings file simply by tapping an icon at the bottom of the screen. You can even share by posting links to Twitter or by sending email — without leaving the app.

The display isn't customisable, as you might be used to on the desktop, but it's clear, although the grey text/white background may be tricky for some. ●

VERDICT

5

★★★★★

Arguably the best RSS reader on the desktop is now arguably the best RSS reader for the iPhone

Section 7

➡ PLAY

You've used your iPhone to create, explore, enjoy and work: now it's time to kick back and have some fun! With its speedy processor, brilliant display and touch-sensitivity, the iPhone makes a fantastic vehicle for games on the move. There are thousands of games available for the iPhone: so many that there's bound to be something to match your gaming tastes, whether you're a hardcore gamer who likes to play anywhere and anytime, or a casual gamer who just likes a quick distraction from time to time. But first, we meet some of the names behind the games…

Take three...

Meet three of the faces behind some of the App Store's most popular games

Although you can use your iPhone for work, creativity or education, the biggest single use is simply having fun. Of the 250,000 options to buy or get for free through the App Store, over 65,000 are gaming or entertainment titles, according to Apple, and games regularly feature in the App Store charts.

With the technical ability of the iPhone, of course, the popularity of gaming shouldn't come as a surprise. The processor's power means you can find games with a graphical sophistication that isn't too far off their equivalents on desktop computers, while the multitouch screen has encouraged a wealth of new ways of controlling games – and even brand-new types of game. The iPhone's cellular and Wi-Fi networking also encourages multiplayer games, and game communities where you can check your high scores against everyone else worldwide.

With everything from recreated board and card games to sports titles, and from high-octane racing to deep management sims, there's an iPhone game for every taste. And with an iPhone in your pocket, you can pick up and play whenever you feel the urge.

Behind every great new game is a single person or team who's created that title: the developer. Here, we meet three of the faces behind some of the most popular games in the App Store: we'll find out what attracted them to the iPhone, what makes the iPhone such a compelling device for them, and get a hint of where iPhone gaming could be headed in the future. ●

GOING LARGE Gordon Wood of Other Ocean Interactive notes, "Our artists were happy to have so much texture space to play with and a phenomenal screen to show everything off!"

NEW APPROACH Ocean worked on Super Monkey Ball for iPhone like a console game, rather than a traditional mobile phone title

Behind the scenes of...
Super Monkey Ball

Gordon Wood, from Other Ocean Interactive, reveals his love of the iPhone

PROFILE
Name **Gordon Wood**
Location **Charlottetown, Canada**
Occupation **Senior programmer**
Company **Other Ocean Interactive**
System **MacBook Pro**
Web **www.otherocean.com**

Q What do you use Macs for at your company?
A All the programming on our iPhone titles. Our programmers come mainly from the console world where PCs running Windows are commonplace, so they had to adjust to using a Mac and Xcode. The transition was very smooth, and we now have some people who want to use Macs for all their work, not just for iPhone!

Q How did you come to work on Super Monkey Ball for iPhone?
A We'd done work for Sega previously that they were quite pleased with, so when the opportunity came about to develop the Super Monkey Ball demo for the Apple SDK announcement they believed we were the right choice. The demo went well and we entered into a contract for the game.

Q How did you convert Super Monkey Ball to iPhone?
A We were surprised at how powerful the iPhone was. It was clear we had to treat Super Monkey Ball like a fully featured console game, to take advantage of this. We got the core game up and running quickly, due in large part to the flexibility of the iPhone SDK. From day one, our focus was on pushing the hardware as hard as possible, to make the game really come to life on the iPhone.

Q What software and hardware did you use to work on the game?
A We used a combination of MacBook Pros, iMacs and PCs to create the game. The code was written on a Mac running Xcode and the iPhone SDK, while our art team mostly used PCs since we had to hit the ground running with this project and they were already set up. They then switched to Maya for the 3D modelling and Photoshop for everything else.

Q How does working on iPhone differ from other mobile platforms?
A The iPhone uses OpenGL ES for its graphics, which means developers can get up and running quickly since most games programmers are familiar with OpenGL. The iPhone SDK and its libraries are feature-rich and easy to use. In many ways, it's like having a handheld Mac.

Q Are you pleased with the response the game got?
A The response has been great, but when you're developing a game you generally know the type of response you're going to get from internal feedback – our studio is full of gamers and we have internal testers. We were excited – we knew we had a good game on a good platform. Some people have found it quite challenging at first, but it's Super Monkey Ball – it's supposed to be challenging! ●

PAYING HOMAGE Vector Tanks is Peter's tribute to classic tank-based arcade games
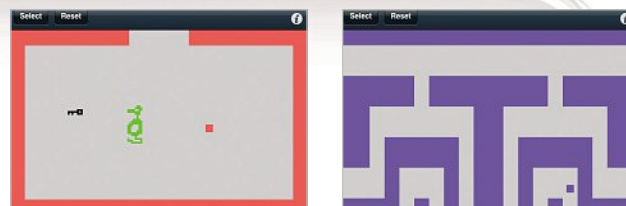
PROUD ROOTS Adventure: Revisited is a reenactment of Atari Adventure, the first action-adventure game!

Behind the scenes of...
Vector Tanks

Peter Hirschberg explains the inspiration behind his retro game

PROFILE
Name **Peter Hirschberg**
Location **Linden, VA (USA)**
Occupation **iPhone software developer**
System **MacBook**
Web **www.vectortanks.com**
www.peterhirschberg.com

Q How are Macs instrumental in your work?
A The iPhone SDK only works with Macs, so I use my Mac for iPhone development, but beyond that I use my MacBook for everything. For developing games, I work with Xcode, Photoshop and Illustrator.

Q Why did you decide to develop iPhone games?
A I've always loved developing for mobile platforms, and the iPhone is the nicest one. I like Apple's 'ecosystem' – it brings back the excitement I had when I first got into computers, back in the days of Atari and Commodore.

Q What do you think of iPhone as a gaming platform?
A It's near perfect, and also a known quantity – you're not developing for hardware variations and can develop for the touchscreen, accelerometer and internet, because you know every device has those same things. I sometimes wish there were some hardware buttons for use in games, but I can also argue that iPhone's limitations spark developers to become more creative.

I've long said that platform limitations result in better games than limitless hardware, since they force experimentation and originality.

Q What particularly appeals to you about retro games?
A I grew up with them, and they were so incredibly cool to me as a child. I guess I never outgrew that sense of wonder! I still consider old arcade machines to be amazing devices. Seeing those retro games running on hardware that I couldn't have imagined as a child is how I connect the past with the present.

Q How did your game Vector Tanks come to be?
A I started out wanting to create a game that utilised the control mechanism of one thumb on either side of the screen, as sliders. Tank-type games immediately came to mind as they're best suited for that set-up.

Q What are your future plans?
A At the moment, I plan to work on Vector Tanks updates – there are a lot of features I want to add. Beyond that, I definitely want to work on some more retro apps – I can't help myself! Hopefully, the future will enable me to continue developing my work to preserve our gaming past, in ways that make people happy. ●
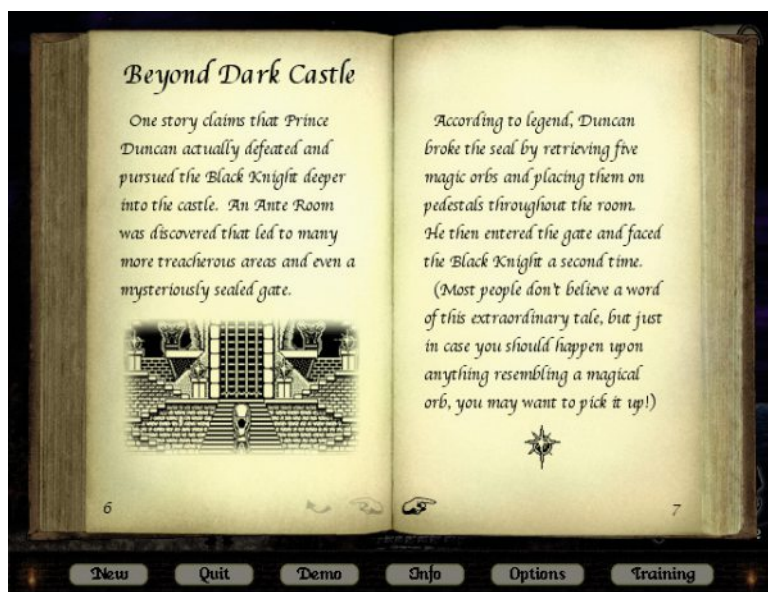
LEGENDARY GAME Mark's Dark Castle is one of the few original Mac games afforded 'classic' status

VIDEOGAME REMIX Return to Dark Castle brings the original game to modern Macs

NEW FORMAT Star*Burst is ideal for iPhone and you can even send cards to Facebook

Behind the scenes of...
Star*Burst

Gaming legend Mark Stephen Pierce thinks the iPhone is a game-changer

PROFILE
Name **Mark Stephen Pierce**
Location **Austin, Texas**
Occupation **CEO of Super Happy Fun Fun**
Systems **An iPhone and lots of Macs**
Web **superhappyfunfun.com**

Q What's your Mac history?
A I co-founded MacroMind, where I co-designed VideoWorks, which became Director. I remember my partners there waiting in line at an Apple store for the 128k Mac to come out! I held onto my Macs way into the 1990s, by which time I was at Atari so I had to abandon them.

Q Before then, you created the classic Mac game Dark Castle – how did that come about?
A I was asked to create a game by Silicon Beach, and I suggested a medieval theme because I knew it'd sell well. Our meeting was one of the most inspired days I've ever had – they had this flip chart and I literally drew out the entire game on the fly.

After then, I'd mail the programmer mock-ups in MacPaint and animations in VideoWorks, and we did the game in six months. The programmer was Jonathan Gay, who invented Flash!

Q How does today's creative environment compare to then?
A The energy around the Mac back then – which showed everyone a different way of working – is similar to what I'm seeing today with the iPhone and iPad. Likewise, I worked in a wonderful environment at Atari for 15 years, with small teams creating innovative games, and that's now back in the form of the App Store. The iPhone's been a godsend for me – you don't have a publisher telling you what you can do, and the people buying games are the only filter. The iPhone's a game-changer, and it

brought me back to Apple. All our games are designed on Macs.

Q What games are you working on?
A We recently released maze puzzle game Ace Yeti Trapper. There's also Star*Burst, an evolution of my Atari game Klax. Gems march towards you and must be flipped upwards and matched. When updating the game, we inverted the playfield so it works on the iPhone, and encourages people to make patterns in the gem pit by awarding collectable cards that can be posted to Facebook.

I'm also hoping to get Dark Castle into production for iPhone; I like its side-on view and puzzles. But it was a brutal game, so it'll be a redesign that won't be so tough! ●

01 The large cards are easy to read, and the suits are clearly differentiated

02 If you don't know how to play any of the games included on the app, you'll find comprehensive help is provided

03 If you want more game types you can buy Solebon Solitaire, but the five offered here should keep you amused for some time

04 Sol Free keeps track of how many games you've played, how many you've won and more
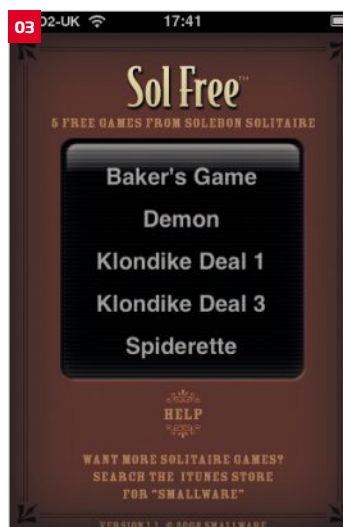
KEY INFO
UK price Free
US price Free
Web www.smallware.com
Download size 1.2MB
iPod touch compatible Yes
Requirements iOS 3.0 or later

CARD GAME

Sol Free Solitaire

FREE Keep track of what you're spending... in style!

VERDICT

5

★★★★★

Great fun and it's free. Can you ask for any more? The most fun you can have with an iPhone!

Few of us can resist a bargain, and what's better than free? Though we admire the sheer comprehensiveness of Mondo Solitaire, Sol Free is an incredibly slick implementation of Solitaire on the iPhone and it's just been updated to include five games. You can, if you're a real Solitaire nut, buy the paid-for version with its endless variations of Solitaire games, but you don't have to.

So let's see what the deal is here. Firstly there's the choice between Baker's Game, Demon, Klondike Deal 1, Klondike Deal 3 and Spiderette. Confused by those? Don't be! There are easy rules built into each type of Solitaire so you can quickly acquaint yourself with the way the game is played. Perplexed? Click on the rules and all is explained really clearly.

For those of us who ever whiled away half a lifetime on a Windows PC, the Klondike Deal 1 will be fairly familiar. It's the classic Solitaire game where you build up stacks of alternate coloured suits and then transfer them to foundations starting with an Ace and building all the way up to the Kings in separate suits. Got that?

The cards are displayed in an easy-to-see format and you can transfer cards to their foundations with a simple double tap of your finger. Too lazy to do that? Press the Auto button and have Sol Free do it for you.

The program keeps track of your stats, telling you how long it took you to solve the game and in how many moves. You can switch games any time you like and your present game will be frozen. Want to move from Klondike to Spiderette and keep your game intact? No problem.

There's no better way to waste time than to idle a few hours playing cards with your iPhone, and since Sol Free is, if you'll excuse the repetition, free, there's no reason not to install it on your iPhone or iPod touch to entertain you in a doctors' surgery. That it's beautifully-implemented and comes with rich, easy-to-read graphics is simply the icing on the cake. ●

TABLETOP CLASSIC

Battleship

£0.59 iPhone gamers get that sinking feeling

VERDICT

5

★★★★★

A perfect version of the classic pen and paper game

Unless you've played the game with pen and paper, you won't fully appreciate this iPhone version. In the old days, two players would draw various battleships on graph paper then call out grid references to see if their missiles had scored a hit or not.

Later, Milton Bradley made a fun but cumbersome electronic version of it. Now the game has found its perfect home, thanks to Hasbro and EA. As well as the basic gameplay, this version also boasts salvo and superweapon modes, featuring multiple attacks, airstrikes, mines and the like. Graphically, the game is spiced up with smart cut-scenes depicting weapons being fired and ships sinking, and there's multiplayer fun to be had across local networks. Battleship isn't everyone's ration of rum, but love it or loathe it, it's hard to see how the classic game could have been any better implemented on an iPhone. As well as the Wi-Fi and Bluetooth multiplayer options there's also the ability to use one iPhone and pass it from one to another for their turn. ●
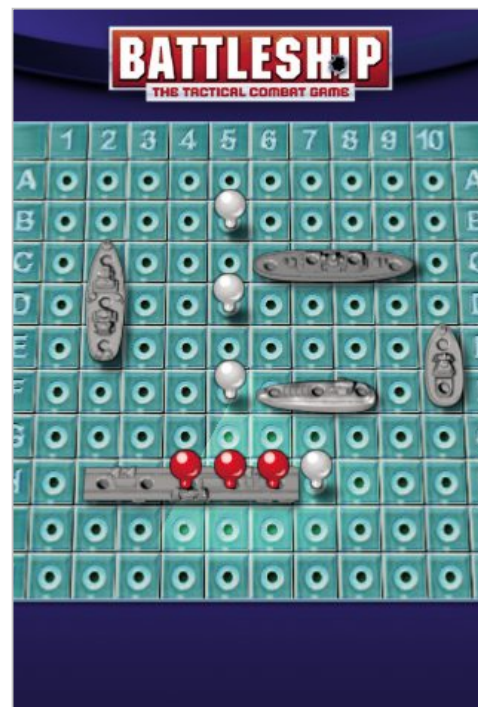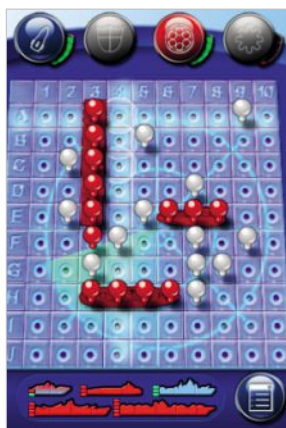
WAR GAMES Pick your targets and hope you strike it lucky with a direct hit

KEY INFO

UK price £0.59	**Download size** 10MB
US price $0.99	**iPod touch compatible** Yes
Web www.eamobile.com	**Requires** iOS 2.2.1 or later

CARD GAME

Mondo Solitaire

£2.99 More than 100 variants of the classic tabletop card game

VERDICT

5

★★★★★

If you're feeling the pinch, Sol Free will do the job, but Mondo Solitaire is much richer

There were, a week after launch, more than a dozen Solitaire games already available on the App Store, but this is our favourite, though, despite having a soft spot for the ultra-clear and free Sol Free Solitaire it's very polished, has some great personalisation options, and a couple of very clever usability tweaks that make gameplay very simple.

Top of our list is the magnifying glass that lets you see what's in each pile in more detail, but we're also big fans of the ability to slot a virtual paperclip around a selection of cards to move them all at once.

The customisation options – including pure eyecandy stuff such as changing the colour of the table and card backs, plus more useful gameplay settings, such as the ability to automatically flip cards – makes the game feel very well put-together. It also features a huge library of customisable game types. ●

KEY INFO

UK price £2.99	**Download size** 7.6MB	**STACK 'EM** The classic Klondike solitaire is supported but there's a cheaper version called Mondo Top 5 Solitaire that has this, too
US price $4.99	**iPod touch compatible** Yes	
Web www.ambrosiasw.com	**Requires** iOS 3.1 or later	

01

02

03

04

01 Play against up to nine real players and see each player's facial expressions in portrait mode

02 If you rotate your phone into landscape view, you get an overhead view of the poker table

03 You can choose which location to play your game: Las Vegas, Paris, Dubai or, erm, your garage

04 Keep your cards close to your chest by viewing your hand at any time in the bottom- right-hand corner of the iPhone's screen

KEY INFO
UK price £2.99
US price $4.99
Web www.apple.com
Download size 129MB
iPod touch compatible Yes
Requires iOS 3.1 or later

POKER AND MORE

Texas Hold'Em

£2.99 Bluff your way to poker success with this gambling game from Apple

VERDICT

5
★★★★★

A great way to hone your poker skills. Superb graphics and an intuitive interface makes this a hugely enjoyable game

Only Apple could have taken the iPhone platform and produced a version of poker that is simply stupendous. Choose where you want to play your poker and then place your bets. You can choose between your garage, Paris, Dubai, Istanbul and Las Vegas. Most of these exotic locations require you to have won a certain level before you buy in – $100,000 in the case of Dubai. Choose garage and you're in for free with the possibility of winning a maximum of $1,250. The graphics of the garage are awesome with old Apple posters on the wall and long-defunct Apple kit stacked on the shelves, a very amusing homage to the computing giant.

The graphics are simply awesome and are every bit as good as the big online poker websites. In portrait mode you get to see your opponent's face and their expressions. Turn the iPhone into landscape and the screen becomes an overhead plan of the Poker table. When you're holding the phone upright, the dealer throws out the cards to you and there they sit in the bottom-right corner of the screen. If you're new to poker and unsure of the hand you've been dealt, the program helps. Simply tap on your cards and a rating meter appears to show you just how good your hand is. It's this friendly approach that really helps to ease you into the poker world.

You can also play against up to nine real players if you want but this multiplayer function is only possible if all players are on the same Wi-Fi network – long-distance poker is out of the question.

Texas Hold'Em is the perfect way to practice and hone your poker skills without losing real money. It's a bit battery-hungry on a account of the amazing graphics but don't let that put you off. Whether you're a seasoned, whiskey-sodden pro or a newbie to the table, give it a try. In the recently updated version there's even animated gestures as you play as well as more statistics tracking and unlimited buy-ins for longer play time. ●

TOUCH QUIZ MACHINE

QuizQuizQuiz

£1.19 Put your brain through its paces with this quiz app

This app is essentially a quiz machine, with several play modes for solo players and groups. There are also more than 5,000 questions per language (so if you fancy trying UK, Aussie or even Indian-themed questions, your options are huge). The questions are surprisingly varied too, categories including movies, TV shows, sports, cheeses(!), animals and math puzzles, to name just a few.

It's a shame there are no picture or video challenges, but at just over £1 this is superb value and surprisingly well put-together. Just think how much how much you would save buying this app over having to those expensive quiz machine you find in bars and pubs!

The latest version has almost 1,000 new questions so it's really worth a purchase as these are included in the original price. There's also improved categories, several new awards to try for and question time has been increased to 15 seconds. ●

VERDICT

4

★★★★☆

A great take on a classic game. If only we could play against real people

KEY INFO
UK price £1.19
US price $1.99
Web www.quizquizquiz.com

Download size 6MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

Q&A Fancy a quick-fire quiz round? Then QuizQuizQuiz is the question and answer app for you

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CLASSIC PUZZLER

Black and White

FREE Great new look for a vintage game

The classic game of swapping game pieces from white to black to capture you opponent's pieces gets an iPhone makeover here. It's not the only Othello/Reversi-style game on the store but it gets our vote because it feels well put-together and it has some pretty good AI playing against you. We'd like to see a two-player mode – even if it's not over the Wi-Fi or internet; just some way to allow two players to compete – but it's a good start, especially as it's free. The game will last you a while though as there's four levels of opponents and it's certainly more challenging than you think it would be. ●

DISC WORLD
Win the game by capturing all of your opponent's coloured discs

KEY INFO
UK price Free
US price Free
Web www.weiphone.com
Download size 0.5MB
iPod touch compatible Yes
Requires iOS 2.1 or later

VERDICT

★★★★☆

A great take on the classic game family boardgame

WORDPLAY

Wurdle

£1.19 Hours of vocabulary-busting fun!

This is the iPhone's take on the classic Boggle game. It'll be familiar to anyone who's played PathWords on social networking site Facebook. You're given a grid of letters – 5x5 by default, but 4, 6, 7 and 8-sized grids are possible – and have to find as many words as you can, the longer the better, by linking together letters that are horizontally, vertically or diagonally adjacent. The implementation is very good, and there are plenty of options (including a 'pass and play' two-player mode) to keep you amused. It's a fun little game, and a great way to keep your mind active while waiting for a bus. ●

WORD UP
Get a grid and find as many words as you can – it's easy!

KEY INFO
UK price £1.19
US price $1.99
Web www.semisecretsoftware.com
Download size 7.3MB
iPod touch compatible Yes
Requires iOS 2.2 or later

VERDICT

★★★★☆

Could use a work on the interface, but otherwise it's great

Monster Pinball

£1.19 Play the silver ball on your iPhone

Pinball aficionados will probably crucify us for saying this, but Monster Pinball is a great pinball game. OK, it's not quite the experience you'd get in a darkened bar, nor is it as accomplished as certain revered videogame pinball sims of the past (you know the ones we're talking about). But in terms of straightforward pinballing fun at a ludicrously affordable price, Monster Pinball is absolutely unbeatable.

The ball physics are spot-on and the major features of any decent table are present and correct. And rather than try to present real tables in a shrunken form (which would be, frankly, unplayable on a small screen) Monster Pinball's developers have prudently made the interconnected tables here spacious enough to allow for much bashing and mashing of balls in an incredibly small space. The tilt function has made it to the game too, and is activated via the iPhone's accelerometer. ●

PINBALL WIZARD Go for that high score by making combinations with your shots

KEY INFO
UK price £1.19
US price $1.99
Web www.matmi.com

Download size 10MB
iPod touch compatible Yes
Requires iOS 3.0 or later

FLIP IT! Use the left and right buttons to activate your flippers on the pinball table

VERDICT

4

★★★★☆

A superb pinball experience cleverly designed to work on a small screen

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Commodore 64

£2.99 If you're under 25, you might not get it…

Look at the App Store ratings and this particular widget is getting an undeserved kicking from people who don't know any better. It's a Commodore 64 emulator and comes with a handful of games thrown in. It also has a built-in store from which you can buy additional classic 80s C64 games for as little as 59p each.

The emulator itself is nicely implemented with full-screen landscape mode and a vertical mode with a small screen and a joystick-shaped icon controller. The controls can be a little bit fiddly but the games are perfectly playable, totally authentic and really fun. ●

RETRO GAMES Relive classic C64 gaming with this fun Commodore emulator

KEY INFO
UK price £2.99
US price $4.99
Web http://c64.manomio.com
Download size 20.4MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

VERDICT

★★★★☆

An enjoyable C64 emulator with plenty of games included

Guitar Hero

£1.79 The rhythm game rocks onto the iPhone

The successful Guitar Hero series has seen five different iterations on home consoles. So, it was about time the franchise made an appearance on the iPhone and the result is mostly good.

The game comes with a batch of six songs (including Seven Nation Army and Paint it Black) with expansion packs available at £1.19 each.

The gameplay is spot-on with responsive four-button play and innovative slide moves to take advantage of the iPhone's screen. A lack of single player career progression is compensated for by a whole bunch of challenges to be completed on each track. ●

KEY INFO
UK price £1.79
US price $2.99
Web hub.guitarhero.com
Download size 122MB
iPod touch compatible Yes
Requires iOS 3.1 or later

FRET WORK One the most successful console music games finally comes to the iPhone

VERDICT

★★★★☆

A very cheap and very worthy rhythm game

CRAZY PUZZLE CRAZE

Angry Birds

£0.59 An iPhone phenomenon, Angry Birds is a must-have game

Almost overnight, Angry Birds became an App Store hit and has been topping the popularity chart in the games section for months. It's now become so popular the developers are even thinking of releasing a movie and a series of toys! What makes the game so enjoyable is its mix of its beloved little characters and easy to grasp touch controls.

The game has a rather bizarre story involving the Angry Birds getting their revenge on the green pigs who keep stealing their eggs. You get to use the unique powers of each individual bird to help attack the pigs, capture the eggs and free any kidnapped friends.

You start off each level by flinging birds at the pigs in their battlements, but you're limited to just a few birds with different powers for each level. With over 195 levels, Angry Birds should cost five times as much, as it is there's no reason not to buy this one – go on, join the Angry Birds craze. ●

VERDICT

5

★★★★★

As far as App Store games go, Angry Birds is an essential purchase

KEY INFO
UK price £0.59
US price $0.99
Web www.clickgamer.com

Download size 17.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

TWEET TWEET Fling your Angry Birds at the pigs' hideouts to rescue birds and eggs and complete missions

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BALLOON ESCAPE

Up There

£0.59 The charming life of a red balloon

Up There begins with a helium balloon trapped in a house. When the balloon is released, tilt your iPhone or iPod touch left and right in order to move the balloon up through gaps in shelves. Succeed in this endeavour and the next set of obstacles is a series of rafters in the roof. Break out through the top of the house and the branches of trees form the next set of things in the way. And so it goes on, ever upwards. The longer you can ascend for without getting trapped, the more points you accumulate. Better your score each time and check it against other players online. ●

FLOAT AWAY
Up, up and away… Proves that simplicity can be the key to a good game

KEY INFO
UK price £0.59
US price $0.99
Web www.veiledgames.com
Download size 7.6MB
iPod touch compatible Yes
Requires iOS 2.2 or later

VERDICT

★★★★★

On paper this is barely a game at all, but it's so addictive!

GUITAR HERO CLONE

Tap Tap Revenge

£1.19 Simple, pretty and diverting; awesome!
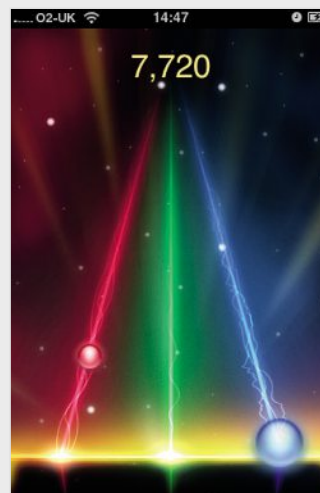
If you know the likes of Guitar Hero or Dance Dance Revolution then this game will feel very familiar. It's nowhere near as sophisticated, but it's fun nevertheless.

The idea is that you tap along to the beat of a song, tapping the correct point in the screen where the bubbles, dropping down the three beautifully coloured strings, hit the bottom of the screen. It starts off fairly easy but you'll be really hard pushed to succeed at the more difficult guitar riffs. There are four different difficulty levels, and the two-player mode is great fun. Uses its own tunes, not your library. ●

TAP IT
Think your reactions are fast? You'll be tested with Tap Tap Revenge

KEY INFO
UK price £1.19
US price $1.99
Web www.tapulous.com
Download size 8.8MB
iPod touch compatible Yes
Requires iOS 2.0 or later

VERDICT

★★★★★

Fast-paced interactive guitar fun at the tap of your iPhone screen

Pang

£0.59 I'm forever blowing (up) bubbles

BUBBLING UP If you like to burst a bubble or two, the classic Pang game is just your thing

KEY INFO

UK price £0.59
US price £0.99
Web www.soft-go.com

Download size 7.5MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

This is an almost pixel-perfect conversion of the arcade and home computer classic Pang. The idea is to pop bubbles with a vertically firing grappling hook. When a large bubble pops, two smaller ones appear and so on until the screen gets terrifyingly busy with different sized bubbles going everywhere. Clear the bubbles and you move on to the next of the game's 50 levels.

There are different numbers of bubbles, platforms, and power-ups, all of which keeps things interesting. If you don't like frustration, it's probably best avoided though, you'll be tearing your hair out soon enough with bubbles bouncing around all over your iPhone's screen! Otherwise, it's an addictive and challenging game that relives the classic game from 1989. Being touch-based though, it's actually more intuitive than the original joystick-based game. Expect more games like this to head to the App Store. ●

VERDICT

3

★★★★☆

It looks cute but this is a proper old-school challenge. Terrific!

Q*Bert Deluxe

£1.19 A blend of blocks, bouncing and baddies

CUBOID The cubic world of Q*Bert is both fun and frustrating

KEY INFO

UK price £1.19
US price $1.99
Web www.sonypictures.com

Download size 7.7MB
iPod touch compatible Yes
Requires iOS 2.2 or later

For the benefit of the under 40s, Q*Bert was a classic arcade coin-op. The premise is simple. The player has to make Q*Bert jump around a simple structure made of cubes. Each time he touches a cube it changes colour. When all the cubes have been changed it's onto the next level. The problem is that there are many enemies who are also bouncing around the cubes and if Q*Bert gets touched, it's curtains for the little fella!

If Q*Bert gets into a tight spot he can attempt to leap onto a floating disk that will whisk him away to safety. He's never safe for long though, as the further he gets, the more times he has to change the blocks' colours. This release features the original version, a sexier updated mode with multiplayer and Co-op modes and a series of colourful jungle levels. It's a bit repetitive, but essential for retro fans who will love to be reminded that Q*Bert still exists. ●

VERDICT

3

★★★★☆

If you like retro gaming and aren't afraid of tough repetitive challenges, you'll love this app

BALL & MAZE

Mad 'o' Ball 3D

£1.19 Ball plus maze plus accelerometer equals fun

Pretty much any game that features a ball and a maze – and that uses the iPhone's accelerometer – is going to be worth the asking price.

Mad 'o' Ball 3D, while not as slick or interesting as the more expensive Monkey Ball or Labyrinth, nevertheless frustrates and fascinates from start to finish. The idea is simply to roll the ball from the start to the finish of 32 floating mazes. Hazards come in the form of rotating platforms, steep inclines, jumps and the like. You can play each track with different racing styles to make it even more challenging and this also extends its game time.

The topography of the mazes is not always clear, which can lead to some frustration, but it's compelling enough to keep you plugging away to the bitter end, then go at it again to improve your times. If you've got an iPhone 4, an updated Retina Display version is coming soon as a free update. ●

VERDICT

4

★★★★☆

Not all that slick, but Mad 'o' Ball is oodles of fun

KEY INFO
UK price £1.19
US price $1.99
Web www.madoball3d.com

Download size 49.8MB
iPod touch compatible Yes
Requires iOS 3.0 or later

**FRUSTRATING FUN** Mad 'o' Ball provides yet another reason for you to be addicted to your iPhone

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RAGDOLL PUZZLE

Ragdoll Cannon!

£0.59p Love Angry Birds? It's your lucky day

This game employs physics not unlike those found in the incredibly popular Angry Birds. In Ragdoll Cannon, the player (predictably) fires ragdolls from a cannon in order to reach a target marked 'HERE'. Pretty straightforward, but for the fact that blocks, dangling chains, balls and all sorts of other obstacles are introduced forcing you to really think about how to use the realistic physics of the ragdolls to get to the target. As they are ragdolls, their limbs are very floppy and cumbersome, adding an extra challenge to how you propel them around the screen. You'll also need to master chain reaction when hitting objects to achieve goals in the more difficult levels. There's 220 levels, a one-touch control scheme and iOS 4 multitasking support. Also, there's Roly Poly Cannon on the App Store which is more complex, featuring timebombs and targets that you must both hit and avoid; oddly, it's slightly less fun. ●

VERDICT

5

★★★★★

A ludicrous amount of bizarre puzzling for almost no money
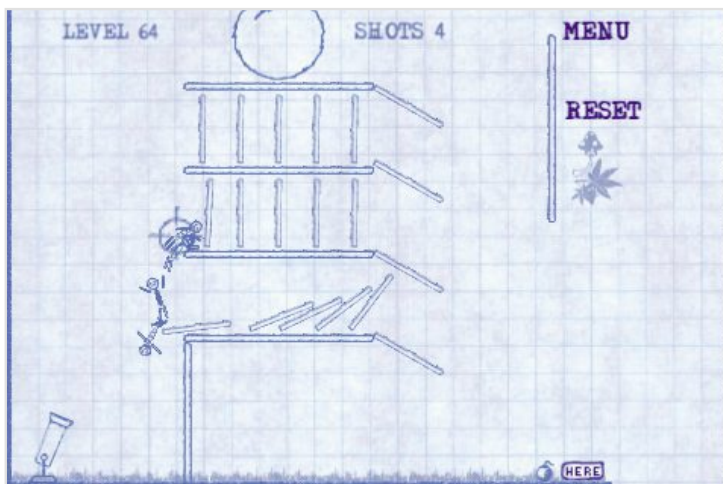
KEY INFO
UK price £0.59
US price $0.99
Web www.fdg-entertainment.com

Download size 16.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

RAG TIME Fling ragdolls at speed to clear a path to the goal. There's endless fun to be had

IPHONE GEMS Match gem shapes and win big with Bejeweled 2

KEY INFO

UK price £0.59	**Download size** 10.8MB
US price $0.99	**iPod touch compatible** Yes
Web www.popcap.com	**Requires** iOS 3.0 or later

GEM MATCHING

Bejeweled 2

£0.59 The classic comes to the iPhone

Ahhh, Bejeweled. Forget the laggy, clunky web-based versions that first debuted on the iPhone, running in Safari, and hinting at its gaming potential – this is the proper native app. And if you've never played Bejeweled before – first, obviously, welcome back to Earth; what's Mars like, anyway? – you're in for a real treat.

The basic concept is almost facile: it's a gem-matching game, so you swap different coloured gems around to makes line of three, four or five same-coloured gems. It's the perfect way to spend a few mindless minutes in a doctor's waiting room or at a bus stop, and there's enough variety and strategy involved to keep you interested. Lines of three gems pop into oblivion immediately, lines of four give you a special exploding gem

that you can trigger later, and a line of five gives a gem that can wipe out all others of the same colour in a spectacular chain reaction or 'cascade' of destruction. You can also play against the clock for an added-pressure challenge.

Also included in the app on the App Store these days is Bejeweled Blitz – which enables you to play against your Facebook friends. Bejeweled Blitz has over 10 million players on Facebook, so if you're into competing for global high scores, Blitz is just the thing for you. In Blitz mode you can earn coins and buy boosts to allow you to reach even higher scores than ever before. If you like you can even use the coins and boosts you get on the iPhone version back on the Facebook application instead. ●

VERDICT

5
★★★★★

Fantastic. The perfect 'pick up and put down' game for the doctor's waiting room. It's good-looking, too

---

CATCH 'EM ALL If you're a fan of Bejeweled you'll love Critter Crunch

KEY INFO

UK price £0.59	**Download size** 9.4MB
US price $0.99	**iPod touch compatible** Yes
Web crittercrunch.com	**Requires** iOS 2.1 or later

BEJEWELED ALTERNATIVE

Critter Crunch

£1.19 Use your tongue to grab gems

Essentially another gem-matching game, but with a twist. You control the monster at the bottom and use your sticky tongue to feed smaller monsters to bigger monsters. When they're full, they pop, releasing point-giving gems or power-ups. It's too sluggish to load for our liking, but it's adorably Japanese and some clever thought has been put into the gameplay.

Critter Crunch is still one of our favourite puzzle games for the iPhone platform simply because the gameplay is so varied and addictive, and because it's just gorgeous to look at – and the sound effects are great, too.

Essentially, in Critter Crunch you work against a time limit as the critters advance down the screen. You score extra points by popping a critter that's part of a

chain of similarly-coloured friends, who'll all pop at the same time and give you extra points. There are also 'Food Chain' combos. If you feed a small critter to a medium-sized critter who's under a big one, the big one will then chomp him straight up and pop, dropping a coin to boost your combo further.

As you work your way through, you'll start to encounter power-ups, or 'Power Foods' as they're known here. Pop a sparkling critter, and you get a power food, which turns into an icon at the bottom left. When tapped, you get a special ability for a limited number of uses, such as being able to spit watermelon seeds to pop critters and clear some space. There's more to discover too, with new elements constantly added to the game. ●

VERDICT

5
★★★★★

Although it's sluggish to load, it's one of our favourite iPhone games. Totally addictive

TOUCH SKILLS

Orbital

£1.79 A three-in-a-row game with a twist

This game is kind on the eye but hard on the brain. There's a cannon at the bottom of the screen and when you tap the screen it fires and deposits a ball (the size of which depends on how much space it has). To destroy each ball takes three more collisions. So it's a balancing act of creating and destroying balls, without shots rebounding back into your firing area. It's the splitting of each element down into three parts that makes Orbital particularly challenging. Once you get the hang of it however, you'll soon be smashing your way through the game's levels. It's a real mix of strategy and reflexes that will keep you entertained for weeks on end!

Make sure you practise though as the online players' scores are always, always better than yours! In the latest version there's graphics updates and even direct support for Facebook, so you can show off your high scores with friends online. ●

VERDICT

5

★★★★★

This game is as frustrating as it is addictive

KEY INFO
UK price £1.79
US price $2.99
Web www.orbital-game.com

Download size 7MB
iPod touch compatible Yes
Requires iOS 2.2 or later

TAP IT! Orbital offers the simple yet addictive gameplay that will lose you for hours

---

ON THE WONK Unlocking new and more powerful weapons are one good reason to keep playing

TILT SHOOTER

Tilt to Live

£1.79 Another reason to love indie coders

Tilt to Live is a near-perfect example of a simple idea, executed beautifully. You move your ship around the play area by tilting the iPhone (the controls here are phenomenally accurate and responsive) in order to avoid red dots (enemies) and pick up weapons in order to destroy those enemies. The further you progress in the game, the more insane the action becomes, and there are some entertaining achievements to be had. If that's not a turn-off, Tilt to Live should be right near the top of your shopping list. It's a blinder. ●

KEY INFO
UK price £1.79
US price $2.99
Web www.onemanleft.com
Download size 13.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

★★★★☆

Perfect use of the accelerometer. This is a near-perfect little shooter

---

ENEMY TRAP

Spirit

£0.59 Suck enemies into another dimension

Like Vector Tanks, this is another great vector-based game, which serves to reinforce our theory that any game with old-school vector graphics is automatically a winner on the iPhone.

Spirit sees the player dragging a little vector ghost around the screen, creating loops around enemies in order to trap them in a destructive bubble. Enemies have varying shapes and movement characteristics, making trapping them increasingly difficult as wave after wave of neon assailants litter the screen.

It's clever, cool, and your little ghost even adds a bit of cuteness to the mix. ●

VERDICT

★★★★☆

Superbly implemented. Another indie gem for your iPhone

KEY INFO
UK price £0.59
US price $0.99
Web spiritapp.com
Download size 13.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SPACE INVADERS
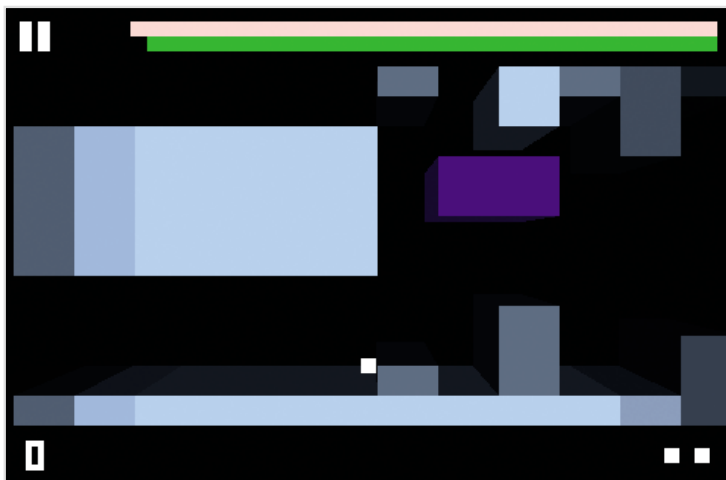Create loops around your enemies to wipe them off your screen

BALL & MAZE

Squareball

£1.19 Mixing primary colours with frustration

SQUARED OFF It may look shocking in terms of visuals, but you just can't help but play Squareball

KEY INFO
UK price £0.59
US price $0.99
Web www.dromsynt.com

Download size 12.6MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Sometimes the crudest games turn out to be the most compelling and so it proves with Squareball, a game inspired by Pong, Breakout and your generic basic platformer.

All you have to do is guide a ball around a maze, collecting good stuff and avoiding bad stuff. Look for the green blocks to clear each stage and you'll be fine. You'll spend as much time swearing at it as smiling upon it, but it's stupendously addictive.

Squareball sits halfway between genius and madness with its garish colour scheme and frustrating level designs. To go with the retro graphics are retro sound effects and being 60fps it's a like a flashy disco on your iPhone! The game has 20 stages spread across five fantastic worlds and there's very different obstacles found in each maze. To celebrate the game's first anniversary the developers have issued a free update that contains an 'endless' mode which extends the game's levels. ●
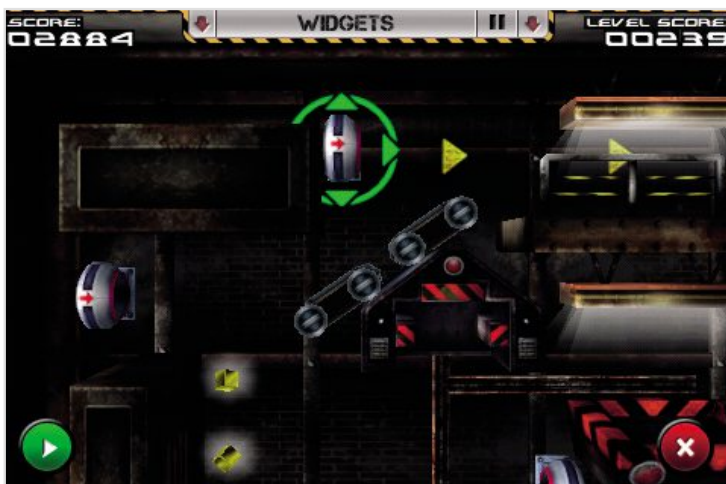
VERDICT

5
★★★★★

A throwback from the late 1980s. Vile colours, but brilliant all the same!

DELIVERY PUZZLE

The Package

£1.19 A game that proves parcel delivery is a lot more complex than we initially thought

THE TRANSPORTER Deliver the parcels to their correct destination without making any errors

KEY INFO
UK price £1.19
US price $1.99
Web www.rockpocketgames.com

Download size 35.3MB
iPod touch compatible Yes
Requires iOS 3.0 or later

In each level of The Package, a carboard box has to be transported from the entry point to the exit by means of positioning a number of handy gadgets such as fans, conveyor belts, springy boxing gloves and explosive charges.

As play advances, the rooms become more hazardous, featuring more elaborate routes from start to finish, nooks and crannies in which to get trapped, and even crushing machines and furnaces that destroy the package.

There are 20 levels in total, which doesn't seem that many. However, The Package chooses not to guide you through lots of introductory challenges and instead starts off tricky, and rapidly becomes incredibly difficult with little help available if you're struggling. It's a long process of trial and error, but satisfying when you find a solution.

Part Incredible Machine, part Lemmings, part Royal Mail sorting office, it's a great puzzler. ●

VERDICT

5
★★★★★

A superb puzzle package, but it's a tough one

CUBE CONUNDRUM

Balcassa

£0.59 Rubik's Cube meets sliding tile puzzle

COLOUR MATCH **It looks simple, but Balcassa is far from a walk in the park**

VERDICT

3

★★★☆☆

There's a great idea here, it's just not been turned into a proper game

There's proof here that you should never judge a book by its cover. Balcassa's creators, for some inexplicable reason, have decided to hide their rather smart and ridiculously challenging puzzle game behind a truly dreadful front end.

The game is essentially a fusion of sliding tile puzzle and a Rubik's Cube. By rolling individual cubes around a grid, you have to achieve various aims, perhaps getting all the upper faces of the cubes showing the same colour, or assembling the faces of a bunch of dice in numerical order. The object of each of the games is to rotate a number of cubes into a sequence, a pattern or orientation by moving them around the screen.

In some games it may be enough to get each cube into position with the correct side showing, while in other games rotation of the cubes must also be considered. The idea is simple, the solution of course is far from it!

There's only a handful of puzzles available, but like a Rubik's Cube, it's not the variety but the complexity that's important to the game, it's the skill involved.

It's just a shame there's no linear progression through the levels, no 'journey' through the game. As it stands, Balcassa is a diverting toy rather than a fully-fledged game. Worth the money, but a bit workmanlike. Might be worth a look if you loved other popular iPhone cube rotation games such as Cubes. ●
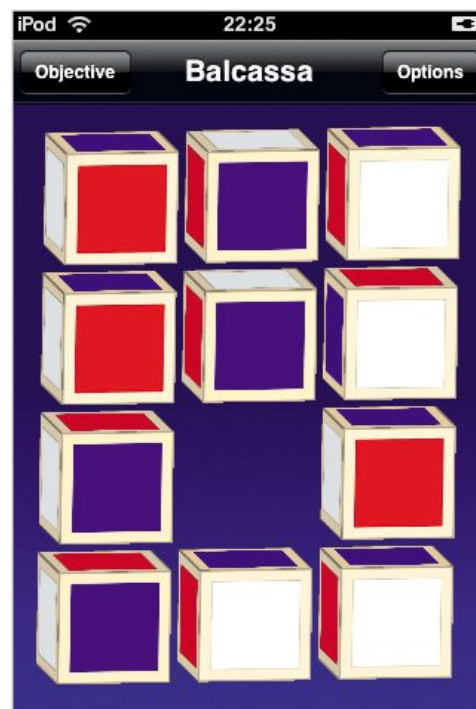
KEY INFO

UK price £0.59
US price $0.99
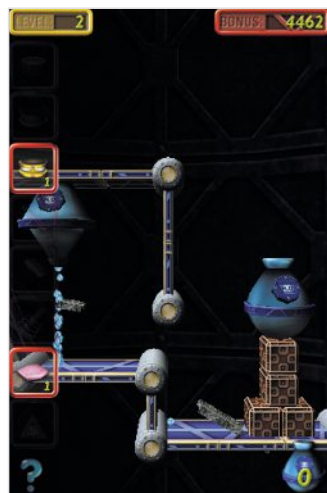**Web** www.openplanetsoftware.com

Download size 1.17MB
iPod touch compatible Yes
Requires iOS 3.0 or later

PHYSICS STRATEGY

Enigmo

£0.59 Have fun while learning physics

Catch a falling droplet and put it in a canister. Hmm… that doesn't sound quite right. But hey, this isn't a game for oldies – it's fun for kids and also a useful physics lesson.

Use bumpers, sliders, sponges and accelerators to move water, oil and lava from a dripping vessel to another container. Earn points as you go and extra bonuses for completing the level quickly.

It takes some concentration (and patience), but is worth the effort. If you love a challenge, there are 50 levels for you to wring every last drop of fun out of. Mastering the liquids is really fun and makes brilliant use of the accelerometer. ●

PHYSICS LESSON **Lava and water have very different properties, as you'll soon discover!**

KEY INFO

UK price £0.59
US price $0.99
Web www.pangeasoft.net
Download size 5.5MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

VERDICT

★★★☆☆

It's fun and you can learn some elementary physics while you play

SCULPTURE WRAP

Zen Bound

£1.79 More like the Turner prize than a game

The iPhone is rapidly evolving into a compelling gaming platform, but every now and then a genre-defying app comes along that isn't quite a game in the traditional sense. Zen Bound is a perfect example, but it's fair to say that it's utterly pointless.

However, that misses the point. The basic idea is that you rotate a wooden animal sculpture to wrap rope around it, coating it with paint as you do so. There's no timer, and, though you can't rotate the view itself, the act of spinning the sculpture with one or two fingers is calming. It looks beautiful and the soundtrack is stunning. Try it! ●

VERDICT

★★★★★

It may be pointless, but painting sculptures is very satisfying

KEY INFO

UK price £1.79
US price $2.99
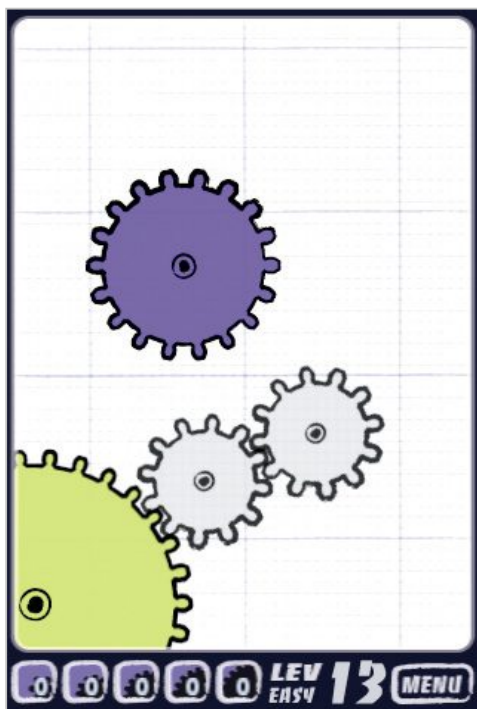**Web** www.chillingo.com
Download size 53.5MB
iPod touch compatible Yes
Requires iOS 3.1 or later

ART ATTACK **Not so much a game, but Zen Bound is a captivating artistic experience**

COG PUZZLE

Geared

£0.59 It's a form of cog-nitive therapy

COMPONENT PARTS Use your brain to align the cogs correctly to complete levels

KEY INFO
UK price £0.59
US price $0.99
Web www.bryandev.com

Download size 2.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

There are some puzzle games that lay their stall out early. Tetris is a good example. There are falling shapes and you fit them together… that's all you have to do. Then there are the overly complex ones, introducing more and more elements until your head hurts and you wonder what you were thinking about in exchanging cash for mental forms of torture.

Geared is a weird one. It starts off so simple that it's almost mundane, and continues to plough its initially tedious furrow for roughly 20 levels. Only then does the play mechanic – that of placing cogs on a grid in order to link the initial gear to the end one – find its feet and provide challenging, engrossing puzzling for the remainder of its 150 levels.

Progress through the game is saved automatically and there's a skip feature so you can try any level rather than having to wait to unlock the harder ones. This is particularly handy if you get really stuck too, as you can crack on with the other puzzles and revisit the one that's causing you problems later on.

If you get really stuck or make a mistake don't panic, there's always the Reset button on each level to take you back to the start of the puzzle, and there's even a community section on the game to discuss solutios with other iPhone users.

Geared is the sort of game you'll buy, be mildly disappointed with for five minutes, then go on to play constantly until you've completed it – at which point you'll be sorely disappointed it's all over. The 150 levels is worth every penny of its price. ●

VERDICT

4

★★★★☆

A limited premise, but one that opens up to create a satisfying challenge

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COG PUZZLE

Cogs

£0.59 App Store gaming paid in instalments

TILE FUN Build increasingly complex contraptions within attractive 2D and 3D environments

KEY INFO
UK price £0.59
US price $0.99
Web www.chillingo.com

Download size 27.1MB
iPod touch compatible Yes
Requires iOS 3.0 or later

Cogs is like a sliding tile puzzle, but instead of completing a picture, you're arranging cogs in order to bring a clanking Victorian contraption to life. An additional challenge comes from having to work out arrangements over several sides of a 3D object.

There's two different modes: Inventor and Challenge Mode. In Inventor Mode you start with simple puzzles and have to use the tools you're given, whereas Challenge Mode (unlocked by completing Inventor Mode), you have to tackle the same puzzle again with limited time of just 30 seconds.

Unfortunately, you only get a few levels at first and have to pay for additional level packs. It's not a deal breaker, but we'd have preferred to buy the whole game up front to avoid the faff. Even so, this is a beautifully designed puzzler made all the more fun thanks to its steampunk presentation. Extend the game by competing on the online leaderboards. ●

VERDICT

4

★★★★☆

Superb steampunk puzzling using a tiled 3D environment

ARCADE CLASSIC

Super Monkey Ball 2

£3.49 The monkey in a bubble returns

This was the game that got everybody talking about the iPhone as a gaming platform, due to the nifty use of the accelerometer as a control device. In this SEGA Megadrive classic you tilt your iPhone to guide a little monkey in a glass ball through a series of floating 3D platforms, trying to avoid a fall from the edge. Unfortunately, it had a very sensitive control system, which meant it was fiendishly difficult to play and spoilt the experience for too many people.

The new version of Super Monkey Ball is essentially more of the same style of gameplay but features improved graphics, more options, more levels, more characters, and it's not as difficult as the original, which makes it more fun for the casual user. So long as you don't try to collect every single banana on each level (get 10 and you gain an extra life) mere mortals do now actually have a chance of completing most levels. Thank goodness for that! ●

VERDICT

5

★★★★★

Superb. This is just what the original game should have been like

KEY INFO
UK price £3.49
US price $5.99
Web www.sega.co.uk

Download size 93.1MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

BALL GAME Every banana counts – that's the overriding message of Super Monkey Ball 2

TILT BOARD

Labyrinth 2

£2.99 An a-maze-ingly good game…

We suspect the original Labyrinth – in which you tilted the iPhone to send a steel ball from the start to the finish of a wooden maze wouldn't provide enough entertainment for gamers in the long run, but actually it's one of the most popular games on the App Store because it's so much fun.

If you loved the original free Labyrinth game then you'll love the sequel. There's plenty to make the task harder including buffers, cannons, moving walls and magnets. It's not just about the tilting anymore! It offers so much variety that there's something for everyone and there's enough levels to justify the price. It's exactly the sort of game the iPhone was made for. The current version (1.3.1) has been updated for the new Apple Game Center (including 36 achievements to obtain), with global leaderboards and it now supports the Retina display of the iPhone 4 for extra clarity. ●
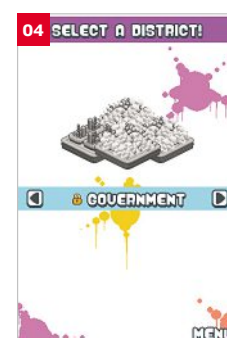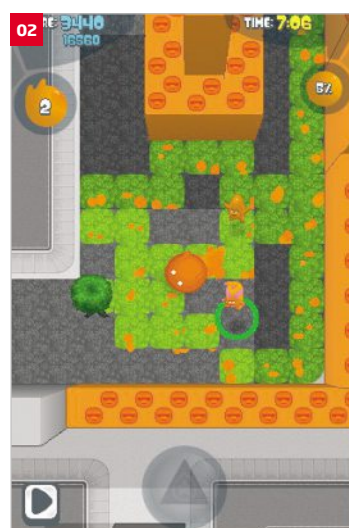
VERDICT

5

★★★★★

This is a fantastic expansion of the original game

KEY INFO
UK price £2.99
US price $4.99
Web www.labyrinth2.com

Download size 12.6MB
iPod touch compatible Yes
Requires iOS 3.0 or later

TILT AND SHIFT Simple, addictive and loads of fun. Labyrinth 2 is a hit as far as we're concerned

KEY INFO

UK price £0.59
US price $0.99
Web www.thqwireless.com
Download size 8.8MB
iPod touch compatible Yes
Requires iOS 2.2 or later

TOP-DOWN PLATFORM

De Blob

£0.59 Another oldie that's a goodie for the iPhone

VERDICT

5

★★★★★

Looks great and offers plenty of scope for more committed gamers. The tilt control option is welcome

This is still exemplary iPhone gaming even though it was one of the original iPhone games. At its simplest, you just roll a little spherical monster around a townscape, controlling its movements by tilting the phone and using its accelerometer.

You bump into little pots of paint that change your colour, and you can then roll into buildings to paint them the same colour as you. Thereby you bring a splash of colour to the drab grey world, which is menaced by the evil INKT Corporation.

There's lots of variety to keep you engaged, though. Colours can be mixed – a good thing since some buildings require you to be a particular colour

and size before they'll take the paint – and there are inky baddies that cause you to leach colour away from buildings instead of adding it. You can squash them by tapping on them when you're nearby and the target icon appears on-screen, or, if you get inked, find a pond to wash yourself off in. There are four different zones, 16 levels and three different modes of play for you to work your way through, bringing colour back to the once-lavish city of Chroma.

It's the implementation and sheer scale of the work that's gone into crafting this long-lasting title that is really impressive, however. For the price of a chocolate bar, this is phenomenal value indeed. ●
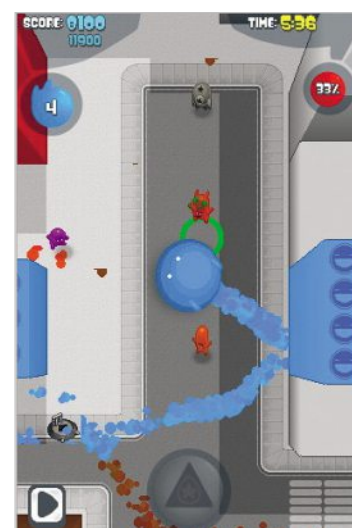
ON THE LEVEL You can choose not to use the tilting control system, which is a welcome option when you're travelling

PLATFORM HEDGEHOG

Sonic The Hedgehog

£3.49 Sonic speeds forward onto the iPhone

The spiky speedster has finally arrived on the iPhone, enabling you to relive the gaming memories of the 90s. Battle Dr Eggman and collect golden rings in this note-perfect recreation of the original Mega Drive cartridge; it will delight any SEGA fan or younger gamer exploring the origins of today's platform gaming.

The controls on the iPhone are responsive and visually it's a real treat. The fast-paced gameplay also remains as enjoyable as ever, as you careen through the levels in search of the evil Dr Eggman. The only downside is the lack of a save facility. If you lose your lives you have to go back to the beginning. It's harsh, but to be fair, that's true retro-gaming for you.

Sonic The Hedgehog 2 is also available for £3.49, and the latest release is Sonic The Hedgehog 4. Costing £5.99, this also include two exclusive iPhone levels. ●

VERDICT

5

★★★★★

The pixel-perfect iPhone debut of everyone's favourite hedgehog

KEY INFO
UK price £3.49
US price $5.99
Web www.sega.co.uk

Download size 4.0MB
iPod touch compatible Yes
Requires iOS 3.0 or later

GOLD HUNTER Race around the obstacle courses, collecting gold rings and avoid evil Dr Eggman

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TOUCH ACTION/PUZZLER

iBlast Moki

£1.19 Getting blown up for good…

With its polished interface and pretty graphics, this physics-based iPhone game is very much in the visual style of Sony PSP's Loco Roco – but the premise is somewhat different. Here you're in the world of the Moki – small cute creatures – and the idea is to move the Moki around by blowing up any obstacles that are blocking their way. It's all about a combination of positioning and timing to best effect.

So you might, for example, set a bomb to start the Moki rolling, set another to blast it over a chasm, and then set another to make it leap an obstacle. All these bombs have to have their timers set accurately to pull off the stunt successfully.

There are 85 levels in seven different worlds, each with its own gameplay, and there's also a level-editor so you can create your own. You can play against friends, too. It's clever, and it should definitely be on your iPhone. ●

VERDICT

5

★★★★★

An inventive puzzler with an explosive play mechanic

KEY INFO
UK price £1.79
US price $2.99
Web www.godzilab-games.com

Download size 11.6MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

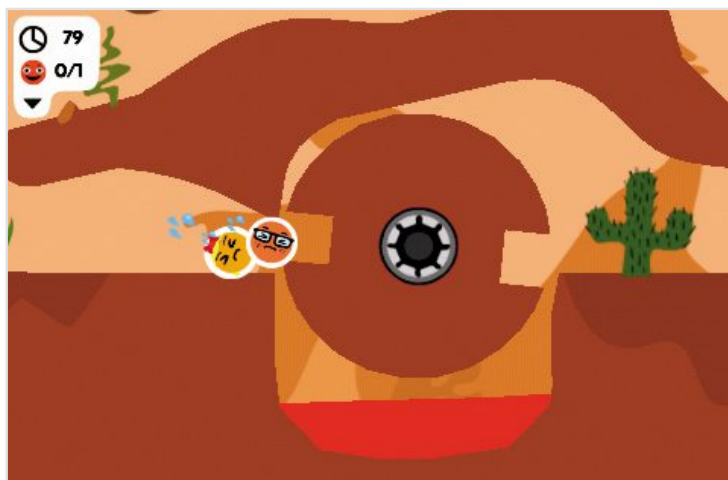**LIBERATE THE MOKI!** Use well timed explosives to forge their path to freedom

ROLLING INVASION

Rolando

£1.79 A stroke of genius for the accelerometer

QUICK WITS **Quick fingers will rescue you from any hazards**

KEY INFO
UK price £1.79
US price $2.99
Web rolando.ngmoco.com

Download size 27.4MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

The aim here is to save Rolandoland from peril by rolling its inhabitants (Rolandos) through various hazards. Rescue a certain number of Rolandos on each level and you progress to the next challenge.

The key is its physics engine. The Rolandos roll about the landscape with the tilt of the iPhone. Basic Rolandos go left and right and need a swipe of the screen in order to leap over obstacles, while Spikey Rolandos can roll across ceilings and vertical surfaces. You have to reach and activate switches that open doors, release bombs and shove blocks into pits to create bridges.

Progression through the 36 levels requires concentration, thanks to the complexity of the maps and levels. While Rolando seems casual, it is also a triumph of good, old-fashioned, game design that will transport you to addiction without you realising that it's sucked you in and made you a master of its internal prescript. ●

VERDICT

5

★★★★★

A visually beautiful and well designed game. Cheap, cheerful, and wonderfully playable

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OPPOSING DIGIT PLAY

Sway

£2.99 A dose of old-fashioned hangin' around

STARRY-EYED **As well as moving to the exit quickly, you also collect stars as you swing past them**

KEY INFO
UK price £2.99
US price $4.99
Web www.illusionlabs.com

Download size 9.4MB
iPod touch compatible Yes
Requires iOS 2.0 or later

This appears to be a true original. That's not to say it's a work of genius – it's pretty short-lived and the control system can be frustrating – but it's a game unlike any other. Its ingenious design is a product of the iPhone touchscreen's unique characteristics.

It's like a platform game, but rather than standing on the platforms, your character hangs from them and moves away by swaying. Gently moving your right and left thumbs controls the swing and grip of your character's respective arms as he traverses the scenery collecting stuff, ultimately getting to the exit. Your score is calculated by how quickly you complete each level. It's tough, rewarding, sweet and annoying…

A Lite version is also available for free if you want to try out the game first. Once you're hooked, you'll need to pay to unlock the full game if you want all 25 levels and 10 characters. ●

VERDICT

4

★★★★☆

A frustrating but rewarding game. And you won't have played its like before

END IN SIGHT The last couple of levels are frustratingly much harder than previous ones

EVOLUTION CHALLENGE
Spore Origins
£1.19 Tinker with evolution on the fly

Spore Origins isn't as ambitious as the Mac version; you don't evolve your little creature onto land, and there's no web connection to share creations in populating new worlds. It's more suited to casual gaming.

There are 30 levels in the main Evolution mode, and as you progress you can add defensive, offensive, navigation and sensation upgrades to your little creature. The game is packed with charm, and it looks great, but it's not perfect. The calibration routine is handy, but it's difficult to get it right, and the gameplay can be repetitive. ●

KEY INFO
UK price £1.19
US price $1.99
Web www.eamobile.com
Download size 70.5MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★★☆
A beautiful, fun game, but it lacks depth, and we'd like some clearer instructions

ADDICTED TO TIDYING? No, neither are we, but you could be after a blast of I Love Katamari

PICK-EM-UP
I Love Katamari
£2.99 Like a Dyson – suck to succeed

The iPhone is introducing casual gamers to all sorts of weird Japanese titles that were previously the preserve of hardcore game fans only.

Here the protagonist, a prince, collects junk by rolling a sticky ball and picking up stuff. Starting small, you collect pegs and dominoes, before moving onto bottles and cartons, then small pets, furniture and buildings.

The game is basically a collect-em-up, but the surreal premise and accurate physics make rolling this ball challenging and compelling. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.namcogames.com
Download size 84.2MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★☆☆
An odd game, but the originality and inventiveness is beyond question

INTERGALACTIC EXPLORATION
SolarQuest
£1.79 Strap yourself in for a rough landing

Could you pilot a spacecraft through 3D celestial challenges across three levels of difficulty, reliving *Star Trek*-esque intergalactic antics? You'll need agility because SolarQuest's controls are crude, with just an afterburner for thrust and a lift jet to keep you aloft.

As you crash headlong through space, you can collect three types of power-up boosts to assist you on your way. Your spaceship has shields to protect you and there are three lives. Trying to steer by wiggling your iPhone isn't easy and there's horrid thrash music to accompany your efforts, while the iPhone's vibrator also kicks in from time to time when you hit something.

There are a few bugs in this app because operation is neither smooth nor fluid. But you're talking about pocket-money price, so if you like the cut and thrust of competing on an online leaderboard, this could be the way to idle away a few hours. ●

VERDICT
3
★★★☆☆
It's clumsy, crude and jerky. But if you like clunky space games, it's perfect

KEY INFO
UK price £1.79
US price $2.99
Web www.neonsurge.com
Download size 2.0MB
iPod touch compatible Yes
Requires iOS 2.1 or later

DODGE BALL Steer your way around the universe and avoid hitting obstacles in this intergalactic adventure

01

02

03

02

01 If you want to be a pirate, the dock is a good place to start

02 LeChuck is scary, but not as spooky as the Ghost Pirate himself, coming to haunt you

03 Hmm, what is this island called, we wonder? Backdrops hold many clues

04 Your enemy, the evil LeChuck owns a spooky ghost ship

KEY INFO
UK price £4.99
US price $7.99
Web www.lucasarts.com
Download size 355MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

PIRATE POINT-AND-CLICK

The Secret of Monkey Island Special Edition

VERDICT

5
★★★★★

A superb revamp of a legendary adventure. An essential in every true gamer's library

£4.99 The best pirate adventure ever is back

LucasArts set the bar for point-and-click adventures when The Secret of Monkey Island was released almost two decades ago. In terms of storyline and comedy scripting it remains the best adventure of its type.

The release of this Special Edition for the iPhone gives you a fresh chance to see wannabe pirate Guybrush Threepwood trying to earn his stripes. He must carry out three tests to take on evil Ghost Pirate LeChuck.

The Special Edition is very special indeed. But not because of the control system. Rather than having to tap a desired area or object, you have to grab and drag an onscreen pointer. This is fine for the most part, but when you're trying to get Guybrush to head off the side of the screen, it can sometimes be a little difficult to get the pointer pointing in the right direction. Irritating it may be, but to deduct points for the slightly awkward iPhone controls would be petty.

No, Monkey Island SE is special because it not only faithfully recreates the original game, but also adds

improved graphics, a new voiceover by the original Monkey Island cast, and an enhanced soundtrack with live instruments – while retaining all the character of the original.

In fact, the original version of the game is included and you can, rather brilliantly, toggle between the old Classic mode and the new Special Edition mode during gameplay, simply by swiping the screen.

Monkey Island SE is adventuring at its most amusing and entertaining, and as such shouldn't be missed. ●

SCI-FI POINT-AND-CLICK

Beneath a Steel Sky

£1.79 A post-apocalyptic tale with a sense of humour

This sci-fi point-and-click adventure follows the character of Robert, who was adopted and raised in the Australian outback. Years later Robert is kidnapped by security soldiers sent from Union City but manages to escape, and this is where his new adventure begins. The backstory is introduced through a comic book, drawn by famous artist Dave Gibbons.

It's familiar fare, with Rob working with his sidekick, an intelligent talking robot called Joey that he's built himself. Together they travel around and solve puzzles by talking to people, pressing buttons, collecting and using objects and so on; in its day it was pretty sophisticated stuff, and even now still proves to be enjoyable.

The voice acting, it must be said, is poor. The clunky delivery is irritating and Joey is plain annoying. This, however, is not a deal breaker and this adventure should appeal to a broad spectrum of players. ●

VERDICT

4

★★★★☆

Even annoying voice acting can't spoil this cool classic

KEY INFO
UK price £1.79
US price $2.99
Web www.revolution.co.uk

Download size 134MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

BRIGHT SPARK Rob's party trick was going well until the ventriloquist's dummy spontaneously self-combusted

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MYSTERY POINT-AND-CLICK

Broken Sword: Director's Cut

£2.99 An oddly familiar tale retold on iPhone

This retooling of a BAFTA-nominated game that debuted on PC in 1996 features visuals by Dave Gibbons – the artist behind Watchmen and Beneath a Steel Sky (see above). There's also a score by Barrington Pheloung. In this globetrotting adventure George teams up with journalist Nico to investigate the Knights Templar, after a murder in Paris' Palais Royale.

The new script includes humour and pathos in equal measure. As such, it feels like the result of ramming *Inspector Morse*, *Midsomer Murders* and a variety of comic books into a blender and ending up with an unlikely yet thoroughly palatable adventure.

That's what it 'feels' like. What it plays like, however, is a precursor to the Professor Layton games on the Nintendo DS, but without the brain-bending puzzles. As a result, it's less taxing but every bit as engrossing. Excellent stuff! ●

VERDICT

5

★★★★★

A superb update to the classic with impressive production values

How can you last a siege without water?

KEY INFO
UK price £2.99
US price $4.99
Web www.revolution.co.uk

Download size 353MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

ZUT ALORS! A brutal murder in Paris is the start of this enticing chain of events

EPISODIC MYSTERY

1112 – chapters 1&2

£2.99 (per chapter) Dream… fantasy… nightmare…

PUZZLING IT OUT **While the maid's making out you can duck inside and steal her keys**

KEY INFO
UK price £2.99
US price $4.99
Web www.1112game.com

Download size 138MB
iPod touch compatible Yes
Requires iOS 2.1 or later

We missed the first chapter of this mystery adventure, but having caught up with it, we recommend it. Told through high-res hand-drawn animation, the story takes place in a version of America with a government that has banned booze, cigarettes and seems intent on spoiling everyone's fun.

Not a lot happens initially – in fact the protagonist just has to perform a few chores. But a recurrent nightmare and increasingly incongruous events soon starts to unsettle him. It's up to you to solve the mystery, through multitouch puzzles and multiple-choice dialogue.

Our only gripe is that each chapter is quite short, and at six chapters long the whole game will cost £18. You don't have to buy the previous versions, however, as you can start at any point with a handy recap. And this is an ongoing drama that we can't wait to get to the bottom of. ●

VERDICT

4

★★★★☆

An unsettling and intriguing adventure

TIMELESS ROLE-PLAY

Fighting Fantasy

£1.79 Warlock of Firetop Mountain

MODERN UPDATE **The iPhone is well suited to classic pen-and-paper role-playing**

KEY INFO
UK price £1.79
US price $2.99
Web www.bigbluebubble.com

Download size 26.2MB
iPod touch compatible Yes
Requires iOS 3.0 or later

When Steve Jackson and Ian Livingstone introduced the first Fighting Fantasy gamebook back in 1982, The Warlock of Firetop Mountain captured the hearts and imaginations of geeks everywhere. The idea of playing a Dungeons and Dragons-style adventure on your own, with the book acting as the dungeon master, was an instant winner.

28 years later, on the iPhone, the basic adventure remains the same but the dice rolling, stat calculations and inventory systems have been automated. In addition, the original monochrome illustrations are now full colour.

Even with its basic gameplay, Firetop Mountain enchants from the very first paragraph. ●

VERDICT

3

★★★☆☆

A timeless classic. And now, a little piece of role-playing history in your pocket

THIRD-PERSON COMBAT

Assassin's Creed II

£3.99 Consoles' killer-sequel stalks iPhone

Ubisoft and Griptonite have done a spectacular job in bringing Assassin's Creed II to iPhone. The visually stunning console chapters were never going to be squeezed in, of course, but as Assassin's Creed Discovery, this side-scrolling interpretation of the experience is a credit to whoever was on the design team. It's an extra untold chapter from the main game, where Ezio travels to Spain to rescue his fellow assassins. Once there, he's caught up in another Templar plot.

It looks a treat and the controls for moving, jumping, rolling and fighting are intelligently implemented. It's only the stealth sections that mar things a bit by being just a little too unforgiving. Otherwise, though, it's a beauty with excellent gameplay.

A multiplayer version is also available for £1.79, where you can compete in real-time multiplayer games to become the master assassin. ●
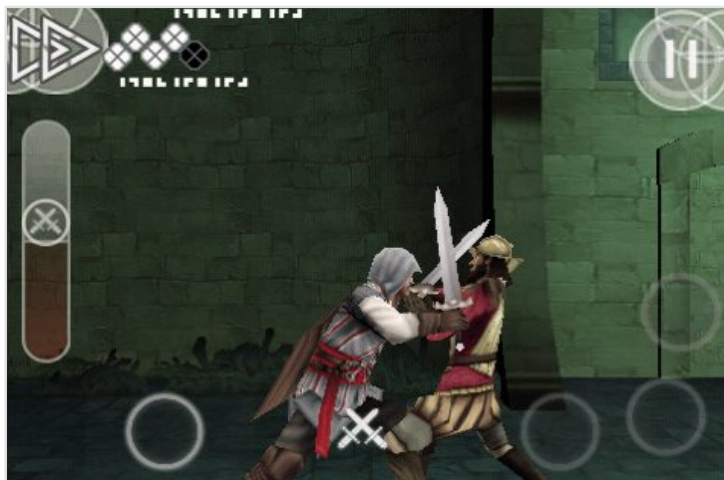
VERDICT

4

★★★★☆

Agility, combat and stealth all in one pleasing package

KEY INFO
UK price £3.49
US price $5.99
Web www.assassinscreed.uk.ubi.com

Download size 147MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

SIDE-SCROLLING Assassin's Creed II gets the side-scroller treatment but remains faithful to the original

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RANDOM BATTLE RPG

Chaos Rings

£7.49 The first iPhone-only RPG from Square Enix

The makers of Final Fantasy, Square Enix, have graced our iPhones with this RPG. And save for a few niggles and an inflated price tag it's a stunner, which will keep you entertained for many hours.

The story involves characters being transported to an unknown realm where 'The Agent' informs them they have to fight in order to attain immortality. Weird! What follows is monster encounters, exploration, turn-based combat and levelling up.

There are four scenarios, as you compete in a tournament in the Ark Arena. With sensitive navigation there's superb gameplay and high-quality graphics that befit the price tag.

There are puzzles to break up the random battling. It has plenty of replay value too; once you've finished, play the complete storyline again with each of the other characters and experience alternate endings. There's plenty of game here… ●

VERDICT

4

★★★★☆

A great-looking and thoroughly enjoyable iPhone exclusive

KEY INFO
UK price £7.49
US price $12.99
Web www.dlgames.square-enix.com

Download size 274MB
iPod touch compatible Yes
Requires iOS 3.0 or later

WORK TOGETHER In combat you can either attack your opponents individually, or as a team

01

02 — I, Garland, will knock you all down!!

03

04

Kraken 1

Arus 257/ 503 0
Wedge 420/ 420 0
Jenica 177/ 388 335
Topapa 212/ 212 232

01 Explore the Final Fantasy world with your character by roaming about the landscape

02 Use objects around the landscape to aid your adventure; here columns can be used to hide from enemy attacks

03 Your choice of weaponary appears at the bottom of the app for easy switching in combat

04 Fight scenes are all in the side-on view, which makes it easy to see more of the action on screen

KEY INFO
UK price £5.49
US price $8.99
Web dlgames.square-enix.com
Download size 81.4MB
iPod touch compatible Yes
Requirements iOS 3.0 or later

ROLE-PLAYING GAME

Final Fantasy

£5.49 The seed from which the mighty Final Fantasy franchise grew

VERDICT

5
★★★★★
A great excuse to discover the Final Fantasy phenomenon

Less experienced gamers who are familiar only with the epic 3D cinematic splendour of recent Final Fantasy releases will find the original game a bit flat and crude by today's standards. But at the time of its release back in 1987, Final Fantasy was cutting-edge stuff and has since developed a real cult following. It wasn't until the release of Final Fantasy VII that the franchise achieved mainstream success and this first game was initially a Japan-only release, making the iPhone version particularly pleasing to see.

Final Fantasy follows a party of four adventurers known as the Warriors of Light, all of whom seem to figure in a great prophecy and who, according to the ancient rules of role-playing games, must save the world from a great threat. The action takes place via three easy-to-use interfaces. There's a close-up map used for exploring villages, castles, dungeons and so on. The world map provides an expanded view from where the party can travel between locations and randomly get involved in battles. And when this happens, the action changes to the battle window, at which point, individual party members can be allocated tasks such as attack, use magic, defend, run away or even perform healing and curing spells. The battle moments are all in a side-on view and players can choose a variety of

characters and classes to help complete levels and achievements. They will of course get helpful upgrades along the way to help fight off increasingly difficult enemies.

The game has a classic set-up, and is one that's extremely entertaining from start to finish. The single irksome aspect is that, as in the original 1987 release, there's way too much random battling required to level up between each quest. Despite this, it's a really fun adventure, and an important game for iPhone gamers.

Final Fantasy II has also made it's way to the iPhone for £5.49 ($8.99), which extends your role-playing adventuring for many more hours. ●

WORLD STRATEGY

Civilization Revolution

£3.99 Build a huge civilisation in your pocket!

You might think that trying to squeeze a game of such epic scope as Civilization onto a tiny device, such as the iPhone, would be a fool's errand. Well, this version boasts a lot of depth.

Featuring 10 substantial scenarios (and a random map generator), you gather resources to build cities and armies to gain influence and create a thriving civilisation in your pocket.

You can choose from 16 different civilizations from history, including America and China and victory comes in four flavours – you can capture all enemy cities, collect 20,000 gold pieces, launch a space mission or collect 20 World Wonders and Great People.

The gesture-based control system is excellent, particularly the pinch to zoom controls, but the only problems are the lack of a multiplayer mode and the small view of your surroundings. Otherwise, this is a real winner and you'll want to spend hours on it. ●

VERDICT

4

★★★★☆

Revolution is a great interpretation of the full-sized game, but the small screen causes a few issues

KEY INFO
UK price £3.99
US price $6.99
Web www.civilizationrevolution.com

Download size 80.9MB
iPod touch compatible Yes
Requirements iOS 2.2 or later

BUILD IT Despite being squashed on to a small screen, Civilization Revolution boasts impressive detail

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FARMING FUN

Astro Ranch

FREE Experience some colourful alien agriculture

Farming games such as Harvest Moon and Animal Crossing aren't everyone's bucket of swill; in fact they're normally dismissed as being timewasters. But most gamers, if pushed, will admit they find them a guilty pleasure. Astro Ranch could easily have been a cheap knock-off, but far from it. This is a fully fledged and rather excellent farming RPG in its own right.

After crash-landing on a Jetsons-style planet, you must build up a plot of land by growing crops and rearing livestock. Along the way you'll meet characters, perform tasks, play minigames, collect stuff and share experiences with others online. Astro Ranch features a huge variety of alien crops, animals to help you build up your farm. The stunning 3D graphics are very colourful and it really shows off what the iPhone and iPod touch can do with their brilliant screens. Overall, it's a gentle, non-threatening and more-ish farm game you can play with your friends. ●

VERDICT

5

★★★★★

Attractive design with some of the best features of other simulation games; truly engaging gameplay

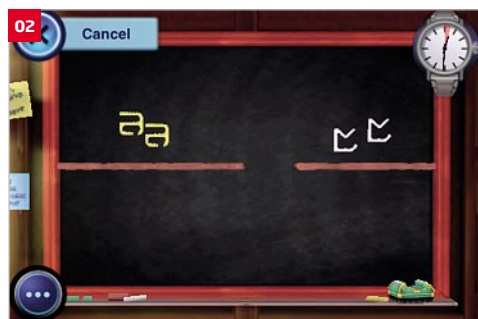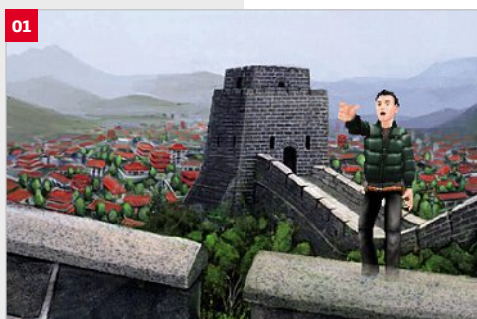**KEY INFO**
UK price Free
US price Free
Web www.astroranch.com

Download size 61.3MB
iPod touch compatible Yes
Requirements iOS 3.0 or later

ANOTHER PLANET Life on the Astro Ranch won't set the world on fire, unless the landscape catches alight!

01 On a sightseeing tour to the Great Wall of China, you get to take in great views and learn stuff

02 If you want to learn a foreign language, you'll need to play one of these simple minigames

03 Touch down in Egypt and you can head off to see the pyramids, the Sphinx, or even explore some ruins

KEY INFO
UK price £1.79
US price $2.99
Web www.eamobile.com
Download size 98MB
iPod touch compatible Yes
Requirements iOS 2.2.1 or later

PEOPLE SIM

The Sims 3 World Adventures

£1.79 Nurture your pocket Sims and even prepare them for a great journey

VERDICT

4

★★★★☆

An excellent casual Sims experience with broader than usual horizons

Unlike its desktop counterparts, The Sims 3 World Adventures is not an expansion requiring the original game, but a standalone title in its own right. As such, we would recommend new gamers to ignore the first game as this is a much more rounded experience.

The idea here is that your Sim can break the shackles of its household and local neighbourhood in order to seek fortune and fun in various locations around the world. The three exotic locations on offer are China, Egypt and France. The player has enough Simoleons (currency) to jet straight off to foreign parts if they want, but the money soon runs out, so it's worth sticking to your home turf initially and doing some more traditional Simming. This of course involves getting a job, making friends, extending your house, washing, eating and using the toilet… which is all very mundane but casually entertaining nevertheless.

Later, as tasks are offered to you (sleep in a friend's bed, visit the Great Wall of China, kick over a dustbin and so on) you can either opt to lock them in as firm goals or simply let them pass you by and get on with the chores.

Heading off to distant places is as simple as leaving your house to access the town map, then heading off to the airport to buy a ticket. During the flight your Sim will experience turbulence and in order to avoid air sickness, you must take part in an exceptionally dull minigame. Succeed, however, and your little person will arrive at the destination thoroughly refreshed and ready to explore.

In foreign locations there's a wealth of stuff to do. Here, as at home, you can make friends, go shopping and so on, but you can also choose to learn a foreign language or explore some old ruins; success in such endeavours being achieved by playing and winning a simplistic minigame. Alternatively, perhaps the tourist in you will opt for visiting great landmarks such as the Pyramids or Eiffel Tower for a delightful cut-scene and history lesson. ●

BATTLE STRATEGY

UniWar

£0.59 Budget strategy gaming with premium fun

Nintendo's Advance Wars franchise is a joy, providing a rich strategic challenge presented in an accessible way. But seeing as Nintendo will probably never bring its games to the iPhone, UniWar is the next best thing for war strategy fans.

Hexagonal tiles represent the battlefield, with forests, mountains, and other scenery providing both offensive and defensive advantages. Units can be employed to engage the enemy, defend territory, capture bases and so on. The game is a turn-based strategy sim that enables players to take turns building their army and fighting against each other using the different arsenals at their disposal. Move up the ranks to become a top player in the online UniWar universe and try to hold on to your high scores.

UniWar is a really fun way to pass time for a fraction of the cost of other war strategy games. Be warned though, it's highly addictive! ●

VERDICT

5

★★★★★

A wonderful strategy game – easy to play yet still provides a challenge

KEY INFO
UK price £0.59
US price $0.99
Web www.uniwar.com

Download size 8.7MB
iPod touch compatible Yes
Requirements iOS 2.2

MAP ATTACK Fans of strategy battle games with love the intuitive interface of UniWar

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FLIGHT SIMULATION

Flight Control

£0.59 Aircraft chaos without the turbulence

Have you ever wished you could take control of dozens of aircraft and their passengers? No. Neither have we.

As it turns out, the stresses of being an air traffic controller make for great game fodder. Flight Control presents the player with a top-down view of an airport. The aircraft then appear so the player can trace flight paths to guide the planes to the landing points, hopefully avoiding mid-air collisions. The random paths and speeds of the aircraft make it harder than you think, and more addictive than you can imagine. From small airliners to jumbo jets and helicopters, you'll have hours of fun trying to juggle all these aircraft around the runways without them crossing paths and colliding. There's a variety of airports, from simple landing strips to busy airports and even an aircraft carrier. The current version has also been updated for the new Game Center for competing with friends. ●

VERDICT

5

★★★★★

The cool app that turns air traffic control into the best and most fun job ever

KEY INFO
UK price £0.59
US price £0.99
Web www.firemint.com

Download size 13.4MB
iPod touch compatible Yes
Requirements iOS 2.0 or later

FLIGHT PATH Test your airplane landing skills with the challenging and fast-paced Flight Control

CITY RACING

GTA: Chinatown Wars

£5.99 A life of crime has never been more affordable

RACE AGAINST TIME Outmanoeuvre the cops and pick your automobile of choice from the law-abiding public

KEY INFO
UK price £5.99
US price $9.99
Web www.rockstargames.com

Download size 232MB
iPod touch compatible Yes
Requires iOS 3.1 or later

Chinatown Wars is a spin-off of the smash-hit Grand Theft Auto franchise, bringing its controversial but action-packed car theft gameplay to a string of mobile devices. Gameplay-wise, there's little to distinguish this from the DS and PSP versions. It's basically the same game, but with controls tweaked to suit the iPhone's touch-sensitive display. Although the game features 3D visuals, it still uses the top-down view of the original and features cel-shaded graphics.

The camera occasionally gets a little confused and the driving controls are a little sensitive for our liking – but these are minor irritants in what is otherwise a substantial and superbly crafted game. The illustrative elements, cut-scenes, environments and missions are every bit as involving as those in the GTA releases you get on living-room game consoles. Creator Rockstar Games deserves huge respect for this spectacular release. ●

VERDICT

5
★★★★★

A criminally good version of GTA for the iPhone, especially once you get used to the controls

STREET RACING

Car Jack Streets

£1.79 The game where crime does pay

FROM THE MAKERS OF... Some faces behind the original Grand Theft Auto have made a compelling look-alike

KEY INFO
UK price £1.79
US price $2.99
Web www.carjackstreets.com

Download size 106MB
iPod touch compatible Yes
Requires iOS 2.2 or later

To all intents and purposes, this game is a hark back to the original Grand Theft Auto. That's no great surprise considering that Paul Farley, founder of Car Jack Streets developer TAG Games, was part of the original GTA team.

There are no fancy visuals in this title, with the emphasis placed firmly on gameplay. You view the city top-down and scroll around to follow your deviant character, Randall Meyers: his task is to run around the city, nicking cars and performing tasks in order to raise cash and get in the good books of the local crime boss.

The game runs in real time and you have an actual week in which to rack up each $50K payment you have to make. Playing more often, therefore, increases your chances of success. One negative point is that the steering controls can be a bit fiddly, but this is still a classy bit of top-down crime-foolery – and a lot of fun to boot. ●

VERDICT

5
★★★★★

Even the awkward controls can't ruin a game that's essentially Grand Theft Auto on the iPhone

01 CRASH BANG Race a series of 'zany' racers round a dozen tracks; it's lots of fun, but the nav system isn't easy

02 COLLECT WEAPONS You can pick up power-ups that can help you beat your opponents, or protect you from their aggression

03 REVERSE GEAR Yes, we're driving backwards in this shot. We told you the navigation was tricky to master...

04 MARIO KART INSPIRED Special parts of the track boost your speed – now where have we seen that idea before?
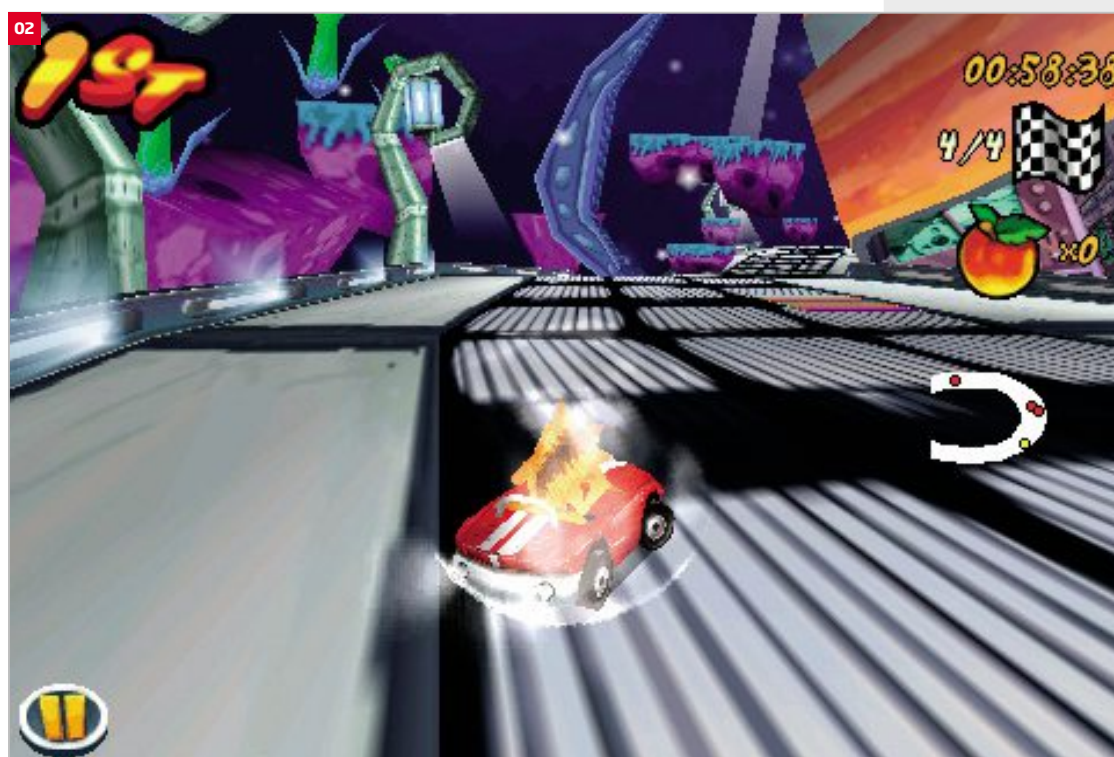
KEY INFO
UK price £1.79
US price $2.99
Developer www.activision.com
Download size 10.2MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

KART RACING

Crash Bandicoot Nitro Kart 3D

£1.79 It's no Mario Kart, but this classic racer still keeps us amused

Yes, we want Mario Kart on the iPhone – but until then, Crash Bandicoot Nitro Kart 3D will have to do. In any case, the similarities are startling: you race a kooky character round a series of tracks – there are a dozen in total, a number we'd like to see increased – driving through boxes to reveal various offensive and defensive power-ups. The graphics may look disappointing if you're wedded to your PS3, but they're sufficiently fluid and detailed to impress here. Think Nintendo DS and you won't be far wrong.

The tilt-the-iPhone-to-steer control system can be tricky to get to grips with, although there is a calibration

FAMILIAR FACES Friends and foes from other Crash Bandicoot games control your rival vehicles

option. Part of the problem with any accelerometer-based navigation system is that the angle of view on some iPhone screens isn't particularly accomplished: as soon as you move the

screen away from the normal viewing angle, it can be tricky to see detail on-screen as the colours shift, never mind the play of reflections from ambient lighting. Ironically, we found it difficult to play this racing game while being a passenger in a car or bus.

For our money, Crash Bandicoot Nitro Kart 3D doesn't quite have the charm that Mario Kart has, but it's still a well-built game. We'd also like to see a multi-player option; even without it, though, it's still huge amounts of battery-sucking fun. The great thing about the iPhone and iPod touch as a gaming platform is that the games are much cheaper than usual, making Crash Bandicoot a good buy. ●

VERDICT

3

★★★☆☆

There's room for improvement here, especially in the number of tracks to race through, but this is a competent and fun racing game

JET SKI RACING

Aqua Moto Racing

£1.19 Dip a toe into the concept of racing on water

SPLISH SPLASH Attractive locations, competitive races and cool water effects enliven Aqua Moto Racing

KEY INFO
UK price £1.19
US price $1.99
Web www.resolution.se

Download size 18.2MB
iPod touch compatible Yes
Requires iOS 2.1 or later

Motor sport took some time to find its feet on the iPhone, but now there are plenty of great titles available. While Aqua Moto Racing isn't destined to become the definitive water racing experience, it certainly presses the right buttons.

The accelerometer is perfectly employed in steering your jet ski, while touch spots at the bottom of the screen enable you to apply brakes and boosts as required. The 18 courses, set across three locations including the Everglades, are simple yet nicely designed; you can extend the game's lifespan by racing each course in reverse too. The difficulty level is spot-on, enabling you to progress easily through the initial levels, but throwing up challenges later in the seven championships provided. Completing stunts to receive power boosts adds a level of strategy to races, while time trials encourage you to hone your racing skills. ●

VERDICT

4

★★★★☆

With plenty of challenges, Aqua Moto delivers solid racing thrills and intelligent use of the accelerometer

KART RACING

Cro-Mag Rally

£1.79 Go back to the Stone Age for a fun-filled racing experience

WACKY RACES Cartoon fun abounds in Cro-Mag Rally, a racing game that's suitable for all ages

KEY INFO
UK price £1.79
US price $2.99
Developer www.pangeasoft.net

Download size 66.2MB
iPod touch compatible Yes
Requires iOS 3.1.3 or later

Cro-Mag Rally was a big hit on the Mac, and is every bit as good on the iPhone. In fact, it's even more fun, as steering via the accelerometer is very intuitive.

You can choose to be Brog or Grag, respectively male and female Stone Age drivers, and there are nine tracks and a choice of 11 karts. As well as steering, there's forward and reverse, plus a release button for throwing weapons at your rivals.

There are two game modes to test your skills against: Race is exactly what it says, and Gather is about collecting spears, bone bombs and bottle rockets, and heat-seeking pigeons. There's also a wireless multi-player option.

There are echoes of Mario Kart throughout, of course, and it's all about getting around the track at breakneck speed. If you crash often, you can end up disorientated. Thank goodness, then, that the game displays a big red X when you're going the wrong way. ●

VERDICT

5

★★★★★

Such great fun. The speed control is a bit too jerky; that aside, this is a really superb waste of time

01 That guy's not slowing down. Switch weapons or be mincemeat…

02 A floating disembodied face? Now that's different – and no less frightening

03 For heaven's sake, is there nothing normal in this place? Heel, boy

04 Yup, that's his bowels. You can see what this foe had for his breakfast

KEY INFO
UK price £3.99
US price $6.99
Developer www.idsoftware.com
Download size 80.8MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

FIRST-PERSON SHOOTER

Doom Resurrection

£3.99 It's neither the original Doom, nor Doom 3, but it'll do for now

Following the conversion of the classic Wolfenstein to the iPhone (see the next page), the smart money was on the subsequent release of a chunky-pixel-perfect version of the original Doom. That arrived as Doom Classic – but, more interestingly, developer id has also created Doom Resurrection, an entirely original title for your favourite handheld device.

Don't get too excited, though. Rather than the free-roaming action of the Doom franchise, this is more like one of those light gun point-and-shoot games you may have played in a seaside arcade, with movement being predetermined and the player left to deal with the oncoming hordes by

tilting the iPhone to aim and shoot at stuff with a tap of the screen.

To be fair, there's a little more to Doom Resurrection than that – but only a little. As you play, you're given the opportunity at points to take cover and dodge enemies. If you get grabbed, you can shake your iPhone and break free. In this regard, it offers a little more involving combat than your average on-rails shooter.

To its credit, Doom Resurrection looks amazing – far more sophisticated than either Wolfenstein or Doom Classic. The linear action has enabled the developers to make the scenery that bit more detailed, and the story has been crafted with care, too. There

FREAK SHOW A compelling animation sets the scene for the story behind Doom Resurrection's violent gameplay

are also some suitable chunky sound effects to complete the sensory experience. In summary, this is a decent simulacrum of the real thing, but ultimately you may be left wanting. ●

VERDICT

4

★★★★☆

A great shooter with strong Doom flavourings and polished graphics, but it's not the real deal

COMBAT GAME

Metal Gear Solid Touch

£4.99 The legendary game series hits the iPhone and iPod touch, but what's missing?

SOLID STORY Metal Gear Solid Touch continues the tale of this hugely popular combat series

KEY INFO
UK price £4.99
US price $7.99
Web www.konami-europe.com

Download size 249MB
iPod touch compatible Yes
Requires iOS 2.0 or later

The Metal Gear series is known for its stealth-based gameplay, so it's odd that this instalment, created for iPhone, ditches that remit almost entirely in favour of first-person-style shooting action.

Metal Gear Solid Touch stays true to its roots on one level, with high production values and long, but interesting, cut scenes. In this respect, devout followers of the series will lap up the latest plot revelations and twists. To be fair, the gameplay itself, involving picking off distant enemies with various guns, sniper rifles and the like, is solidly entertaining. But surely the Metal Gear Solid fan base (and we include ourselves in this) would've been better served by a collection of puzzle-like challenges based on the VR missions in previous chapters, rather than the derivative blasting action seen here. Let's hope that any subsequent chapter is more like the Metal Gear solid games we know and love. ●

VERDICT

3

★★★★★

Polished and fun, to be sure, but this isn't anything like the Metal Gear game we might have hoped for

---

FIRST-PERSON SHOOTER

Wolfenstein 3D Classic Platinum

£1.19 The grandaddy of first-person shooters comes to the iPhone
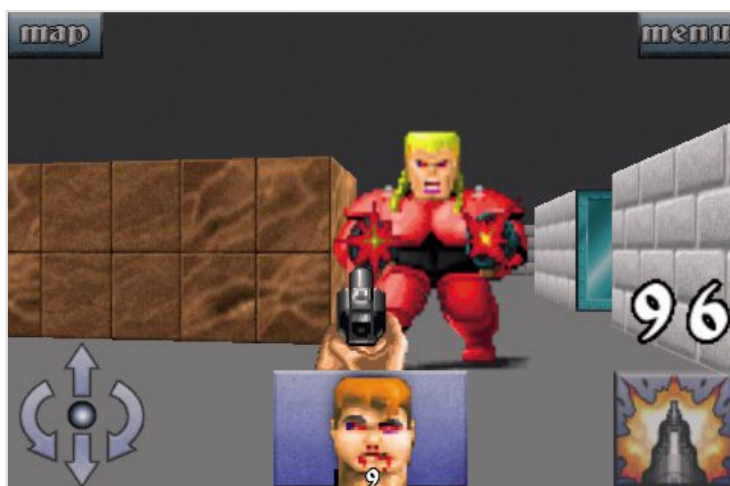
ALL-OUT ASSAULT It looks primitive, but Wolfenstein popularised many of the ideas seen in the modern FPS

KEY INFO
UK price £1.19
US price $1.99
Web www.idsoftware.com

Download size 21.5MB
iPod touch compatible Yes
Requires iOS 2.0 or later

Some say that id Software's Wolfenstein was the game that defined the first-person shooter genre as we know it today. What was once a ground-breaking and cutting-edge desktop game is reborn here on the iPhone. The premise (you play a super-agent imprisoned by Nazis in Castle Wolfenstein) hasn't changed, and neither has the gameplay, which involves finding your way through corridors and rooms in order to find the exit, blasting enemies as you go.

There are 60 levels with graded weapon pick-ups for you to battle your way through. Crucially for a game not originally designed for a touch-screen, Wolfenstein features a superb control system where you can strafe with one thumb, look around with the other, and shoot by moving a digit deftly to the top corner of the screen. It works beautifully. With Wolfenstein 3D, you're not just re-playing part of gaming history – you're also having a blast. ●

VERDICT

5

★★★★★

A game design classic. Kitsch, comfortably familiar and yet still cool – and all on your iPhone

FIRST-PERSON SHOOTER

Brothers in Arms: Hour of Heroes

£2.99 Big gaming goes small screen in this ambitious evocation of World War II

VERDICT

3
★★★☆☆

Brothers in Arms looks great and it's a big game, although control issues mar the fun to a degree

While games on mobile phones have shown us that novelty puzzlers can be entertaining, the idea of settling down for a heavyweight gaming experience on a mobile device wasn't an option at first. Newer iPhone releases, though, prove that we have a proper gaming platform on our hands, rather than just a music player with added gaming functions.

Hour of Heroes represents a stepping stone from electronic frippery to proper handheld gaming. Charting your progress across three WWII campaigns, the game's 12 missions provide thrills to spare. Slick cut scenes set the tone and detailed 3D environments successfully bring big-screen shooting action to the small screen.

However, the developers have struggled with the control system. It's inaccurate and unresponsive, and manic thumb movements can obscure the action at crucial moments. It's still worth a look at the price, though. ●

KEY INFO
UK price £2.99
US price $4.99
Developer www.gameloft.com

Download size 87.9MB
iPod touch compatible Yes
Requires iOS 2.1 or later

RETRO WARFARE Hour of Heroes uses World War II as the backdrop of its hours of action-packed gameplay

FIRST-PERSON SHOOTER

Modern Combat: Sandstorm

£2.99 Modern Combat kicks sand in the enemies' faces, then laughs

VERDICT

5
★★★★★

Looking, sounding and playing great, this is a first-person shooter of the highest order

Although a game simulating combat situations in the Middle East might strike some people as too close to the evening news for comfort, Modern Combat: Sandstorm's 10 missions have an adherence to realism that make them wholly compelling to play.

Everything here is polished to perfection. The opening cut-scenes of Modern Combat alone are of a quality befitting a big-budget title – but what makes the game is the sophistication of the level design and the control implementation. A directional stick on the left leaves your right thumb to look around, shoot and select stuff, and it works well.

The banter between squad members is unconvincing, but that's probably down to budgetary constraints, so we'll let it go. Sandstorm looks good, assails your ears with industrial-strength sound effects and is one of the most playable iPhone FPS titles to date. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.gameloft.com

Download size 199MB
iPod touch compatible Yes
Requires iOS 3.0 or later

IN THE ZONE Forget Doom Resurrection – this is the first-person shooter you want for the iPhone

FIRST-PERSON SHOOTER

NOVA

£3.99 Experience the future face of combat as you journey to alien worlds

SCI-FI SHOOTER If you're into FPS games, NOVA is definitely one to grab for your iPhone

KEY INFO
UK price £3.99
US price $6.99
Developer www.gameloft.com

Download size 187MB
iPod touch compatible Yes
Requires iOS 3.0 or later

We've had a few decent first-person shooters on iPhone now, but this original title from Gameloft is possibly one of the best. The multiple internal and external environments are reminiscent of the hugely popular PC and Xbox franchise Halo, and the gameplay, while doing nothing innovative, is engineered with creativity and panache.

The story features the unoriginal pairing of a lone space marine and a bunch of aliens, but the superb gameplay more than papers over the narrative cracks. The scenery is very well designed throughout the 13 missions, there's a solid arsenal of weapons, and enemies are both intimidating and intelligent.

Best of all, there's an online multiplayer mode, which enables you to take on other NOVA players in a selection of levels. We also love the support for iPhone 4's gyroscope, which introduces a new control dynamic. ●

VERDICT

5

★★★★★

A full-on shooter with loads of gaming value and an online multiplayer mode as the icing on the cake

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FIRST-PERSON SHOOTER

Prey Invasion

£0.59 Cheaper than Doom Classic and just as much fun to play

BEWARE! This brute's claw might look withered, but get too close and it can do a lot of damage

KEY INFO
UK price £0.59
US price $0.99
Developer www.handson.com

Download size 10MB
iPod touch compatible Yes
Requires iOS 2.1 or later

There's not enough space to go into the plot here except to say that it's the old story of 'Native American Indian boy meets girl who gets abducted by aliens and boy discovers spiritual side'…

Thus the scene is set for a first-person shooter that works well on the iPhone thanks to intelligently designed controls. Unlike Doom Resurrection, a game that uses an on-rails, light-gun shoot-'em-up style, Prey Invasion has opted to implement proper FPS controls, with two analogue pads controlling direction and camera angle, and a screen-tapping mechanism for shooting. It works almost perfectly, and you can switch to a more conventional control system if you prefer.

Prey Invasion looks great, too. Early criticisms about the lack of enemies were addressed in an update, although the level design does remain a bit weak. Still, this offers enough fun to make it worth a look. ●

VERDICT

4

★★★★☆

It's not the most polished FPS you'll play, but this is good fun and great value for money

FLIGHT COMBAT GAME

Ace Combat Xi: Skies of Incursion

£2.99 The long-running flight combat series comes to iPhone

The Ace Combat series features gameplay that eschews strict flight simulation in favour of a more arcadey take on airborne warfare.

Much effort has been put into making the iPhone version look great. The planes, scenery and effects are a treat. The controls can be fiddly until you get used to them, but flying using the accelerometer and accessing weapons with the on-screen buttons work well.

With only five missions in the game, however, your play can end all too soon, and it feels like you're getting short-changed. Ace Combat Xi is just about worth the asking price, thanks to the high production values and the replay potential offered by the game's ranking system. You can also buy additional planes to squeeze more replay value from the game. Ultimately, though, what we really want are more of the missions and their gorgeous backdrops to soar through. ●

VERDICT

3

★★★★★

Ace Combat Xi is a superbly designed game with great graphics, but it's all over far too soon

KEY INFO
UK price £2.99
US price $4.99
Developer www.namcogames.com
Download size 139MB
iPod touch compatible Yes
Requires iOS 3.0 or later

SHORT BUT SWEET Skies of Incursions looks great, but we'd love a lot more of it… five levels isn't enough

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BATTLEZONE REDUX Vector Tanks Extreme! is a fitting homage to a classic game

KEY INFO
UK price £1.19
US price $1.99
Web vectortanks.com
Download size 12.9MB
iPod touch compatible Yes
Requires iOS 3.2 or later

ARCADE COMBAT GAME

Vector Tanks Extreme!

£1.19 An update of an updated old classic!

Vector Tanks, an iPhone homage to the 1980s Atari arcade classic Battlezone, has been beefed up with the release of this Extreme! version, boasting more firepower on both sides of the battle. You have rail-guns, rockets and nukes, while the two tanks of the original are joined by a new model that sports a laser cannon, plus land mines and even helicopters.

The aim is simply to get a high score by shooting as many enemies as possible while you still can. You may get post-traumatic stress in the process (but in a good way). ●

VERDICT

★★★★★

Vector Tanks Extreme! pumps the great old Battlezone formula up a few notches

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ARMOUR WARS Taking on enemies can be simple, even if they are disguised as pesky military vehicles

KEY INFO
UK price £0.59
US price $0.99
Developer paramount.com
Download size 34.4MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

SHOOT-'EM-UP

Iron Man: Aerial Assault

£0.59 Nice suit. Have they got it in TK Maxx?

The financial commitment for games based on films for is often lower, with complexity less of an imperative. This means this simplistic Iron Man spin-off is pretty good fun.

The reason this game works is the control system. As Iron Man, you fly into the screen, taking on enemies from planes to attack drones. Some enemies are taken out simply by locking on to them, while others have to be shot manually. It's very simple, but it remains entertaining enough through its 12 levels, making it more than worth the asking price. ●

VERDICT

★★★★★

Iron Man is cool, and so is this game. Excellent controls, nice visuals and a low price

FOOTY MAD Line up your team in a variety of formations for better results

FOOTBALL MANAGEMENT

Soccer Manager

£2.99 Take your team to the top of the league in style

For a quick fix of footy management-lite, which you can pick up and play whenever you fancy, Soccer Manager ticks most of the boxes for hardcore managerment fans and casual players alike.

This is a tidily designed football game and player transfers, squad management, strategy and training options are all dealt with much like the bigger games you get for desktop computers. However, there are no graphical representations of matches and the text-based commentary on offer is, at best, perfunctory.

Still, this game provides a solid framework for you to explore your management urges when out and about. What we really liked about Soccer Manager is its scope. Choose any team from the top two divisions of six European countries, buy and sell players, negotiate contracts, deal with your chairman and even get your staff to help develop players

Your team can qualify through playoffs, get promotion, win the premier division and qualify and win European competitions in order to fill your trophy cabinet. Your status will record historical achievements even if you change jobs. You can view all this detailed information about your club and players in a simple to use interface that's perfect for the small screen. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.fizzsoftware.com

Download size 18.7MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT

3
★★★☆☆

A tightly-designed, casual footy management game. Just don't expect the earth

---

ARCADE FOOTBALL

Pro Evolution Soccer 2011

£4.99 Play the silver ball on your iPhone

INSTANT REPLAY Have fun mucking about with the replay camera to relive those classic footy moments

KEY INFO
UK price £4.99
US price $7.99
Web www.konami.com

Download size 51.5MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

Things are looking bright for footy fanatics everywhere thanks to the 2011 update of Konami's beautiful Pro Evolution Soccer franchise on the iPhone platform. Always the preferred choice among critics in its console incarnations, PES on the iPhone also delivers a slightly superior game to EA's rival FIFA franchise – but only just.

As well as the flowing passing and shooting gameplay you'd expect from a PES game, this version is also notable for the implementation of the control systems. A directional pad and simplified single tap for passing and shooting is the preferred option, but even the accelerometer control works remarkably well. Chuck in UEFA tournaments, league games, quick matches and proper player names and you have a pretty pleasing footy experience. You can also play friends over Wi-Fi/Bluetooth. It lacks the finesse of its console counterparts but as a pick-up-and-play fix, it's unbeatable. ●

VERDICT

5
★★★★★

With this latest version, PES 2011 just edges out its rivals on the footy scene

ATHLETICS EVENTS

International Athletics

£1.79 Track and field sports with a spin

When it comes to quality and quantity versus price International Athletics should be a gold medalist. The game's developers have done a great job of converting this from Sony PSP, presenting more than a dozen track and field sports in full 3D. There's no official event sponsorship, but the medal tables, personal bests and world records featured will keep you coming back again and again until you've swept the board. As well as running events such as the 100m and 400m there's Shot Put, High Jump, Discus, Pole Vault, Long Jump and the Hammer!

The only downside is that the throwing events all use a similar play mechanic so there's not much to choose between them and it does take a while to get used to the odd controls for the hurdles and javelin events. Other than that this is a splendid sports sim that will keep you enthused about athletics while you're on the move. ●

VERDICT

4

★★★★☆

If the London Olympics are as fun as this competitive app, then roll on 2012

ON TRACK International Athletics speeds ahead when it comes to gameplay, looks and addictiveness

KEY INFO
UK price £1.79
US price $2.99
Web www.ghostlight.uk.com
Download size 50.1MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

CAST OFF Catch yourself a big 'un with this oddly compelling fishing simulator

VIRTUAL ANGLER

Fishing Kings

£2.99 Get hooked on this superb angling sim

A fishing game could be the dullest grind in the world. But not so. Like golf, fishing games are bizarrely compelling and Fishing Kings is a pretty good addition to the proud tradition of virtual angling.

After choosing your angler, you wander out to a stretch of water to compete in competitions, unlocking new items of tackle and fishing venues as you go. Casting out and wrestling with fish is achieved by waggling the phone; reeling in takes a swirl of the thumb. Hitting your angling goals is, oddly, a hugely satisfying experience. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.fishingkings-iphone.com
Download size 210MB
iPod touch compatible Yes
Requires iOS 2.2.1 or later

VERDICT
★★★☆☆
Plenty of fishing fun to be had in this great little virtual angler

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FREESTYLE FINGERS Kick back with some kickflips

SKATEBOARDING FUN

Touchgrind

£2.99 Flip a skateboard with your fingers!

There's much fiddly fun to be had with this skateboard game. Operate the board using two digits, sliding a front finger to move, releasing for ollies and sliding to do flips… and that's just for starters.

After learning the basics you can warm up in your backyard, go to the skatepark to practise more elaborate skills, then enter competitions.

Unfortunately, the controls are hard to master and the board takes up a large proportion of the screen so you're unable to see far enough ahead to plan daring stunts properly. ●

KEY INFO
UK price £2.99
US price $4.99
Web www.illusionlabs.com
Download size 6.9MB
iPod touch compatible Yes
Requires iOS 3.0 or later

VERDICT
★★★☆☆
This game is fun, and it looks great too. It is quite awkward to operate the board though

10 APPS...
we wish existed

MAPPED OUT Your iPhone's geolocation abilities can be used for all sorts of weird and wonderful location-based apps

"Hey, I've got an app for that!" That's what Apple iPhone 4 users say at least 20 times a day and Android users six to seven times a day. Nokia and Palm users? They don't talk so much. But how much more frequent would these exclamations be if these fondly imagined apps existed…

1 Twitticism
Keeping up with the level of wry wit generated by your Tweeting peers can be tricky. This app would access the reams of quotes available online from noted wits such as Oscar Wilde, Dorothy Parker and John Major, then generate 140 droll characters on the topical theme of your choice. For instance: "Those MPs are like the unspeakable in pursuit of the inedible," "The only thing worse than being on a TV talent show is NOT being on a TV talent show," etc.

2 Morgan be gone
Detects possible exposure to Piers Morgan on TV or online, shutting down web pages or using your phone's Wi-Fi to deactivate your telly.

3 Londoner's eye
Uses Google Maps and Yell.com data to calculate whether a town is likely to be attractive to well-off Londoners. Thus, if the number of tattoo and body-piercing parlours, army recruitment offices and sportswear stores per square mile is found to be unacceptable, a large skull and crossbones wearing a hoodie is displayed, warning suburbanites to keep away. The presence of multiple cheese shops, farmers' markets and anything with the word 'artisan' in it, by contrast, brings up a large smiley face.

4 CCTV Hacker
Fun aplenty could be had from an app that gives access to live feeds from any of the 4.2 million security cams in the UK. Like TV channel surfing but with more drunk tramps and shoplifting.

5 "Working from home"
The app equivalent of propping a cardboard cut-out of yourself at your desk. Should the office email, this would send out vague but helpful-sounding replies such as "Sounds good, let's meet about it tomorrow," while you catch up with some sleep or shopping.

6 Singleton's Radar
Take a Facebook-like database of single folk, add location services and augmented reality and you'd have the ultimate dating aid. Scan the bar, railway station or wherever you happen to be with your phone's camera, and unattached and/or available members of the clientele will be highlighted with a big red arrow. Icons could denote how discreet they require you to be, and what their "interests" are.

7 Survey Avoider
Makes your phone ring as if someone important is calling you as soon as you come within guilt-trip range of a dingbat in a red vest holding a clipboard or jangling a bucket full of coins right in front of you.

8 GET OUT!
Another location-based app, this would detect anywhere that could be described as undesirable but occasionally tempting and make the sound of 1,000 vuvuzelas until you exit. Let's say Starbucks, Subway or your local illicit all-night booze store at 3am on a Tuesday, for instance.

9 PintPuller
Going one better than the many apps that find pubs in your vicinity, PintPuller will alert your chosen bar to your arrival, so staff can dutifully pour your favoured tipple in advance.

10 iPhone 4 Signal Fix
Well, we can dream can't we? In the meantime, grab a bumper. ●

Section 8

➡ DEVELOP

Every one of the 250,000 apps in the App Store was created by an ordinary person or team with a great idea and the determination to make it happen. The free tools that Apple provides means that you don't need a programming degree and a vast budget: you can code your own app and put it in front of a global audience with just an ordinary computer. We'll show you how anyone can build a basic app in half an hour and meet some of the people who made the apps you use. But first, let's remind ourselves how the iPhone came to be the phenomenon it is today…

The story of iPhone

From the original model to iPhone 4, we track the rise and rise of the phone that's captured the public imagination and led to the apps you use every day

The idea of an Apple-branded mobile phone existed long before the reality. Apple registered 'iPhone' as a trademark in some countries as far back as 2002, while a short-lived partnership between Apple and Motorola saw the latter offer mobiles with iTunes support in 2005 and 2006. Then the rumours really started to fly…

In September 2005, Ed Zander, the CEO of Motorola at that time, told the news website CNet: "We know that Apple is going to build a smartphone – it's only a matter of time." By March 2006, speculation mounted as word of Apple shopping around for component suppliers arrived from the Far East.

Rumour finally became fact in January 2007 when the iPhone was unveiled. the device's evolution since then has been a thrilling rollercoaster ride for both Apple and everyone who's bought one. We've seen three further iPhone models, culminating in the amazing iPhone 4 – as well as the iPod touch and the magazine-sized iPad, which both much of the same technology that drives the iPhone. Over 100 million iPhones, iPod touches and iPads have been sold worldwide.

We've also seen the arrival of the App Store, a one-stop location within the popular iTunes Store. Well-known software developers have found a brand-new market for their products but, more importantly, a whole new generation of developers has emerged, encouraged by the ease with which you can create your own app and offer it for sale to a worldwide audience. (We look at the iPhone from the developer's perspective on page 166.) There are now over 250,000 different programs you can run on your iPhone.

The iPhone has seen its fair share of controversy as well. A sudden price drop only a few months into the iPhone's life outraged early-bird customers who'd paid the original price. Initial complaints about having to use slow mobile networks turned to elation as the iPhone 3G made its debut. And the recent 'Antennagate' furore saw Apple take flak for phone reception that wavered depending on how you held the iPhone 4.

Here, we look back at some of the highs and lows that have shaped the story of iPhone since its launch…

JAN 2007 iPhone is here!

Finally, it's a reality. The iPhone is announced at Apple CEO Steve Jobs' keynote speech at San Francisco's Macworld Expo. Jobs teases his eager audience by claiming that he's "introducing three revolutionary products" – a widescreen iPod with touch controls, an all-new mobile phone and an internet mobile communicator. He then drops the bombshell that these weren't three separate devices, but one single earth-shattering product. "Today, Apple is going to re-invent the phone."

Perhaps the most innovative aspect of this attention-grabbing device is its control system. Unlike anyone who has built a smartphone before, Apple has opted not to install a keyboard. Instead, the iPhone relies entirely on a touch-sensitive screen. "We're all born with the ultimate pointing device – our fingers," Jobs says. "iPhone uses them to create the most revolutionary user interface since the mouse."

The phone itself is as attractive as you'd expect an Apple product to be. What really grabs the attention of those listening to the demonstration, though, are the built-in sensors. A proximity sensor automatically turns the display off if you bring it close to your face. An ambient light sensor adjusts the screen brightness according to the external conditions. Most astounding of all, an accelerometer senses how you're holding the phone, and instantly switches between portrait and landscape modes.

NOV 2007 iPhone hits the UK

Apple's iPhone goes on sale in the UK on 9 November, and O2 is the UK carrier for the handset. The iPhone costs £269 for an 8GB model, identical to the one being sold in the US. Steve Jobs and O2 UK's CEO Matthew Key had announced the UK launch at Apple's Regent Street store, revealing that iPhone customers have to take out a minimum 18-month contract with O2. There's a choice of three contracts, ranging from £35 to £55 per month. All three contracts include unlimited data traffic, with the cheapest offering a maximum of 200 minutes and 200 SMS texts per month.

Like the US, the UK iPhone eschews 3G in favour of the old, slow Edge technology for data transfer. But Key admits that O2's plan to upgrade its network to support Edge only covers around 30% of its customers at launch time.

However, Jobs adds that iPhone users get free access to the 7,500 odd WiFi hotspots operated by The Cloud, making patchy and slow Edge coverage less of an issue, as well as providing fast performance for activities like web browsing.

| JAN 2007 | FEB 2007 | MAR 2007 | APR 2007 | MAY 2007 | JUN 2007 | JUL 2007 | AUG 2007 | SEP 2007 | OCT 2007 | NOV 2007 | DEC 2007 |

JUN 2007 iPhone has landed!

After six months of frenzied anticipation, US consumers are finally getting their hands on Apple's iPhone. For a device that has variously been dubbed the 'Jesus phone' or the 'God machine', Apple's groundbreaking handset has a lot to live up to. Judging by the first reviews and consumer response, it has not disappointed – although not everyone is as impressed by AT&T's mobile network, which comes as part of the package.

An astonishing 200,000 iPhones are sold on the first evening of sale, according to US analyst Global Equities Research. New Yorker Greg Packer was the first person recorded as starting to queue for an iPhone, lining up outside Apple's Fifth Avenue store 110 hours before the iPhone went on sale.

Apple's use of iTunes to enable people to activate their iPhones from home, rather than waiting to activate them in a store, works well – until AT&T's servers pack up under the strain…

SEP 2007 iPod touch pumps up the volume!

Apple has launched the iPod touch, a brand new media player with an iPhone-style interface, as part of an overhaul of the iPod range for the Christmas buying season. The iPod touch represents a big departure from the rest of the iPod models, which retain their existing touch wheel interface. The touch has a 3.5-inch landscape display, making it the first iPod designed from the ground up for watching TV or movie downloads.

"The iPod touch is a landmark iPod, ushering in a whole new generation of features based on its revolutionary multi-touch interface and built-in WiFi wireless networking," says Steve Jobs. "People are going to be amazed at how thin it is and how much it does."

DEC 2007 iPhone rings up record sales

The iPhone is a smash hit, according to O2, Carphone Warehouse and Apple, although none of the three partners for the UK launch is willing to reveal precise sales numbers. O2 reports that sales of the hot new gadget during its first seven days were in the tens of thousands but below 100,000. "Sales are more than exceeding our expectations," says an O2 spokesperson, adding that two thirds of customers who bought an iPhone switched from a rival phone network.

A spokesman for Carphone Warehouse, which carries the iPhone across its 1,300-plus outlets, says the company is "really pleased" with the demand the new phone has created. "The iPhone will be on most people's Christmas wish list."

JAN 2008 iPhone breaks browsing records

People surfing the web with iPhones accounted for 0.09% of all browsers being used during November 2007, according to Net Applications, which monitors visitors to over 40,000 sample websites. That doesn't sound like much of a dent, compared to Windows XP's 78.37% share or the Mac's 6.81% – but it's 50% better than the 0.06% combined market share for all Windows Mobile and CE smartphone handsets.

What's more, the 2.5 million iPhones currently in use have only been available for a few months, whereas the seven million Windows Mobile handsets out there have been sold across six years. Also note that this is a snapshot of a just-released product entering its first market (the US). Now the iPhone's rolling out in Europe, everyone's seeing significant rises noted in subsequent surveys as iPhone mania takes hold.

It also begs the question: does the iPhone makes it easier to browse the web, or are there a heck of a lot of Windows Mobile phones gathering dust in desk drawers around the globe?

SEP 2008 App Store is a huge success

App Store sales are off to a terrific start, with well in excess of 100 million apps downloaded since its July launch. Developers are happy: "It's been amazing," says Eliza Block, creator of the crossword puzzle app 2 Across. "I've sold thousands of copies of the paid version, and the 'light' version has been downloaded 25,000 times in its first week.

MooCowMusic's Band and Pianist have been popular since the App Store's inception, according to developer Mark Terry. "Being asked to stand on stage at WWDC in July alongside Sega, eBay and Steve Jobs gave me some indication that Band would be well received. So I took a gamble in quitting my day job to concentrate on developing for the iPhone.

Sales of the apps so far will allow me to make more applications in the future."

Sega's Super Monkey Ball sold 300,000 copies in 20 days, while free apps Facebook and Tap Tap Revolution surpassed one million downloads each.

With all this activity, Apple raised an average $1 million per day in sales during the first month, suggesting it could make at least $360 million a year from such sales. 70 per cent of this total is going to developers, whose share of the first month revenues was about $21 million, with the top 10 developers earning $9 million between them.

| JAN | FEB | MAR | APR | MAY | JUN | JUL | AUG | SEP | OCT | NOV | DEC |
| 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 | 2008 |

JUL 2008 iPhone 3G is here!

Steve Jobs is talking iPhone at Apple's developer conference WWDC. "Just one year after launching the iPhone, we're launching the new iPhone 3G that is twice as fast at half the price." Cheaper, thinner and faster than its predecessor, iPhone 3G offers data access up to twice the speed of Edge. It hosts built-in GPS for expanded location-based mobile services, for example tracking where you are on a Google Map, and supports quad-band GSM and tri-band HSDPA for voice and data calls. It also supports WiFi, 3G and Edge, switching between them automatically to ensure the fastest possible downloads. With iPhone 3G, you can browse the web, get directions and check email, all while on a call.

iPhone 3G also includes a new generation of Apple's iPhone OS software. Additional features include the ability to mass-move and delete multiple email messages, a facility for searching

for contacts, a new scientific calculator and parental controls. You can also save images directly from a web page or email them to your iPhone, and transfer them to your computer photo library.

Inclusion of GPS support ushers in true location-based services, allowing you to and it opens up other new opportunities for developers. Developers can build apps using all the software and hardware features, including the movement sensors.

iPhone 3G integrates with MobileMe, which pushes email, contacts and calendars from an online 'cloud' to native applications on iPhone, iPod touch, Macs and PCs. This means email messages are pushed instantly to all your devices, removing the need to manually check email and wait for downloads. It also keeps contacts and calendars continuously up to date so changes made on one device are automatically updated on others.

MAR 2009 New iPhone software

The iPhone has entered a new chapter, as developers ponder the potential possibilities of the newly introduced iPhone OS 3.0. The new release offers more than 100 new features, including the ability to cut, copy and paste, as well as send and receive MMS, and read and compose emails in landscape mode. It's introduced by Scott Forstall (pictured), Apple's senior vice-president of iPhone software.

iPhone OS 3.0 also includes a new Voice Memo app and expanded search capability for all key iPhone apps, as well as Spotlight search across the iPhone or iPod touch. "iPhone OS 3.0 is a major software release packed with incredible new features and innovations for iPhone customers and developers alike. It will keep us years ahead of the competition," says Phil Schiller, Apple's senior vice-president of worldwide product marketing.

Tom Godber is CTO of Masabi, a firm that develops secure applications for mobiles. "This marks the point where iPhone grows up and opens up to the real world and becomes useful for non-trivial apps, exploiting connectivity outside the handset in a way that other handsets do well on paper but rarely do well in practice," he says. "With stereo Bluetooth support, could we now finally have your iPhone automatically flick from headphones to stereo speakers as you walk into your house?"

Godber adds that iPhone OS 3.0 promises to extend the way iPhone interacts with the real world. "Proper push notifications have potential – not just for IM and messaging – to plug a gap between iPhone and the rest of the mobile world, while true micropayments allow the platform to leapfrog other handsets, which are mired in operator arguments and poor margins."

JUN 2009
iPhone 3GS is in the building!

More queues welcome the launch of Apple's iPhone 3GS, the fastest, most powerful and best-featured model yet. On the first day of sale, O2 sells more of the new model by lunchtime than it sold iPhone 3Gs across its entire launch day.

The new iPhone model is laden with attractive new features, including a three-megapixel video camera, longer battery life, hands-free voice control and much faster performance. The device also runs the new iPhone OS 3.0, which has also been made available for upgrading older iPhones, and adds more than 100 new features, including MMS messaging, Spotlight search and copy and paste.

| JAN 2009 | FEB 2009 | MAR 2009 | APR 2009 | MAY 2009 | JUN 2009 | JUL 2009 | AUG 2009 | SEP 2009 | OCT 2009 | NOV 2009 | DEC 2009 |

JUL 2009 1.5 billion App Store downloads

A million-plus iPhone 3GS sales, and 1.5 billion App Store downloads in one year, mean that Apple's winning the smartphone war. In his first public statement since returning to Apple after recovering from illness, CEO Steve Jobs says, "The App Store is like nothing the industry has ever seen before in both scale and quality… it is going to be very hard for others to catch up." There are now over 65,000 apps available in-store.

Others in the industry have begun dismissing Apple's advantage, though. Speaking at the MobileBeat 2009 conference, Google's engineering vice president, Vic Gundotra predicts web-based apps will become the dominant mobile application development platform. "We believe the web has won, and over the next several years the browser will become the platform that matters. And certainly that's where Google is investing."

Earlier in iPhone's evolution, Apple allowed developers to create only web-based apps for the iPhone, but expanded this to built-in apps under developer and customer pressure. But Gundotra says, "I think Steve Jobs really did understand that, over the long term, it would be the web, and I think that's how things will play out in the end."

OCT 2009 UK iPhone buyers get more choice

There's no longer any need to sign up to O2 in order to get your hands on an iPhone in the UK, as the carrier has lost its exclusive rights to distribute the device. Orange is now offering the smartphone here, with Vodafone following closely behind. O2 hasn't lost all rights to sell the must-have gadget, however – it continues to offer the iPhone for sale.

Many iPhone users are likely to look for better deals when their contracts expire, but O2 is denying it intends a price war, telling Stuff.tv, "We've sold more than a million iPhones, so we're confident. There are no plans for price cuts".

Orange has the largest 3G network in the UK, and is likely to stress this as it attempts to sell the device through its network of shops and online channels. Carphone Warehouse will also be joined by Phones4U in offering the Apple mobile through its stores.

APR 2010 Multi-tasking comes to iPhone

Multi-tasking, socially-connected gaming, iBooks and an all-new advertising system Apple calls iAds are all coming to your iPhone in a summer OS upgrade. Steve Jobs previewed the features in a presentation at Apple HQ, observing: "iPhone OS 4 is the fourth major release of the world's most advanced mobile operating system. We're delivering over 100 new features, including multitasking, folders, a unified inbox, and an iPhone version of our iBooks reader and store."

A beta version of the latest iPhone software is already available for iPhone developers. This provides over 100 new features for users. Perhaps the biggest improvement is the introduction of intelligent multi-tasking. When you're running multiple apps, a double-tap of the home button invokes a dock representing all active apps, to help you move between them. Multi-tasking also means developers can improve their apps – so a music app can play music in the background while a internet phone app can

receive a call when the iPhone is asleep or the user is running other apps. Apple says it has developed multi-tasking so it doesn't impact device performance or battery life.

"We figured out how to implement multitasking for third-party apps and avoid those things," says Jobs.

Apple also announces an imminent new social gaming

network, Game Center, offering the ability to invite friends to play a game, start a multi-player game through matchmaking and track achievements and high scores.

| JAN 2010 | FEB 2010 | MAR 2010 | APR 2010 | MAY 2010 | JUN 2010 | JUL 2010 | AUG 2010 | SEP 2010 | OCT 2010 | NOV 2010 | DEC 2010 |

JUN 2010 iPhone 4: Apple's biggest ever launch

Apple's iPhone 4 is a huge success, with 600,000 sold in advance and up to a million on its launch. Queues outside iPhone retailers in Japan, Germany, France and US for launch morning confirm the demand. In the UK, up to 1,000 people wait outside Regent Street, with around half that number standing firm at Buchanan Street, Glasgow – the biggest lines for the launch of any Apple product yet.

iPhone 4's new design comprises two glass plates that are rimmed with a metal band. The iPhone is capable of multi-tasking, introduces support for folders, and lets you use the iBook app for reading a huge variety of titles. There's also the warmly welcomed FaceTime

functionality, which lets iPhone 4 users make video calls to each other without using operator minutes.

Reviews are highly positive, with the device winning praise for hosting an excellent camera, boasting a stunning display and for being a triumph of engineering design. Stephen Fry calls it "a thing of rare beauty".

With everything looking so positive, it was almost inevitable the company would hit problems. No activation issues mar the introduction, but consumers quickly note that the iPhone 4 would drop its connection if firmly gripped on its lower left-hand side. Complaints emerge within hours of the device going on sale and quickly grow to an uproar. Thousands

are affected. The Daily Mail website even publishes (and deletes) a story claiming the iPhone 4 faces a recall – the report was based on a tweet from satirist Fake Steve Jobs.

Apple releases a statement in response: "Gripping any phone will result in some attenuation of its antenna performance, with certain places being worse than others depending on the placement of the antennas. This is a fact of life for every wireless phone." But it does go on to offer a software update to present the reception strength more accurately, and free cases.

App store millionaire

How do iPhone app developers make it big on Apple's App Store? Read on for the inside story

Back in the early days of PCs, anybody with a computer and a good idea could make stacks of money from writing software. Those days are long gone – unless, that is, you're writing iPhone apps. The App Store is Apple's ace in the hole when it comes to the success of the iPhone and iPod touch, transforming them into

The iPhone and iPod touch are transformed into devices that can do so much more than anybody had imagined

versatile devices that can do so much more than anybody had imagined. It's opened up a new platform for developers and there's a land-grab going on right now. While the apps don't cost that much, the number of potential customers means there's gold in the iPhone. So how do you get it? We asked three developers to spill the beans on developing for the App Store. ▶▶

Breakin' the law

When you look at some of the daft stuff in the App Store, you might think that Apple will approve almost anything – but that's far from the case. Podcaster (www.nextdayoff.com) was banned because it was too close to iTunes, while digital comic book Murderdrome (www.infuriouscomics.com/2008/08/murderdrome-killer-app) was deemed too adult. However, Apple has since introduced an age rating system for apps such as these.

Here are some pointers so you can tell whether your app plans are doomed to failure. Just for the record, you can't: use secret APIs; break Apple's Human Interface Guidelines; enable stalking or harassment; provide real-time route guidance; access location data without asking for permission; infringe copyright; libel people; include content "that in Apple's reasonable judgement may be found offensive by iPhone or iPod touch users" or "unduly burden network capacity or bandwidth".

Also, "Apple reserves the right to approve or withhold approval". So even if you stick to the rules, Apple can still say no. When Alec Vance's Freedom Time app (www.juggleware.com/iphone/freedomtime), which counted down to George Bush's departure, was banned, Vance emailed Jobs to protest. The reply? "Even though my personal political leanings are democratic, I think this app will be offensive to roughly half our customers. What's the point?"
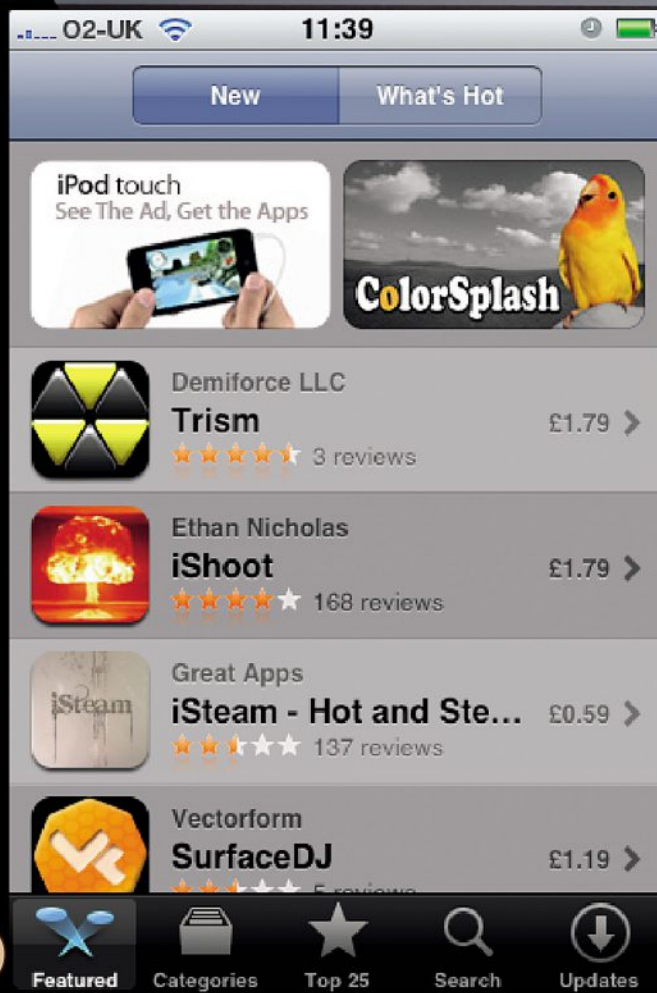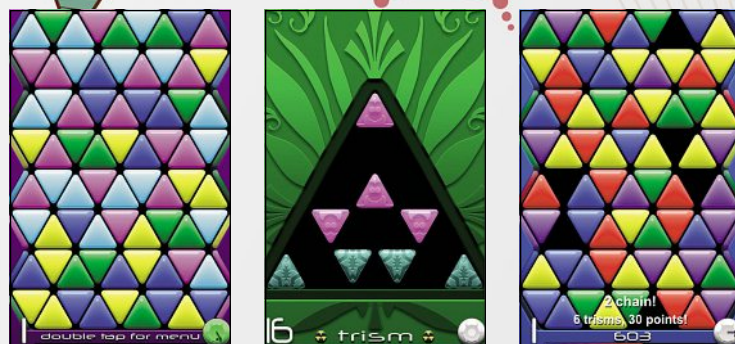
APP SUCCESS Trism is a polished and addictive puzzle game, which has gone on to become a huge success

Steve Demeter, **Trism**

PROFILE
Name **Steve Demeter**
Company **Demiforce**
App invented **Trism**
Web **www.demiforce.com/ games.html**

L ast September, Wired suggested that Steve Demeter's puzzle game Trism would turn over $2 million by the summer. It's a story Demeter's come to regret. "Releasing sales figures was a bit of a novice business move on my part," he says. "I've been swamped with people asking for loans!"

After just two months of Trism sales, Demeter was able to leave his day job writing software for a large bank. "It's been surreal more than anything else," he says. "I'd put myself under pressure to polish and release the game on time – I'd burnt myself out two or three times by the time I finished coding."

Demeter is quick to agree that part of Trism's success was being in the right place at the right time, although it wasn't all luck. He says, "Trism was the combination of getting everything done before launch; having a good amount of buzz from people who enjoyed the jailbroken version… and Apple getting behind it and helping market it as an iPhone exclusive. Once you have Apple behind you saying, 'Here, apps like this are why you should buy an iPhone', it's money in the bank."

So has the environment changed? "The market is definitely a lot tougher than it was then," Demeter says. His advice to developers? "Make sure you're asking yourself, 'Does my app convey something unique and interesting in 10 to 15 seconds?'

"Look at it this way: most people are eager to show their friends what cool new things they've got on their iPhone. Of the 50 apps they may have, they might only get a chance to show five of them. If your app is one of those five, and it can prove its worth in 10 to 15 seconds, then you've got yourself a successful app."

Marketing matters, too, as Demeter explains: "Start courting an audience before you release," he suggests. "Build relationships with the gaming public and fellow developers. Make sure you can get at least 20 people to buy your game and give your app good reviews in the App Store on the very first day it's out. And remember to put some of your profit back into advertising – on the web and in-game."

"The one thing I liked about doing Trism was that it was an opportunity. It was a chance to pull myself out of a day job I didn't like, innovate a game genre and trailblaze an emerging platform, all with limited amounts of time, resources and money." ●

How do I write an iPhone app?

Fancy getting in on a little App Store action yourself? Anybody can write their own iPhone app. All you need to do is download the SDK (Software Development Kit) and become a registered iPhone App Developer at http://developer.apple.com/iphone/ sdk1. It's a simple sign-up process and the SDK is free. However, your next step might be a little more complicated: you need to learn how to program in Objective-C. Apple uses a special abstraction API called Cocoa Touch. There are code examples you can study in the Developer area of the website.

There are also a number of hoops Apple makes you jump through. First and foremost you have to join the Apple Developer Program, which costs $99 a year. Next, you have to submit your finished app for approval by Apple, and this can be a tortuous process. Once the company finds a single bug during testing, your app is rejected instantly. You fix the bug, re-submit the app and wait again, hoping that it passes testing this time. This cycle can continue through many iterations until Apple is happy that your application is fully bug-free.
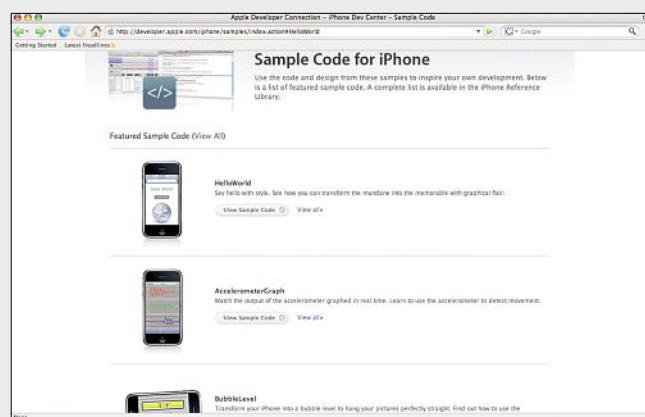
GOOD EXAMPLE You can find free resources and code samples on the Apple Developer website

Ethan Nicholas, **iShoot**

The game iShoot started life as an after-hours project. "It wouldn't have been so bad if I hadn't already had a full-time job," says Ethan Nicholas, who was working for Sun Microsystems and coding in his spare time. "I was working 18-hour days during iShoot's development, but [despite that] it only took six weeks, and that included learning Objective-C, Cocoa and OpenGL."

When iShoot took off, Nicholas handed in his notice. So does he spend his days rolling around on piles of money? "So far, not much has changed," he says. "I spent the past four years working from home, so I'm still at the same desk, the same computer. Honestly, I don't think the magnitude of the change has really sunk in. I haven't even managed to take any time off!"

iShoot was initially offered as a paid download, but sales were hardly stellar. When Nicholas introduced the free iShoot Lite, though, sales of the paid app went into orbit. His other advice for promoting your paid apps? "How about, 'Stop producing so much shovelware'?"

TOP GUN **Sales of iShoot rocketed after Nicholas released a free Lite version on the Apple App Store**

he asks. "One number-one hit generates more money than 100 bottom-of-the-barrel apps, so I'd prefer to see more people striving for number one and not polluting the iPhone with so much abominable crap." For now, Nicholas is continuing to improve iShoot. "I'm not ready to share any details, but I have two firm game designs I'd like to get cracking on," he says. "They're very different from iShoot, but I think they both have a shot at number one."

Bill Rappos, **iSteam**

Steam simulator iSteam has racked up more than one million downloads. Just one week after its launch, GreatApps, iSteam's developers, predicted sales of $100,000 per month. We asked Great Apps' Bill Rappos, how's that target going?

"The 100 grand was only an estimation we made, based on our first-week sales. The way things are right now, it seems we're going to hit that target a couple of weeks later than initial predictions."

That doesn't mean things are going badly, though. "The success of iSteam has given us the luxury to make long-term plans," Rappos says. "iSteam was just the beginning. We're all committed to our vision, to become a significant player, providing a wide range of amusing and cheap apps."

GreatApps was founded in November 2008 by 24-year-old Kostas Eleftheriou and 22-year-old Vassilis Samolis and they didn't know anything about Mac or iPhones – so they bought a Mac Mini and got to work. The team is currently brainstorming its next selection of apps. "There's no easy way in the App Store," Rappos says. "It's saturated with apps, which makes it really hard to survive. Our tip would be, keep it simple and be professional."
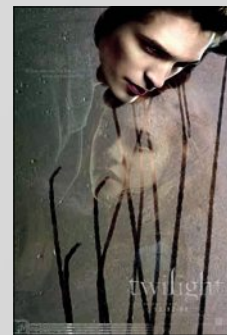
WET LOOK **iSteam cleverly turns your iPhone into a steamy window, leaving you free to doodle and impress your mates**

The story behind the apps

The hundreds of third-party apps you can install on the iPhone elevate it from merely excellent to truly legendary – but none of these would exist if people didn't create them. We talk to app developers to see what they think of the tools Apple has given them to work with…

On 11 June 2007, Apple CEO Steve Jobs announced that developers would be able to create applications for the iPhone. It was during WWDC, Apple's developer conference, so the crowd couldn't have been more pleased had Krispy Kreme announced it was slashing its prices to 4¢ a donut. A whole new platform! A whole new revenue stream! A whole new chapter in the long and endlessly entertaining story of Apple.

But then Jobs dropped the bombshell. Dress it up how he liked, the shocked silence and mutterings that followed his announcement that these would only be web-based apps – tools that were stored on a web server, not proper applications that lived on the phone – showed that developers were disappointed. "We were a tad

underwhelmed by the announcement that web apps were the 'one true way' to bring third-party software to the iPhone," says Marco Piovanelli, chief technology officer at development firm Ovolab. "We felt this decision left a huge potential untapped, despite the power of today's web apps."

Software development

Four months later, Jobs recanted in an open letter on Apple's website: proper third-party apps would be allowed after all. And on 6 March 2008, the dream came true: the iPhone SDK (software development kit) for Mac OS X was made available for download.

Reaction to the SDK release has been largely positive ever since its release. "The iPhone SDK is wonderful – much more than I expected," says Craig Hockenberry, principal and engineer at Iconfactory. It's a view echoed by equinux CEO Till Schadde. "Apple's SDK solution is well designed. It offers an easy way for the existing community to develop simple apps for the iPhone. The tool chain is complete and simple, and all necessary tools are available."

Schadde's point about it being easy for existing Mac developers to create iPhone apps is important. Because the

iPhone is built on the same foundations as the Mac's operating system, the development tools used to create apps for the iPhone are essentially identical. The core program is Xcode, which enables you to write your iPhone app's key functionality. Xcode ties into Interface Builder, which enables you to create your app user interface and link visual controls to the functions you've written. You can then open the app in iPhone Simulator, which emulates the iPhone operating system on a Mac for basic testing, or transfer your app to a real iPhone for live testing. Another application, Instruments, enables you to performance-test more complex apps so that you can make your software run as efficiently as possible. (The knock-on effect, of course, is that the shared development suite also enables new developers to discover how easy it is to develop software for the Mac as well.)

"We're very happy to see that our expectations were met," says Marco Piovanelli. "Developing for the iPhone involves the same tool chain, the same programming language, and mostly the same frameworks modern Mac OS X developers know and love. That means we can leverage our long-standing experience to get a head start over the

"Developing for the iPhone involves the same tool chain, the same programming language, and mostly the same frameworks modern Mac OS X developers know and love"

Marco Piovanelli, Ovolab

developers flocking to the iPhone from other platforms."

Not everyone has been happy with the iPhone SDK, however. "The SDK also comes with many legal restrictions as part of the agreement," says Paul Kafasis, CEO of Rogue Amoeba. "These restrictions are onerous, and we've talked publicly [on Rogue Amoeba's blog, www.rogueamoeba.com/utm] about how we believe they'll stifle innovation unnecessarily. There will be hundreds of good apps for the iPhone, but it will also be missing plenty of apps it could have had, because the SDK agreement prevents developers from making them."

Through the App Store

For iPhone users, the App Store is a one-stop outlet for buying and downloading apps from the huge choice available. It's simple and convenient. For the developer, the App Store is the only option they have if they want to distribute their work to the public. That means that iPhone developers have no choice but to accept the conditions Apple sets to gain admission to the App Store.

For example, Apple takes a 30 per cent cut from each sale. While this may sound high, Mac developer Chris Wilson believes the deal is fair. "[High Street] retailers make the price whatever they want, so profits range from 10 to 200 per cent. With Apple's model, there's a constant understanding of the costs,

and developers can account for Apple's withholdings when determining the price of their application."

Piovanelli agrees: "The 30/70 deal sounds sweet to us, especially considering that Apple will be shouldering the entire cost of the distribution infrastructure – hosting, bandwidth, payment processing, automatic updates – and even part of the marketing expenses."

Rogue Amoeba's Kafasis points out that the revenue split is potentially the least contentious part of the App Store. "I think 30% is a bit high, but it's within reason. People are overplaying the supposed exposure they get through the App Store, but it's still a good thing. It streamlines the process of getting software to users, and I think it will encourage many people who wouldn't otherwise buy software to do so.

"However, I view having the App Store be the exclusive way of getting software as a distinct negative. The only argument I've seen in favour of this is that it will enable Apple to better control the software. The idea that Apple can provide true quality control or security isn't realistic. They don't do this on the Mac; users would have a fit if they tried.

"This one limitation also means that we're stuck with everything else in the SDK agreement. If users could load our software on to the device on their own, we wouldn't need to worry about appeasing Apple. However, because we

"The iPhone SDK offers an easy way for the existing community to develop simple apps for the iPhone. The tool chain is complete and simple, and all necessary tools are available"

Till Schadde, Equinux

need to be approved for the App Store, we have to follow requirements."

Health and safety

Apple is justifiably keen to keep the iPhone clean and stable; any instabilities or crashes that the user experiences are as likely to be blamed on Apple rather than on the developer. It has publicly stated that it will not allow apps on the App Store that are illegal, malicious, pornographic, hog bandwidth, compromise privacy or fall under the worryingly vague description of 'unforeseen'. Apple can enforce these because its App Store is the gatekeeper; the only legal and, as far as the average punter is concerned, possible way to install apps.

There's huge potential for the iPhone as a platform – its meaty processor, accelerometer, location-awareness and innovative Multi-Touch interface opens it up to some original programs – but developers should understand all the implications of writing iPhone apps before taking the plunge. ●

The world's greatest gadget magazine, now on the world's greatest gadget*...

Build an iPhone app
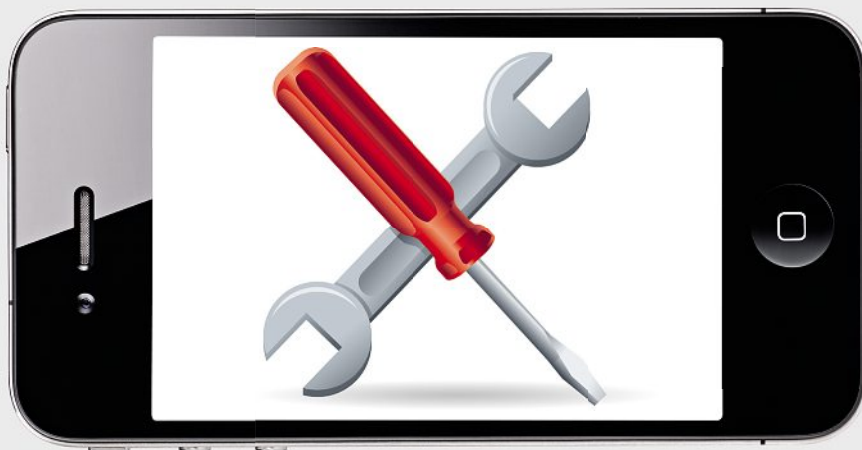
Join the mobile software gold rush by assembling a tip calculator using the free iPhone SDK

WHAT YOU'LL NEED

- Mac OS X 10.5 or 10.6: The iPhone development suite is available only for the latest Mac OS. Your computer should also have an Intel processor.

- iPhone SDK: Apple's free download provides all the tools and templates required to develop an iPhone application. Get it at developer.apple.com.

Apple's App Store in iTunes is by far the world's most popular venue for software for mobile devices. Over 250,000 applications are now available – all created by developers with the iPhone SDK, a software package that anyone can use to create their own iPhone apps.

The iPhone SDK (software development kit) is free to download at www.apple.com/developer, but it's available only for Mac OS X – there's no windows version. It's based on the same Xcode development suite used to develop many Mac OS X apps, which provides a versatile environment for writing the Objective-C code that underpins iPhone software. It's complemented by companion tools that enable performance analysis and drag-and-drop interface building.

Here, we'll use the iPhone SDK to code and build an interface for a restaurant gratuity calculator, which we'll call TippedOff. This software package will enable you to enter the amount of a party's bill with an on-screen keyboard, then adjust touch-operated sliders to set the number of people in the dining party and the proportion of the bill that decides the
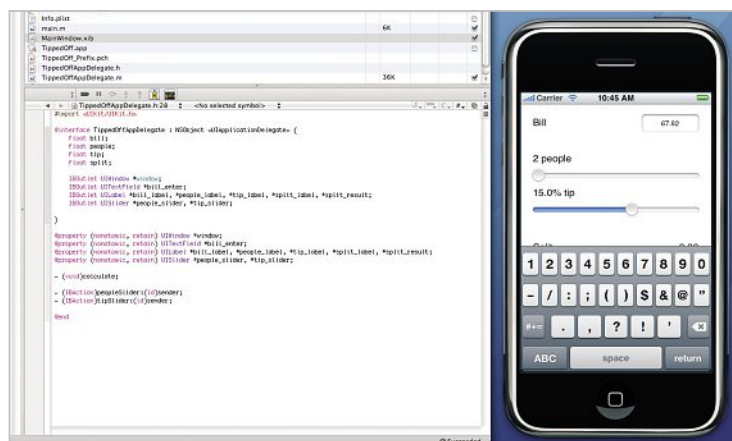
BUILD IT Using Apple's free iPhone software development kit, you can build and test applications that take advantage of the iPhone's advanced hardware, then upload them to the App Store to offer them to millions of iPhone users

tip. The tip total will automatically update as you adjust these controls.

Getting started

In Xcode, select **File ➜ New Project**. In the dialogue box that appears, click **Create a new Xcode project**. In the next dialogue box, click **Application** under iOS in the left-hand list and choose **Window-Based Application** from the selection of application templates. Make sure that the Product drop-down menu below the templates is set to iPhone. When prompted, name this new project 'TippedOff'.

In the main window that opens, select **TippedOff** in the left list, then highlight 'TippedOffAppDelegate.h' in the file list. This document lists variables, interface functions and other components. At present, it contains a single controller, which is automatically named after the project name you entered – in this case, 'TippedOffApp Delegate'. Remove all the text between the curly brackets within this document and enter the following in its place:

```
float bill;
float people;
float tip;
float split;
IBOutlet UIWindow *window;
IBOutlet UITextField *bill_enter;
IBOutlet UILabel *bill_label,
*people_label, *tip_label, *split_label,
*split_result;
IBOutlet UISlider *people_slider,
*tip_slider;
```

Note the semicolon ending each line. The first four lines of code define our

---

Tools for iPhone developers

Apple's own website is a formidable resource for would-be iPhone developers. The iOS Dev Center (developer.apple.com/iphone) provides overview videos, in-depth documents and sample code to study. If you need more help, Xcode's documentation system, available via the Help menu, enables you to download an iPhone reference manual.

Independent help is also available via Erica Sadun's iPhone Developer's Cookbook, which takes you through the basics of a well-rounded development regime. It explains concepts such as views and tables, then walks you through

accessing the Internet and displaying media. iPhone Application Development, meanwhile, is a free course from Stanford University, available via iTunes U in the iTunes Store.

If you'd prefer sample code, then visit Apps Amuck (www.appsamuck.com), which offers over 30 pieces of sample code to study. And if you want to get acquainted with the iPhone SDK's foundations, Stephen Kochan's comprehensive book *Programming in Objective-C* is regarded as one of the best introductions to the language. An updated third edition is due in November 2010.

HELPING HAND With videos and sample code, iPhone developers have lots of places to turn

Extend your iPhone application
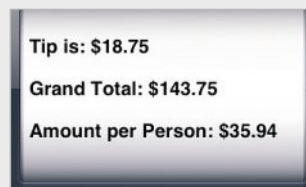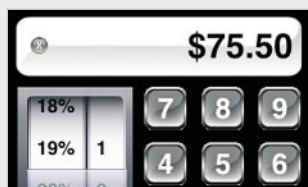
Given that you can code your own tip calculator in under an hour, it's hardly surprising that many are available to download via the App Store. This makes a gratuity calculator a great early development project: there's plenty of opportunities for studying how other developers approached the challenge of turning a simple idea into a compelling application.

Graphics are an important consideration. Tipulator (www.

sophiestication.de/iphone) wraps its simple tools in an elegant package, while iTip (www.gabcas.net) uses icons to offer a clear workflow and a clean look. But CheckPlease (www.catamount.com) looks crowded, with too much graphical sheen added to a busy interface.

Also think about how you should enter the bill and tip figures. Tipulator employs dials – a standard SDK element – for entering all

figures. It's convenient for changing the tip, but more unwieldy for entering the bill amount. Conversely, TipStar (sites.google.com/site/tipstariphone) divides the calculation into separate pages, using the space to provide buttons for the most common options – this way it only takes a few seconds to enter details and get a result.

What will really set your app apart from its rivals, though, is an extra

feature that adds genuine benefits. CheckPlease, for example, is able to export each restaurant transaction to its sister finance package PocketMoney. International Tip Calculator (www.vault13studios.com/Vault13/itip.html) enables you to choose which currency to use, and suggests the level of tip that's appropriate for the country you're in. See what distinctive twist you can devise fo your own iPhone apps...

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four variables – bill, people, tip and split – as floating-point numbers. The remaining lines set up a series of interface elements, which are defined through the UI descriptions. The IBOutlet tag defines the elements as usable within Xcode's companion program Interface Builder, which you'll use later on.

Next, you'll set property declarations to store the current status of each interface element. In your document, delete the existing line that starts '@ property'. In its place, copy and paste the four 'IBOutlet' lines you entered earlier. On each of these copied lines, exchange 'IBOutlet' with '@property (nonatomic, retain)', keeping the

element names that follow. The first line, for example, should read:

```
'@property (nonatomic, retain)
UIWindow *window;
```

'nonatomic' aids multithreading efficiency, while 'retain' prevents the property value from being erased without your approval.

Next, name the three functions that the application uses as 'peopleSlider', 'tipSlider' and 'splitResult'. Below the four '@property lines', enter:

```
- (IBAction)peopleSlider:(id)sender;
- (IBAction)tipSlider:(id)sender;
- (IBAction)splitResult:(id)sender;
```

Instruments

Included with the Xcode development suite, Instruments is used in the later stages of developing an iPhone app. It helps you improve performance by providing real-time feedback on how your app affects the hardware. You can use this data to optimise your code.

Again, 'IBAction' is a cue for Interface Builder, while the sender parameter identifies the source of a piece of data.

As a separate line, enter:

```
- (void)calculate;
```

This declaration of the 'calculate' function is needed here, even though it's undefined, because later functions invoke it as part of their operation.

Building the application

Now you can start to build the app's mechanics, which enable the functions you've defined to work together. Begin by copying the four '@property' lines you created earlier, then switch to the document 'TippedOffAppDelegate.m'.

In this document, delete the line that opens with '@ synthesize' and paste the four '@ property' lines into the position that line had occupied. For each of these copied lines, replace '@property (nonatomic, retain)' with '@synthesize', which is an instruction for your software compiling program. Next, remove the UI describers in each of these lines, as well as the asterisks preceding each function.

Several functions that handle application start-up and shut-down tasks are already set up. Any further functions are entered between these and the '@end' line. The first section of code initialises the values of a few of the variables:

```
- init {
if (self = [super init]) {
    bill = 0;
    people = 2;
    tip = 15;
    split = 0;
}
return self;
}
```
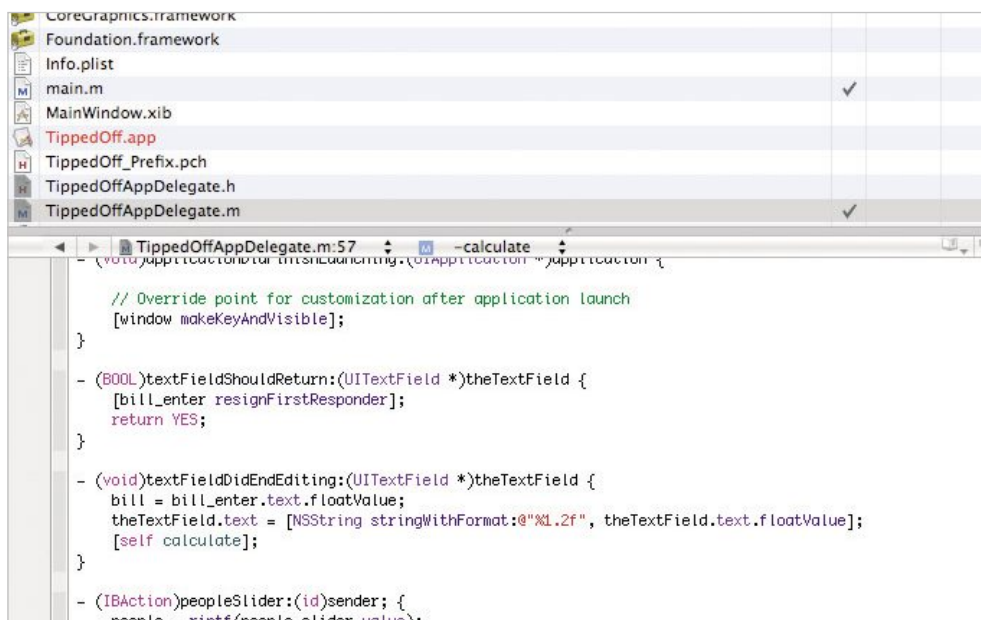
The next piece of code watches for users who enter text into the top-right text field, linked to the 'bill_enter' parameter:

```
- (BOOL)textFieldShouldReturn:
(UITextField *)theTextField {
    [bill_enter resignFirstResponder];
    return YES;
}
```

After new text is entered, the next fragment updates the text field display and converts numerical text into a true number. The calculate function is then invoked to update the 'bill split' total.

```
- (void)textFieldDidEndEditing:
(UITextField *)theTextField {
    bill = bill_enter.text.floatValue;
    theTextField.text = [NSString
    stringWithFormat:@"%1.2f",
    theTextField.text.floatValue];
    [self calculate];
}
```

Next, you create two Slider objects. The first is peopleSlider, which sets the number of people in the group. The first line echoes the naming instructions in the previous document. The second line enables the position of the peopleSlider control to set the value for the variable 'people', turning the number into an integer. The third line changes the control's accompanying label according to the value of the 'people' variable.

```
- (IBAction)peopleSlider:(id)sender; {
    people = rintf(people_slider.value);
    people_label.text = [NSString
    stringWithFormat:@"%1.0f people",
    people];
    [self calculate];
}
```

The tipSlider function is a little different: it doesn't need to be changed to an integer and the variable part of the label is set to '%1.1' rather than '%1.0'. This means that a single decimal point is displayed:

```
- (IBAction)tipSlider:(id)sender; {
    tip = tip_slider.value;
    tip_label.text = [NSString stringWith
    Format:@"%1.1f%% tip", tip];
    [self calculate];
}
```

The final code for this document defines the calculate function, which updates the 'bill split' figure whenever the app use adjusts a control:

```
- (void)calculate {
    split = ((bill * tip / 100) + bill) / people;
    split_result.text = [NSString
    stringWithFormat:@"%1.2f", split];
}
```

With the various functions defined as code, you can now assemble the application itself with the SDK's graphical Interface Builder.
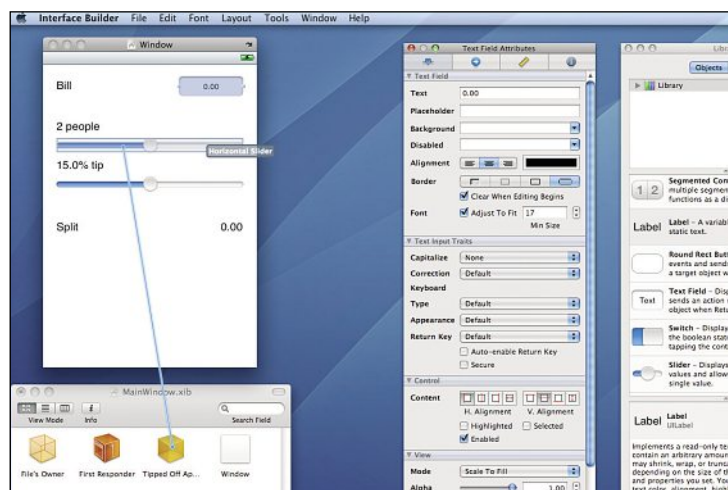
GOOD CONNECTIONS To connect your defined functions to the components you've created in Interface Builder, hold down **Ctrl** and drag the mouse between relevant objects, select a function that appears when you release the mouse button

Add some control

Double-click 'MainWindow.xib' in the TippedOff file list to open both a blank interface window and a separate window holding objects to link to your interface parts.

Select **Tools ➔ Library** to open up a list of objects that you can drag on to the interface window. Place a Label object in the top-left corner and a Text Field object in the top-right. Placement guidelines appear as you move objects, enabling you to line up components.

Below these two objects, add two pairs of Label and Slider objects. Stretch the Slider objects so that they go across the screen's width. Next, add two Label objects in the bottom-left and bottom-right corners. Adjust the bottom-right Label's Layout Alignment to 'right' to make it look a bit neater.

To change the text inside the Labels, select **Tools ➔ Attributes Inspector**, then click on each Label in turn and change its 'Text' value. From the top, rename the Labels as 'Bill', '2 people' and '15.0% tip'. Rename the bottom two Labels as 'Split' and '0.00'. Some Labels will change values as the controls are adjusted: what you've entered here represents the defaults that a user will see when the application is launched.

Next, you'll link the interface parts to controllers so that the user's adjustments affect the variables that you've established. Hold **Ctrl** and drag from the TippedOffAppDelegate object to the Bill Label. From the pop-up menu that appears, select the 'bill_label' Outlet. Similarly, link the 'people_label' Outlet to the '2 people' Label; 'tip_label' to the '15.0% tip' Label; 'split_label' to the 'Split' Label; and 'split_result' to the '0.00' Label.

Now hold down **Ctrl** and again drag from TippedOffAppDelegate to the Text Field object, and link 'bill_enter' when prompted. Then link 'people_slider' to the higher Slider object and 'tip_slider' to the lower Slider object.

You also need to link some Outlets in the opposite direction. **Ctrl**-drag from the Text Field object to TippedOffApp Delegate and select 'delegate'. Similarly, link up peopleSlider and tipSlider to the higher and lower Sliders.

The final operations to complete in Interface Builder tighten the controls' behaviour. Select the Text Field object. In the Attributes Inspector's Text field, enter '0.00' as the default value, then change Alignment to centred. Make sure that 'Clear When Editing Begins' is ticked. Under Text Input Traits, set Keyboard to 'Numbers & Punctuation' so the user doesn't have to switch over from the default keyboard. Change Return Key to 'Done' and tick 'Auto-enable Return Key'.

Now select the higher Slider object, which

You can now use the app, dragging sliders and entering the bill total

sets the number of people in the dining group. For Values, set Minimum to '2' (you don't need to use the app to work out the split if you're eating alone) and Maximum to '20'. Set Initial to '2' as well: this matches the default Label for this Slider that you created earlier. For the lower Slider, which is used to set the tip percentage, set Minimum to '0' and Maximum to '25', then set Initial to '15' – again matching the default Label object you've defined for that Slider.

Your tip calculator is now ready to use. To try it out, return to Xcode and press 'Build and Run' in the toolbar. Xcode compiles the code and bundles it into an application, triggering iPhone Simulator to present the result. You can now use the app as you would on an iPhone, dragging sliders and entering the bill total in the top-right text field.

There's a glut of such tools on the App Store, so you can study how different programmers have tackled their tips calculators. (See 'Extend your iPhone application', opposite.) See if you can come up with your own approach! ●
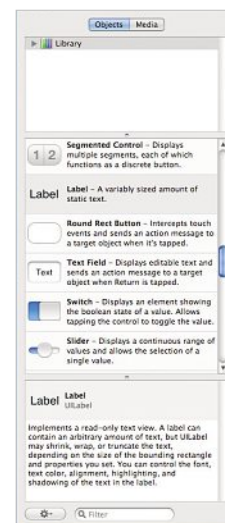
GUIDED Interface Builder enables you to drag and drop UI components and use auto-positioning guides

APP MAN

Wracked by commuter misery, Malcolm Barclay developed an iPhone app
to help himself and others keep track of delays. Now it pays his rent…

Contract programmer Malcolm Barclay was facing the familiar perils of having to navigate home on the London Underground when he decided to make his first app. Tube Status simply displays live information about any Tube line suffering delays. It's been such a success that he now develops apps full time. We visited his office – his kitchen in east London – to find out how apps changed his life.

Why Tube Status?
I was caught out by a Northern Line closure on my way home one night. It seemed obvious to me that this information should be easily available as an app on my first-generation iPhone. I didn't even think the idea was particularly inventive, so I thought: "Make it yourself, make it fast and make it work."

Having worked on and off with Macs, I set about teaching myself Objective-C [programming language] and wrote Tube Status, a simple free app that quickly gives you the status of all London Underground lines.

Was it an instant success?
I submitted it to the App Store; it took a month to approve and it had 10,000 downloads in the first week. Requests for a map, journey planning, timetables, departures and everything else you could think of came flooding into the inbox, so I licensed the map from Transport for London and set about writing Tube Deluxe. I charged £1.79 in the first month it went live, did 10,000 downloads and thought "maybe I could make a living off this." It now sells for 59p and has had no fewer than five months' development work put into it. I've since introduced other travel apps that have also been successful: London Bus, NextBuses & Traveline S&E.

How has it changed your life?
It pays the full rent and then some. I make a very healthy living off my suite

of applications, and some months have surpassed what I could even make contracting. I have been invited to, flown to and been paid to speak at conferences. I have met all manner of people, from grass roots designers to CEOs and presidents of multinational corporations. I can pick and choose my contracts, or just work on my own stuff for a while.

The level of media coverage has been really unexpected; going on a live-to-air BBC TV interview certainly gets the adrenaline pumping.

What's your background?
I've been a contract programmer for 10 years, building a mixture of interactive and corporate websites. I started coding from a young age but never thought it would be my career. I thought all kids programmed on their 48K ZX Spectrum… Of course, I did other things like skateboarding and radio control cars too.

I studied photography at design school, got a job in a digital bureau and then the internet came along. From then on, I taught myself a lot about programming but also had the benefit of working with very smart people.

Have you always been inventive?
Yes. Whether it was modifying my radio control cars growing up or photography, I was always tinkering or making something. It was two years ago that I got interested in apps, just as Apple was releasing the iPhone SDK. I had never programmed a mobile application before, and had even ignored things like Wap for mobiles.

Have you had any failed app ideas?
I was very nearly there with a Tube Exits-style app, and the Tube Exits guys got the jump on me. It just wasn't worth completing.

I've had other train app ideas too, but getting hold of the data has proved too difficult; very little data is made

available to third-party developers at a price that's affordable, or at all.

Do you think that the simplest ideas are the best?
Yes, but it's the execution and polish that counts. People will never see the many screens or even whole features that were removed during development. They only see the end product and then think, "Wow what a great idea." The idea happened a long time ago; what followed was a lot of hard work and decisions.

This is why I don't place much value on ideas; they are a tiny part of what it takes to make a great app. Apps that are dead simple on the surface aren't always so easy to program. The less you bother the user with, the better.

What are your favourite apps?
Hipstamatic, Twitter (formerly Tweetie), Reeder, Dropbox and Evernote.

What does the iPad bring to the table for developers?
Space. It's quite clear, now that the iPad has been out for a while, that existing iPhone apps don't translate well to it. One needs to really take advantage of what the iPad has to offer. It doesn't necessarily mean 'stuff everything into one screen', but it does mean you need to take a different approach. For me, it's almost a rewrite.

Have you actually seen people using any of your apps?
Yes – it's really cool. I often see people using Tube Deluxe. Strangely, I feel really shy about saying anything directly to them. People that meet me in social situations are genuinely surprised to meet me. The fame side has been quite an experience.

What's next?
An iPad app for Greater London travel, and more features to take advantage of the new iOS 4. ●

the 2011
iPhone
app guide

We showcase the very best apps for your iPhone and iPod touch, from top games to photo editors and shopping apps

Create
Learn a musical instrument, edit photos and even paint a picture

Explore
Use your iPhone as a sat nav, find local attractions or check the weather

Enjoy
Improve your social life, get radio and TV on your iPhone and much more

Work
Boost your productivity with our pick of home and business applications

Play
Discover the games that are setting the iPhone user's world alight