



iPhone

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iPhone:Gizmodo

This Week's Best iPhone Apps

In this week's charmingly tawdry app roundup: Voices, creepily modulated! Annoying trips to Kinkos, averted! Cats, artfully superimposed! Photos, easily shared! iPhone speakers, blown! Call of Duty, iPhone'd! Google Maps, humiliated! Certifiably good games, discounted! And more...

To view as a single page, click [here](#)

Voices: There are a few voice modulation apps on the shelves of the App Store, but none has captured Jesus' heart like Voices:

Retro tape recorder and microphone, cute icons, simple touch interface, and sharing via Twitter, Facebook, and email, so you can spook everyone with that infernal Reverse Voice effect. For \$1, it's impossible to resist.

Zosh: Signing things over email: a thing that is dumb. Zosh: a thing that makes that process much easier.

Zosh is a \$3 app that allows you to sign attached documents on your iPhone. Basically, you forward the emailed document to Zosh from the iPhone's mail app, then you open the Zosh app to sign it (plus you can add a date and stuff).

I especially like this one because it's not just a good way to sign documents on the iPhone, it's a good way to sign documents in general. I mean seriously, who wants to scan their signature, or jitter one out in MS paint? One catch: it only supports PDFs for now, so convert or die.

CatPaint: Negative space, as defined in the eminent McFairlyshire Encyclopedia of Artistic Principles (1904): *An area, perimeter or measurable expanse that lacks cats*. And one of the first thing they teach to you any good art school is to fill it up, with cats. Facts! Enter CatPaint:

Cats can be added to preexisting photos or cat-scarce shots from the iPhone's camera, and either saved to your camera roll or sent via email. Using it takes a while to get used to: Once you've selected a cat from the app's animal palette and set the slider for size, each tap on the photo instantly splashes a new cat at the point of contact, which can't be edited, save for a temperamental shake-to-delete function.

It is the best thing, this app. A dollar.

Knocking: Live Pic Sharing: Uses server-side galleries to let you view photos in sync with other people, which you can send or flip through by "knocking." Ideal scenario: You're talking to your friend over the phone, you want to show him a gallery of pictures, you tell him to jump onto Knocking, and suddenly you're in control of his viewing experience. It pretty much works like that. Free.

Blower: Real Air: Can you guess what this one does? *Really*, no? Then you're probably a good candidate for spending money on it. For what it's worth—something?—Blower explores the iPhone's absurd novelty potential in a completely new way. From the reviews, a perfect description: "It feels like an ant blowing on you."

Call of Duty: The control scheme isn't perfect, and the price (\$10) is high, but it's tough to argue with a Nazi Zombie shoot 'em up with the Call of Duty name. Protip: switch to the tilt controls, because the overlaid joystick is not good. (They never are!)

Magellan: It's a late entrant into a crowded field, and without extensive testing it's hard to recommend plunking down for Magellan RoadMate's \$80 introductory price. That said, for Magellan devotees, which probably exist somewhere, RoadMate is great news.

FunMail: MMSes are a bit of a conundrum. Like, it's great that you can send pictures and sounds and all, but phones—even the iPhone—aren't exactly the best tools for creating media, so you usually end up sending some pretty basic stuff: pictures of puppies, brief voice recordings, hot nudez, *etc.* FunMail takes whatever you type and converts it into an MMS-able image, generally with some kind of punny adornment. Call someone an ass, and there's a picture of a donkey. Say you want to get coffee, and your recipient gets your message overlaid on a picture of a mug. It's earnestly cheesy and a lot of the images look like clipart, but this isn't always a bad thing. FunMail works over MMS, email or Facebook, and it's free.

Fit or Fugly: Rounding out our cr-appier selections for the week, an app that purports to measure your beauty according to some kind of mathematical equation. It's not a good way to actually tell if someone is attractive, nor is it a particularly well-executed app. It is, however, a good excuse to tell your friends that their faces are asymmetrical, which evokes surprisingly intense responses. Try it! (The face thing, not necessarily the app.)

Google Earth 2.0: You can create and store your own customized maps in the desktop version of Google Maps, and save them to your account—this is great for keeping running routes, sharing driving directions and the like. You can view them in the new version of Google Earth for the iPhone now, which is useful, and also sort of hilarious, since you can't even access them in the official Google Maps app. Sound silly? *Welcome to the iPhone, y'all!*

Konami Apps: Whoooooole bunch good stuff discounted to \$1 for a few weeks, including: Field Prowlers, Frogger, Metal Gear Solid Touch, Silent Hill: The Escape, Silent Scope, Krazy Kart Racing, DanceDanceRevolution S, DanceDanceRevolution S+ -Power Pros Touch. Decent stuff to take a look at, with a few gems—especially MGS:T.

This list is in no way definitive. If you've spotted a great app that hit the store this week, give us a heads up or, better yet, your firsthand impressions in the comments. And for even more apps: see our previous weekly roundups here, and check out our Favorite iPhone Apps Directory. Have a great weekend, everybody!

Flo TV Shown Off On The iPhone For Reasons Unknown

I get that this Flo TV iPhone demo is just a proof of concept. That's fine! I'm just a little confused as to what the concept is.

Is it just what they're showing us? A Flo TV app, that requires some kind of accessory to tune into broadcasts? That's possible, but given how well the iPhone can stream video over 3G, it'd be a hard sell, even with Flo TV's cable-like channel selection. It would also help if said accessory wasn't larger than the actual iPhone.

Or is it to foster excitement over the idea of native Flo TV hardware support in the iPhone, like in the HTC Imagio? Because that will never, ever happen. So again, *why*? [Electric Pig]

Sometimes, Dreams Come True

In 2007 I whined and whined asking for an iPhone Software Developer's Kit. Back then, I asked for five apps. It took two years, but today I've got them all. The last one just came in yesterday.

It's not Voice Candy, but *Voices* looks as good, if not better: Retro tape recorder and microphone, cute icons, simple touch interface, and sharing via Twitter, Facebook, and eMail, so you can spook everyone with that infernal Reverse Voice effect. For \$1, it's impossible to resist.

[iTunes App Store—Thanks Juanlu and Lisa Bettany, who stars in the *Voices*' promo video]

Now that I think about it, most of the apps I pasted in this graphic are now in the iPhone in one form or another.

Are you still missing a favorite?

These Two iPhone Apps Made Me Realize That My Love Life Sucks

While trying out Stud/Dud and Single?, two romance-themed iPhone apps, I've realized that I've got a lousy relationship history. First I discovered that several ex-boyfriends were "duds," then that one was actually married...to his grandmother. I can't look anymore!

Stud/Dud and Single? are pretty much public record search engines repackaged in a neat app format. There's not much to making a search with either aside from entering a name (and any details that help narrow down the query) and you'll get partial results on the iPhone and the rest emailed. But if you want, you can see video guides of the search procedures here and here.

Stud or Dud

The idea behind Stud/Dud is that it parses public records and checks for stable address history, real estate ownership, business records, professional licenses, bankruptcies, criminal records and evictions in order to determine whether you've got a "stud" or a "dud" on your hands. I've unfortunately had more than my fair share of "duds" based on this app, but they were still lovely people. Except the guy who ran off with some knee high stockings of mine. I never did figure out what happened there.

Are They Really Single?

I thought that the things I found out through Stud/Dud were going to be as depressing as it gets, but Single? proved me wrong. The app checks for marriage, divorce, spousal and other domestic relationships and then determines the likelihood of the person still being in that relationship. I didn't really care about any former lovers being in relationships, but I still tossed a few names into the search to try it out. And found out that my high school sweetheart is married to his grandmother. Awkward shock aside, the app did say that it's "unlikely" right below the "wife" designation, but geez, that's quite an error to make. At least I really hope it's an error.

After that final mortifying search, I gave up. I didn't even want to enter the last ex-boyfriend's name since at the rate I was going he'd have four wives in three states and one would be his sister. But if you're

braver than I and in the mood for some horror, the apps are \$.99 each through the App Store and there are various charges if you want a detailed background history (addresses, phone numbers, email addresses, etc), but honestly I think this is a fun app that shouldn't be used for such creepy things. In other words: Please don't stalk anyone. [Stud/Dud and Single?]

Sign Documents on Your iPhone Through Zosh App

Every time I receive an emailed loan agreement for a product review, the process of signing it becomes a complete pain. I either have to print, sign and scan the document, or paste a signature in Photoshop. No more!

Zosh is a \$3 app that allows you to sign attached documents on your iPhone. Basically, you forward the emailed document to Zosh from the iPhone's mail app, then you open the Zosh app to sign it (plus you can add a date and stuff).

Testing the app, the signing process actually work pretty well. Maybe the neatest component of the interface is that the signature line auto tracks your finger, meaning that if your signature goes larger than the iPhone's screen, it'll just pan over.

However, there's one MASSIVE catch. You can only sign PDFs at the moment, not text files like .docs. For me, that's a dealbreaker (ladies), and hopefully one that will be remedied (through simple auto-conversion or something) in later versions. [[Zosh](#)]

Threadless Shirts Become iPhone Cases

In a surprising but sensible partnership, Griffin will be adding Threadless designs to their iPhone cases. So far, only two models are available, and the going rate is \$35. [Griffin via Gearlog]

Wow, It Took Him This Long?

Everyone's making money off the iPhone, so that might as well include George Lucas. \$30 this December. [[StarWarsShop](#) via [ChipChick](#)]

CatPaint for iPhone Single-Pawedly Justifies the Existence of the App Store

Within seconds of installing CatPaint, I felt like the Matisse of adding cats to photos. Within minutes, I was Leonardo da goddamn *Vinci*.

Sometimes the best apps are the simplest, and CatPaint is nothing if not simple. Cats can be added to preexisting photos or cat-scarce shots from the iPhone's camera, and either saved to your camera roll or sent via email. Using it takes a while to get used to: Once you've selected a cat from the app's animal palette and set the slider for size, each tap on the photo instantly splashes a new cat at the point of contact, which can't be edited, save for a temperamental shake-to-delete function. But seriously, *not the point*:

See?!? A dollar. [[iTunes](#) via [Macworld](#)]

Solar iPhone Charger Concept Has Another Use

Although it'll be awkward to have this iPetals solar charger out on the street, taking advantage of the sun to keep your phone charged is just smart.

Only a concept now, but this charger-that's-also-a-iPhone-stand is easy enough that some Chinese company could quickly put out a solution in a few months. [[Petit Invention](#) via [Into Mobile](#)]

HypnosEye: The World's First Ironic Projector

You know those faux-retro plastic cameras you see at stores like Urban Outfitters? The ones skinny people in skinny jeans use to take pictures of themselves dancing, or looking very serious, but not really? This is that, as a projector.

The HypnosEye throws up a few red flags right out of the gates: Instead of connecting to your iPod or iPhone's dock connector or video-out, it simply magnifies your screen, like your math teacher's old overhead projector. This means it'll project almost anything portable with a screen, which is fantastic! This also means that, since the only light source is the backlight on your device's screen—this thing isn't even powered—the image quality shown above is probably pretty close to accurate. Charming incapability: in!

The HypnosEye can be imported for about \$80, which isn't a *terrible* deal, assuming you'll be doing most of your projecting in perfect blackness. Stuck inside a white-satin-lined coffin, buried unusually deep, at night? Get the HypnosEye! Happen to be on the dark side of the moon during at the beginning of its cycle, in a tent, with a projector screen handy? Get the HypnosEye! Etc. [Technabob]

Application Makes Your iPhone Blow Air

At last, after being blowed a billion times, it's the iPhone's turn. Believe it or not, there's a new application for the iPhone that uses its speaker to blow air. No peripherals. No attachments. Check the video for yourself.

The developers say that you can use it to "blow out candles, herbs, and refresh your skin during hot summer nights." I wonder how many birthdays you can go through before your speaker breaks from all the vibration. [[iTunes App Store](#) via [Krapps](#)]

Video: iStetho Turns your iPhone into a Stethoscope

It's only intended for recreational use, but this feels like another step towards a real-life tricorder. A new start-up called RidRx is selling an adapter that connects stethoscopes to the iPhone/iPod touch, and uses their app for fancy spectral imaging.

You'll need to attack your old stethoscope with a pair of scissors to make it fit the \$30 iStetho Adapter, but they'll provide full instructions. Once connected, the iStethoscope Pro app (iTunes link) "amplifies the signal and eliminates audio outside of what is important for diagnosis." Kinda crazy. [RidRx via The Undercover Scientist, MedGadget and CNET]

Remainders - Stuff We Didn't Post (and Why)

AT&T's 3G Network Sees 2,000% Increase Since iPhone 3G Release...Droid Camera Fixed, Without Explanation?...[Genius Bar](#) App Won't Help if Your iPhone Is Broken...Samsung Beats out Vizio for Top LCD Seller...

AT&T's 3G Network Sees 2,000% Increase Since iPhone 3G Release

In the wake of a big \$65 million upgrade to its network here in the San Francisco Bay Area, AT&T revealed that the improvement was due to 3G usage being up 2,000% after the release of the iPhone 3G last year. That sounds like a crazy number for which the iPhone deserves all kinds of high fives, but it's really not surprising—how many AT&T 3G phones were there before the iPhone 3G, even? And of course 3G use across the board is up in crazy numbers, since smartphones have really started taking off in the last year or so—so to be honest, the number doesn't really mean all that much. Hence its ending up here in the sad pit of Remainders. [[All Things D](#)]

Droid Camera Fixed, Without Explanation?

The Motorola Droid camera is a serious problem. I can't compete with Matt's angry poetry on the subject, so here it is, clipped from [his review](#):

The camera is complete garbage. It takes 10 years to start up, 2 to focus, and another 4 to actually take the goddamn picture. And there's no distinct visual feedback to let you know a photo's been snapped. And the photos suck. That pumpkin shot, in decent lighting, is as good as it gets. Like I said in the Android 2.0 review, I don't know if it's the hardware or the software, but it's inexcusably bad.

Yow. But users have spontaneously been reporting that the camera, all of a sudden, has stopped sucking—what's the deal? Apparently there

was some kind of bug wherein a particular state of the clock (meaning, time of day) screws with the Droid's autofocusing, which sounds insane to me, but what do I know? Apparently it should work okay now, and while it's temporary, the incoming Dec. 11th bug fix should take care of things. [[Electronista](#)]

Genius Bar App Won't Help if Your iPhone Is Broken

Rumor has it that Apple is planning to add a Genius Bar app to the App Store (appappappapp) that will let you make appointments, track your place in line, and curse the world when you realize you can't use the app because your iPhone is broken, which is the whole reason you need to make the appointment in the first place. Catch 22 apps are the very best kind of apps. [[TUAW](#)]

Samsung Beats out Vizio for Top LCD Seller

I bet you've been waiting by your computer, eager to see who managed to eke out the top spot in the LCD sales wars this fiscal quarter. Will it be Vizio, the low-priced upstart who took the LCD world by storm? Or Samsung, the crafty veteran with the quality sets and sleek design? Looks like this quarter, Samsung took the prize—and it's in Remainders because honestly who cares, at all. [[CrunchGear](#)]

Once Upon a Time, a Book and an iPhone Met...

If I ever have kids, odds are that they'll turn out to be gadget-obsessed bookworms. But even if they don't, we'd probably spend a few afternoons flipping through these interactive iPhone-powered picture books together, giggling in delight at the stories.

Dubbed Phonebooks, these neat little books combine with your iPhone to create a fun experience at every page turn. And while I rail against using iPhone apps for parenting purposes, this is an extraordinarily cute and age-appropriate way for your lil' one to play around with an iPhone. [[Japan Trends](#) via [Dvice](#)]

Star Wars Trench Run for the iPhone

Star Wars: Trench Run for the iPhone gets you into Luke's multitouch underpants, so you can blow up the Death Star while Darth Vader and a thousand TIE Fighters chase you. And, apparently, you can play on the Empire's side:

Looks nice in the screenshots, but remember that the \$5 Star Wars Trench Run is one of those games that has special graphics features if you run it on the iPhone 3GS. You know, because everybody knows the Force is stronger in that one. [[iTunes App Store](#)]

Because What We All Need Right Now Is an App to Tell Us We're Ugly

Fact, maybe: Human beauty has nothing to do with subjective judgment, and everything to do with some obscure mathematical equation. Fact, definitely: There is an iPhone app based on this theory.

Designed by giant human baby Ed Nash, above, Fit or Fugly (*Fit: Brit., informal: SEXXY*) judges your attractiveness based on the proportions of your face, processed from a photo and a little user input—to peg exactly where your nose, ears, eyes and mouth are. Does it work? As a tool for determining objective beauty, possibly. As a tool for planting tiny, fertile seeds of doubt about your attractiveness in your subconscious (and others'!), yeah, sure. A dollar, and you look *beautiful* today. [[iTunes](#) via [Cult of Mac](#)]

\$3 Million of iPhones Stolen in Belgium Heist

A company named CEVA Logistics was housing somewhere between 3,000 and 4,000 iPhones in a warehouse when intruders climbed up a fire ladder and sliced a hole through the roof.

The hole was conveniently cut directly above the crates of iPhones.

An unknown amount of burglars managed to walk away with roughly 2 million euros worth of iPhones. And while they're almost sure to make a decent buck off the black market sale, carrier Mobsistar has revealed that they have a list of all serial numbers from the caper and will be deactivating the phones accordingly.

In other words, don't buy an iPhone in a back alley of Belgium. [[De Standaard](#) via [AppleInsider](#)]

Finally, a Kitchen Scale iPod Dock

How many times have I been weighing flour when all I wanted was to hear the soulful vocal stylings of Miley Cyrus?

Luckily, manufacturer Rihanna is working on this \$100 kitchen scale due out next year, complete with an iPod dock and 2W speaker (the speaker is hidden under the glass platform). Your iPod shows you the song while a black and white LCD displays the weights. I mean, does life get any better than this? [ADE via gizmag via UberGizmo]

Slaughtering Nazi Zombies in Call of Duty Is Not as Insanely Fun on iPhone

For some reason, shanking a Nazi zombie and watching a mist blood spray across the screen, with five more waiting to gnaw my arm off in a dark, disgusting prison cell just isn't as much on the iPhone.

Call of Duty World at War: Zombies replicates the best part of Treyarch's otherwise inferior Call of Duty game—Nazi Zombies—to the iPhone. It looks great. It sounds great. And parts of it, like the multiplayer over Wi-Fi, work great.

It doesn't feel great though. The controls suck. We're all used to the inherently mediocre virtual joystick, a pale translation of a three-dimensional control implement into a flat two-dimensional space, which here moves you backward and forward, and strafes left and right. Turning and looking up and down is both finicky and imprecise, accomplished by sliding your thumb in the direction you want to turn or look—a longer slide makes you turn faster and further. What's tricky, and tensely uncomfortable, is trying to turn while moving with the virtual joystick. It winds up being jerky and spinny, like your soldier had one too many peppermint schnappes before fighting the undead.

Even with the computer helping your sorry ass aim—a little too much, actually—it just doesn't work. Often, you'll try to turn by swiping your thumb and accidentally tap the button to aim down your sights, or fire, sending your bullets past the zombie, who proceeds to om-nom-nom on your brains. Knifing is still awesome though.

Update: There are two alternate control schemes—a dual joystick mode that confines the turning area to a second joystick, making it slightly more precise than the general corner area controls of the default layout (though it's still tricky), and an accelerometer mode, that's unwieldy, but more fun since you have to swing your whole phone around to aim. Still, it's hard to feel totally in control here.

But in the end, the lack of tight controls crushes the whole experience, which is otherwise a pitch-perfect translation, down to Activision planning to charge for add-on maps on top of the \$10 you already paid for the game.

[iTunes]

Google Earth 2.0 For iPhone Brings Custom Maps

Google is rolling out [Google Earth](#) 2.0 for the iPhone over the next 24 hours and it brings a long-awaited custom map feature by allowing you to sync your Google My Maps with the app.

Along with the custom maps, the update brings more languages and better performance. Anyone managed to get the update yet? [[Google Lat Long Blog](#)]

iPhone Home Button Earrings: Please Don't

No. WRONG. Drop that! Bad cat! I'm sorry, but when it comes to geeky jewelry, I would only buy a Lego ring. [iPhone India via Makezine]

Magellan Sends Its Eldest Child Into the iPhone Turn-By-Turn App War, Tearfully

In this war there are two battles: the polite, traditional fight between expensive, full-featured apps like Navigon and TomTom, and the I-will-undercut-you-if-it-means-killing-my-own-mother gorefest of the cheaper apps, like MotionX and Gokivo. With RoadMate, Magellan has taken the road less bloody.

Debuting at \$80 (and presumably climbing to \$100 later), RoadMate recreates as much of the Magellan dedicated PND experience as possible, which means the interface is a full conversion—there's very little in the way of iPhone-ness here, even down to a replacement keyboard. In addition, it falls on the conservative side of the map storage debate, holding its data locally—great for when you might be in a bad service area, but not so great if you don't want to set aside 1.3GB of space for an *app*.

The rest of the feature list is appropriate to the price: spoken street names, simulated lane guidance, 3D landmarks, in-app music controls and address book integration are all there, as are a few newbies like a "Find Your Car" GPS function and a pedestrian mode, and a "OneTouch" menu, which is basically a panel of search shortcuts for stuff like pizza and nearby gas stations.

I can't pass judgment on this app without running it through its paces (which yes, we will do eventually) but it comes at an awkward time. While cheap apps have been nipping at the heels of more expensive, prestige brand apps for a few months now, Google's telegraphed their intention to nuke the hell out of everyone, someday, which can't be the best way to lead into a new product launch. RoadMate is available in the App Store now. [[Magellan](#)]

iPhone Apps Have to Be Approved by Robots Now, Too

Sounds sinister, right? That's probably because I replaced the word "computers" with "robots!" For effect! But no, still, this is at least interesting: Developers are now reporting that apps are getting rejected, and not by humans.

Word is that Apple has added a new layer to the approval process, called a static analysis tool. This particular static analysis tool is intended to scan for the use of private APIs in submitted apps, and flag them if it finds any. For quite a few people, evidently, this means that apps that *were* kosher a while ago are, with their next updates, very suddenly not. Time for a FORENSIC RECAP! From Craig Hockenberry, developer of Twitterrific, and Guy Who Noticed This Early:

To which John Gruber (Daring Fireball) knowingly responded:
So yeah, what the *hell* does any of this mean?

Apple gives developers a bunch of public application programming interface (APIs) which are essentially documented, permitted tools or calls that they can invoke in their apps. For example, Apple has an API for recording microphone input, which developers can use, and which Apple, by publishing them, has basically promised to keep intact and working. Private APIs are calls and features that only Apple uses, and which they don't really tell developers about. There could be a few reasons for this: either they specifically don't *want* developers to use them, for security or consistency reasons, or they're not finished and subject to change, which means that for devs to use them would be risky—their apps could just break with the next system update, since these private APIs are, in effect, volatile. Remember all those early jailbreak apps, before the App Store was open? Those were built using entirely private APIs, many of which became public later. Anyway!

There's always been an official ban on the use of private APIs, but Apple hadn't really been enforcing it to date, partly because it's just hard to tell sometimes—unless the private API is used in a terribly obvious way, finding them is a matter of taking to apps with a fine-toothed code-comb, which the current crew obviously can't do, and which machines—as in, software—would be good at. With these new static analysis tools, Apple has created a machine filter for apps that breach this rule.

Given that actually App Store policy hasn't changed, this shouldn't amount to anything more than better rule enforcement for app devs. *Shouldn't*. Introducing something automated like this, even if it's a "serious tool, not simplistic" as Gruber claims, is bound to end in tears. Congratulations, developers! Your next appeal against app rejection will be to a piece of software, which has no capacity to feel your pain. Devs: Let us know if you've run up against this thing in the comments, and if it was fair. [Twitt-ah]

Official Commodore 64 Emulator Returns to the App Store

After being smacked down not once, but twice by the ridiculous App Store approval process, Manomio's fully-licensed Commodore 64 emulator is back in the App Store.

Not only is it back and fully compliant with the SDK agreement, C64 is also up to 30% better than previous versions in terms of performance (battery life and smoother game play). The addition of International Soccer, International Basketball and International Tennis brings the total number of playable games up to 8, with Bruce Lee and others arriving in the 1.2 update set to arrive in mid December. C4 is available now in the app store for \$5. [[iTunes](#)]

This Week's Best iPhone Apps

In this week's slightly more transparent app roundup: Malls, navigated! Instant messages, never ignored! Browser, bettered! Messaging, replaced! Hotel rooms, snagged! Photos, translated! Ghosts, faked! Blu-ray movies, supplemented! And more...

If you want to view this gallery as a list, click [here](#)

Point Inside: Fact: stepping foot in a suburban mall can drain your vitality in a matter of seconds. And though I don't think a deep disdain for the concept of indoor shopping complexes and what they've done to the very fabric of the American town was the driving inspiration behind Point Inside, they're definitely onto something: With hundreds of mall maps that look a lot like those big directory signs, this app gets you in and out of your local mall as quickly as possible, all for free. Could use a few hundred more maps—some of my old tweenage haunts weren't there—but if yours is listed, PI is great.

Agile Messenger: I've always been a little leery of Agile Messenger, since it's usually priced at around \$10, up there with the likes of Beejive, and it's a little ugly—though the multi-account and push features are more than adequate. For a few weeks, though, it's just two dollars. *And* they've just added a new feature called "Walk and Type," which overlays your text over a live camera view, so you never have to take your eyes off you AIM conversations as you walk down the street. *In theory*. In practice, you will still die. Ranked for feature-bloat audacity, and shitty late night joke/newspaper cartoon potential.

Full Browser: As with every alternative browser in the App Store, Full Browser isn't really its own browser, since it's still using Mobile Safari's WebKit renderer. That said, FB's added features are worthwhile: the tabbing system, which is more traditional and desktop-like than Safari's, makes up for its rough looks with efficiency, in-app email makes life ever-so-slightly faster if you spend most of your time browsing, the favorite sites speed dial is a mite faster than using Safari's favorites, and inline text search is just, well, useful. A dollar.

WhatsApp: First, let's try this: WhatsApp is like BlackBerry Messenger for the iPhone. Cool, right? If that doesn't mean anything to you, it's like

an instant messaging app, tied to your number—not a screen name or PIN or anything—that integrates with your contacts. If you have the app, your friend has the app, and you're both in each others' phonebooks, you're ready to go. Push notifications make this even more like BBM, in that you don't have to keep the app open. Free for now, so GO GO GO.

PicTranslator: Translates text from photos, from whatever language you want. I love it because it fits nicely with my vision of what smartphones should be doing for us in the next few years, and it seems to work pretty well most of the time. I don't love it because results are much, much better on the 3GS—you're basically limited to signage with the 3G and 2G, because they can't focus on small text—and because your \$2 only gets you one language. Still though, extremely neat stuff, as long as you're aware of the limitations. And now you are, so!

PocketBlu/FoxPop: From Universal and Fox, respectively, these are the new Blu-ray companion apps. PocketBlu, available now but not really compatible with much yet, is like an enhanced remote control for compatible titles, making navigating various BD Live features a bit more intuitive. It'll also stream bonus content to your handset over Wi-Fi, which is pretty cool. FoxPop, which isn't quite out yet, does things a little differently: It's like a *Popup Video* feed that plays back trivia, photos, video, and other content to supplement the film. Bonus cool feature: it figures out where you are in the DVD or Blu-ray by listening to the soundtrack, and matching it to a timeline. Both should be coming soon to select releases.

Navigon Traffic: \$90 for a navigation app is feeling more and more expensive by the day, and \$20 for the new traffic function doesn't feel like a steal either. That said, there are no monthly fees after that initial charge, the traffic data is crowdsourced and rich, and Navigon is one of the best nav options out there. Worth your consideration, if not your dollars.

Priceline Negotiator: Priceline's main gimmick/selling point has always been its instant bid feature, and it's well-suited to the iPhone. Give it a location, make your hotel room bid, and you know if you've got it or not pretty much that second.

ARGH: I somehow missed this one in yesterday's augmented reality app

roundup, so here goes. ARGH cheesily superimposes ghosts over your 3GS's camera view, as if there were actually there. Upon seeing ARGH, most of your friends will groan and tell you you've wasted your money. But! Your senile grandmother will be legitimately spooked, your pet dog will be mildly confused, and your little cousin will probably chuckle a little. Two dollars.

iVIP: This thing is basically I Am Rich, except it offers (some?) services, in the form of memberships to various clubs and societies. It sounds a bit like a scam (A Cineworld membership? Really?) and the concept is inherently deplorable, but in separating a special, horrible kind of rich person from their dollars, iVIP is doing the world a service. \$1000, or \$450 for the "Blue" version, which is blue.

This list is in no way definitive. If you've spotted a great app that hit the store this week, give us a heads up or, better yet, your firsthand impressions in the comments. And for even more apps: see our previous weekly roundups here, and check out our Favorite iPhone Apps Directory. Have a great weekend, everybody!

iPhone vs. Droid: Whoever Wins, We're All Still Losers

I mean, I *know* this is funny—I get the joke, and it's clever!—but every time I try to laugh, it comes out as a sob. What gives? [[XKCD](#)]

The Year Apple and RIM Ate Everyone Else's Lunch

For today's data dump: the iPhone now accounts for nearly a fifth of new smartphones, and BlackBerrys are on a surprisingly serious tear, passing a 20% in world market share. So, uh, who's losing?

Well, for one, Nokia, whose smartphones have failed to penetrate *at all* in the US, despite massive popularity overseas, and whose Symbian OS is starting to look downright old. Manufacturers like LG and Motorola, who for the last year were depending mostly on the waning Windows Mobile 6.1, have had a rough time of it, while Palm, presumably included in the "Other" category, consolidated its line to one phone for the duration of 2009, which has done wonders for its image, but unfortunately not for its sales.

Interestingly enough, Apple and RIM are doing spectacularly well for similar reasons: both have appealed to mainstream consumers with new products—the marked-down iPhone 3G and cheap-but-decent BlackBerry Curve line, respectively—while pushing app stores as a selling point. And honestly, look around. Smartphones are decidedly a *thing* right now.

I'll be interested to see what happens next year, when Android's had a little time to spread its wings. It looks like Google helped buoy HTC a *little* bit this year, but Android phones are still a rare sight. [[Ars](#)]

iTunes Enters the Web Browser with iTunes Preview

This probably won't affect your day to day life (yet), but it's an interesting development nonetheless. iTunes now allows you to window shop through your web browser.

Called iTunes Preview, you can now access any iTunes music page through your browser by selecting "Copy Link" and pasting it Firefox, Safari, IE, whatever you use.

At the moment, Apple isn't doing very much with iTunes Preview. Sure, you can view music (videos and other media not yet online), but to buy or preview anything, you're redirected into iTunes software. In that way, iTunes Preview really lives up (or down) to its humble name—it's a non-interactive preview of iTunes content for people who haven't loaded the software (as well as bloggers who'd just like to link a webpage rather than an app). But is it so crazy to imagine a day when Apple allows us to buy music free from the confines of their software?

Yes, yes it is. [iTunes Preview via AppleInsider]

Remainders - Stuff We Didn't Post (and Why)

YouTube's Going 1080p So That You Can Watch Silly Videos In High-Def...Yet Another "Virus" Attacks Unsecured Jailbroken Phones...USB AM/FM Tuner Made By Company Who Hasn't Heard Of Internet Radio...Pirates Decorate Their MacBooks With Crossbones...

YouTube's Going 1080p So That You Can Watch Silly Videos In High-Def

Unsatisfied with simple 720p, YouTube is going to a full HD experience with 1080p. They're about halfway through the process of re-encoding the current content, so it shouldn't be long before you can watch Rupe Murdoch rant in high-def. [CNET]

Yet Another "Virus" Attacks Unsecured Jailbroken Phones

The number of ridiculous iPhone viruses, worms and hacks is gradually growing as the number of idiots who refuse to change the default root passwords when running SSH on their jailbroken iPhones remains the same. Secure your iPhones already. Please.[BGR]

USB AM/FM Tuner Made By Company Who Hasn't Heard Of Internet Radio

This USB AM/FM tuner is useless without a computer, but if you've got a computer in front of you odds are good that you also have an Internet connection through which you can access *most* radio stations. And while it's lovely that it allows you to record broadcast content, it would be a bit more handy if the gadget also had some flash memory on board. [OhGizmo!]

Pirates Decorate Their MacBooks With Crossbones

MacBook decals appear to be turning into a trend as even pirates are getting into the game. Arrr, yo-ho-ho matey, or something like that. [Crunchgear]

10 iPhone Apps To Augment Your Sad Reality

Augmented reality. It's definitely a buzz phrase, but what is it, exactly? How do you experience it? *Is there an app for it?* Oh, most definitely. Here are 10.

True to their title, augmented reality apps add something to what you see, using a combination of camera, GPS, and sometimes, in the case of the iPhone 3GS, a compass. The result is something like a real-life heads-up display on your phone, and it's spectacular.

It's been a few months since Apple enabled AR apps in the iPhone's firmware, and as you might expect, there's been an explosion of new takes on the concept. Here are ten of the best:

Note: Most of these apps will work best with the iPhone 3GS, and some explicitly require it. It's worth checking into exactly what you lose without the compass before downloading. Also, here's the article in [one page](#).

Layar: Layar was one of the first augmented reality mobile apps to hit any platform, so by the time it made the jump from Android to the iPhone it'd had some time to mature. Layar is an augmented reality framework, not a single purpose app—it's fed by a growing library of "layers," which range from Wikipedia to Flickr to apartment listings in your local town. Plus it's free, so it's a great way to see how the hell this augmented reality thing works in the first place.

Wikitude: Another straightforward overlay app, this one hovers little text bubbles over the locations of geotagged Wikipedia articles. What differentiates this from something like Layar is that through the app's website, Wikitude.me, you can add your own points of interest. Most of the data sets used by AR apps are broad and not that useful outside of large cities, so this is a good way to build your own hyperlocal augmented reality.

Robotvision: A location-based point-of-interest app like Layar or Wikitude, for contrarians. Why? Because it uses Bing local search, like a *badass** OK? It's a nice change of pace if you're getting tired of browsing through local historical sites with Wikipedia, or watching local Twitterfiends broadcast their locations every eight minutes. A dollar.

*Person who prefers not to use Google. (You can use Google if you want, too.)

Nearest Subway: Overlays your camera's view with floating, labeled avatars of your nearest subway stations. This one's local to NY, though there are similar apps for other cities (Nearest Tube for London, Bionic Eye for Tokyo, etc). But it doesn't matter, because the experience of actually using this thing borders on sexual, especially if you're used to compass-less Google Maps. Two dollars.

Assassin FPS: Remember that old *Kids in the Hall* skit, where Mark sits back and pretends to crush everyone's heads with his fingers? This is that, except more modern, less funny and ever-so-slightly sinister. It's essentially an FPS HUD, gun included, superimposed onto real life. You know, so you can shoot your boss in the face because he's got coffee breath, or rocket-blast your wife's silly porcelain dog figurine collection, because you *hate her so so so much and wish she would just die*, that harpy. Healthy coping, for a dollar!

Pocket Universe: Pocket Universe is a mixed bag. It's not a camera overlay app, so in a way it's the least pure augmented reality app of the bunch. The effect, though, is the same: A compass-equipped iPhone 3GS can use Pocket Universe to display a labeled map of the cosmos matched to wherever it's pointed. It's a heavy-duty astronomy news and reference app in addition to the AR feature, which helps justify the \$3 price.

cAR Locator: This concept has been around in one form or another since the advent of GPS in phones, probably because it's extremely simple to execute. Also: useful! Tag your car's location when you get out of it, then later, just point your camera at the parking lot to see your spot. Two dollars, which to be honest, is probably too much.

Yelp: Yelp is my go-to service for new local recommendations in the first place, but the addition of augmented reality adds a layer of whimsy to your typical "where can a guy get a decent wax job and/or hamburger around here?" adventures. This one's secret—you've got to shake your phone to activate it. Free.

Urbanspoon: Like Yelp, except with an explicit, specific food focus. The augmented reality implementation is much slicker here too: tilt your iPhone down to switch to 2D map mode, and tilt it back up to switch to THE FUTURE. Free.

Junaio: Augmented reality on phones is still a fairly new concept, and most other apps fit a fairly simple template. Junaio is more ambitious, letting users construct 3D scenes in their cameras' viewfinders, place them on a map and share them with others as pictures or as part of explorable layers. The current implementation is kind of rough and the aesthetic is cartoonish, but Junaio captures the spirit of AR better than most. Free.

This week, Gizmodo is exploring the enhanced human future in a segment we call This Cyborg Life. It's about what happens when we treat our body less as a sacred object and more as what it is: Nature's ultimate machine.

One Day, This Will Be Remembered as the First Real Tricorder

Leave it to a NASA scientist to create the first Star Trek Tricorder using a stamp-sized sensor chip, an iPhone, and some spiffy programing. What does it do? It can detect killer gasses in the air.

While the concept is not new, this prototype is fully working and operational. Created by Jing Li and a team of researches at NASA's Ames Research Center, Moffett Field, California, the sensor is a multiple-channel silicon-based sensing chip integrated in micro-board with 64 nanosensors.

The low-cost, low-power system can detect minimal concentrations of ammonia, chlorine gas, and methane, showing the values in an iPhone application. It can automatically communicate the results with other cellphones or the Enterprise's computer using Wi-Fi or 3G, and order massive teleportation evacuations if needed. OK, not true. No teleportation yet, but we are getting there. [NASA]

Vimeo Videos Get Friendly With iPhones and Android

I love Vimeo's video quality, but unlike YouTube, it doesn't make my uploads iPhone friendly. But that may change: they've already converted all "Staff Picks" and HD video showcases into iPhone and Android-friendly formats, and say there's more to come.

We've been working on it for the last few weeks. This is sort of the prelude of offering Plus members iPhone support; and in the future, an app. In the future, like the next several weeks—maybe longer, we'll be offering Plus users the option to transcode their videos to an iPhone version too."

Sounds good, but don't forget that with Flash 10.1 on the way, pretty much every phone (including Android handsets, not just the Hero) should get Flash support around mid-next year. Wild guess: except for the iPhone, probably. Ugh. [CNET]

Loving A Gadget-Obsessed Person Is Easier Than You Think

I've warned you about dating someone gadget-obsessed, but you just couldn't help yourself and fell in love with one of us. Let's talk about avoiding feeling like you're in a ménage à trois with a person and some circuits.

Gadgetwise's Jenna Wortham was forced to contemplate the hardship of loving someone who's in lust with electronics when one of her readers wrote in with a desperate plea for advice:

My boyfriend is in love with his iPhone. He uses it all the time- during dinner, the movies and even in bed! I have an iPhone too, so I can understand his obsession, but at the same time it's becoming enough of a distraction while we are together to be a problem. What should I do?

Jenna explained that, as any other relationship issue, you can resolve this one by talking with your partner. You need to set limits, figure out when it's absolutely unacceptable to reach for the digital mistress and when the wandering attention can be excused. That's it. It's that simple. Whether your lover is obsessed with an iPhone, a BlackBerry, a printer, or tricked-out ottoman, communication is key. [NY Times]

Photo by Fe Ilya

Apple App Store Approval Process Becomes Slightly Less Inscrutable

The shroud falls a bit further: Apple's now letting developers see where their apps are in the mysterious approval process! It's not much, but it is progress. Maybe one day we'll learn about the shadowy figures doing the approving. [[Wired](#)]

Appstand Turns Your iPhone Into a Proper Digital Picture Frame

Is a picture frame that you slide your iPhone in completely ridiculous, or only *mostly* ridiculous? I mean, it does allow you to recharge your iPhone in the frame by tucking away the dock connector cord.

So, in that sense you are getting more out of your phone while it charges—you can set up a slideshow or set a mood with the two apps suggested by the manufacturer: "Art" and the "Ambient Channel". Plus it's only \$20, which is significantly cheaper than buying a dedicated digital photo frame. Yeah, maybe it's not such a bad idea after all—that is until someone calls you while the phone is in the frame. [Appstand via Gadget Lab]

Surfing the Road On an iPhone-Controlled Oldsmobile

Remember that smart German iPhone-controlled car that used cameras, GPS, and lasers to perfectly run through the streets of Berlin? Well, screw German efficient engineering. That's not how we do things in America.

Here we modify battered, crappy cars—like this 1988 Oldsmobile Delta—in just *four* weeks using "a few motors, potentiometers, a Compact RIO embedded controller, and LabVIEW," which get connected to the iPhone using Wi-Fi. And then we strip out the doors for fun. And we ride it on top of its roof. Hopefully to an In-n-Out drive-in. Would you like to do it yourself? Your lucky day, Mad Max. Here's a video tutorial:

And if that wasn't enough, you can also drive it using a modded Power Wheels truck. America, I salute you. [Engineer Awesome via LikeCool]

Python Skin iPhone Pushes Naff to Sickening

So you think that nothing could get more tacky and disgusting than this \$3900 pink python-skin iPhone with 124 Swarovski crystals and gold bezel, right? RIGHT? WRONG:

I just can't pick one. [[Republica Fashion](#)]

Remainders - Things We Didn't Post (and Why)

Apple Stomps Over Nokia to Become Most Profitable Phone-Maker in US...[Windows Mobile 7](#) Is on Track for an Early 2010 Release to OEMs...Bing Videos Aggregates Hulu, YouTube, ABC and More...Non-Apple Companies to Support [Mini DisplayPort](#) Soon...

Apple Stomps Over Nokia to Become Most Profitable Phone-Maker in US

Despite being in the game for just over two years, gaining only a 2.5% national marketshare and selling only one main model at a time, Apple is now the most profitable maker of phones in the US market, taking the lead spot from Nokia. Apple's operating profit was half a billion dollars more than Nokia's this summer, mostly due to a high profit margin on smartphones—Nokia barely competes in the States in the smartphone category. Nokia doesn't seem inclined to initiate the kind of aggressive push into the US (they're mostly focused on their native Europe) that would be required to compete, so it looks like Apple will continue to sleep on giant beds of cash. It ends up in Remainders because this kind of thing is really only pressing news to Apple shareholders and the kind of weirdos that watch CNBC. [[Electronista](#)]

Windows Mobile 7 Is on Track for an Early 2010 Release to OEMs

ZDNet Taiwan reports that Microsoft is on track for an imminent release of Windows Mobile 7, the long-awaited overhaul of the soul-killing WinMo OS. It should be released to OEMs in the first quarter of 2010, which is in line for a spring 2010 general release. Hopefully it won't feel outdated so far in the future. This story landed in Remainders because, well, it's a rumor stating a project is on track for a release a long time in the future. Not the most exciting news ever. [[ZDNet](#) via [WMPowerUser](#) via [Engadget](#)]

Bing Videos Aggregates Hulu, YouTube, ABC and More

This is actually really cool: Bing has begun aggregating videos into its search results, pulling video from sites like Hulu, YouTube and ABC (as well as Microsoft's own MSN Video) into one clean homepage. It allows for easy searching and organization, plus a standard UI (which includes dimming and sharing features). The rollout started today and will continue to expand over the next few days, and can be accessed [here](#). [Bing]

Non-Apple Companies to Support Mini DisplayPort Soon

I hate Mini DisplayPort. I hate proprietary jacks, I hate having to buy a \$20 adapter, and I hate capitalization in the middle of words. But I have a MacBook Pro (more mid-word capitalization!) and I have to deal with it, so I guess I'm glad that VESA, the Video Electronics Standards Association, has agreed to adopt mDP as a legitimate branch of DisplayPort. That, coupled with Apple's recent decision to grant no-fee licenses so companies can develop products for it, means Mini DisplayPort could start being more than an annoying Apple idea. Expect accessories using the new standard to start popping up fairly soon. [Ars Technica]

Hahahaha! Blockbuster Renting Movies on SD Cards! Hahahahaha! From Kiosks!

Oh, I hope whatever exec came up with this idea scores a huge bonus. Blockbuster is piloting a new program that will load a DRM'd movie rentals onto an SD card from a kiosk. The future!

So say you're at the airport. You want to rent, I dunno, some movie that wasn't good enough to see in the theater. You just format a spare SD card filled with vacation photos you'd forgotten to back up (it doesn't appear they give you a card, but I could be mistaken), pop it in the machine, select a movie, pay \$4 or so, and then have the film loaded on your card, a la ticking time bomb, with DRM.

And what can't you do with an SD card? I mean, it plays in my iPhone...wait...I mean my Blackberry...wait...

Mini SD and Micro SD—those are the cards that most of our mobile devices will take (if they take any at all)! In case no one told you, Blockbuster, we can't play this shit back on our digital cameras.

(Granted, netbook owners and some laptop owners will be able to utilize the standard.)

Ah Blockbuster, you've arrived just in time to ignore the growing popularity of iTunes/Zune Marketplace syncing, 3G streaming and in-flight Wi-Fi all while offering your service on a medium less convenient than DVD. But don't worry, I'm not angry. You're just hurting yourself.
[Fast Company]

New iControlPad Prototype Controls the iPhone with Dual Analog Nubs

The iPhone gamepad case is back with an overhauled design that brings controls to the front, and adds dual analog nubs (the same as the Pandora gaming handheld). There's also an internal battery that charges the iPhone while playing.

The previous design was a lot sleeker, and placed the controls on the side. But it didn't have those awesome nubs. A test run of those units were shipped to selected people in February, and early feedback, plus a "sleepless night", lead to the updated, bigger look.

You'll need to Jailbreak your iPhone, but the iControlPad is supported by some of the biggest iPhone devs (including ZodTTD's PSX and GBA emulators). If you're interested in placing a pre-order, sign up for the newsletter over at: [iControlPad]

iPhone Blast

Google's Android has serious flaw says NYT

According to the New York Times, a group of security researchers have found what they call a "serious flaw" in the Android software that runs T-Mobile's G1 Google phone. "One of the researchers, Charles A. Miller, notified Google of the flaw this week and said he was publicizing it now because he believed that cellphone users were not generally aware...

ATT problems cause iPhone tethering delay

Reports are surfacing about an iPhone tethering plan that may be in the works. It seems that ATT is afraid that the high number of iPhone users that would use the plan could cause a problem for ATT's network which is already suffering from some issues. How lame is that? C'mon ATT, get with the program. ...

iPhone outsells BlackBerry in Q3

During Apple's quarterly conference call, CEO Steve Jobs announced that Apple's iPhone outsold RIM's BlackBerry devices during Q3. RIM reported selling 6.1 million BlackBerrys, while Apple announced sales of 6.9 million iPhones. ...

T-Mobile G1 first impressions

Those of you who pre ordered the T Mobile G1 probably have it in your hands by now. Our friend Mattias got his and he gave us his impressions. He says the OS is fast. "I like the interface better than the iPhone. It's not as intuitive as the iPhone, but it has a lot more options and features (especially if you are a Gmail user). I also like that..."

Brightkite iPhone Social Networking App

Brightkite is a social networking application for the iPhone that helps you meet people in your area. If you watch the video you'll see that you can find people that are within certain ranges of where you are. You can get pictures and personal profiles of people on Brightkite, and you can IM those people if they're interested....

iPhone behind Motorola RAZR and others in mobile web use

The Motorola RAZR is outselling the iPhone and according to AdMob, more people use the RAZR to access the mobile web. AdMob publishes a monthly report of the ad impressions it gets from each handset across the 5,000 plus sites it serves. They say the RAZR is requesting most of the impressions on the mobile web."The Motorola RAZR V3, KRZR Kc1, W386...

Extend your iPhone battery time with Mophie Juice Pack

The Mophie Juice Pack is finally shipping. Give your iPhone 3G more juice with the Mophie Juice Pack. Your iPhone battery life can be doubled with the Mophie Juice Pack."Mophie gives more power to iPhone 3G fanatics everywhere with the all new juice pack 3G battery extender. The mophie juice pack 3G comes 'pre charged' and ready to go straight o...

Google offers iPhone targeted ads

Despite launching a phone that will compete directly with the iPhone, Google is still targeting Apple's iPhone to make a few bucks on advertising. Google has announced the launch of iPhone specific ad capabilities. "In meetings with agencies, Google has presented a new option to show different ads in response to searches made from iPhones. The cha...

European Union could require iPhone battery access

The European Union is considering the implementation of a rule that would require all cell phone batteries be easily replaceable. If they do require cell phone companies to comply with the proposed rule, Apple may have a problem. As you know Apple's iPhone battery is not accessible to the user, even though it should be."AppleInsider spotted that p...

Google's G1 an iPhone Killer?

Today Show contributor Paul Hochman says the G1 maybe an iPhone killer. He has several arguments including a lower price point, lower cost for unlimited 3G, a 3 megapixel camera, and of course a slide out keyboard. He's right about these features but does he really think the iPhone will drop dead because of the G1? I doubt it. If anything the la...

iPhone v. 2.2 gets Google Street View

It looks like there's a pretty good reason to get iPhone 2.2 firmware beta release. Apparently Apple has put Google Maps street view in the new firmware. We thought we were going to have to pick up one of the Android phones to get Street View. Now you'll be able to get it on your iPhone. Very cool....

iPhone 3G boosts Apple's marketshare

According to PC Magazín, Apple's iPhone 3G has boosted Apple's smartphone marketshare within the US. Apple's marketshare rose from 11 to 17 percent, according to an NPD report released Monday. From June through August, the iPhone 3G outsold all other smartphones in the US. During that time period two RIM BlackBerrys (the Curve and the Pearl) ranke...

Mozilla CEO says Firefox Mobile Alpha in a few weeks

In a recent interview, Mozilla CEO John Lilly says Firefox mobile will be out in alpha in a few weeks."Q: And what are you doing in mobile?A: We want to make sure that the Web on mobile is more like the Web than what the mobile industry offers today, which is closed, separate networks and not a very good information getting experience for the user....

iTunes 8's Genius could be better

Steve Jobs proudly showed off a new feature in iTunes 8 called Genius. The Genius feature is supposed to create playlists of songs that go great together with a single click. You simply click on a song to play, click the Genius button and you have a list of songs that go great together. Does it work? Yes. Does it leave a lot to be desired? Yes...

Obama uses iPhone App to get help with campaign

No matter what side of the political spectrum you're on, you have to admit that Barak Obama's campaign sure knows how to use technology to their advantage. They famously used a text message to tell the country of his VP pick. He's use the Internet to raise money, and now he's using an iPhone App to draft people to help with his campaign."The Obam...

iPhonesTalk

Sorry but we couldn't parse this feed.

iPhonic

Powermat: a revolution in gadget charging

No more tangled mess of cords or searching for the right adaptor. Just put your enabled device on the Powermat to charge!...

Is Zynga the best iPhone poker app?

"There's an App for that," is Apple's ubiquitous catch phrase for why you should purchase their iPhone mobile device. It does indeed seem to be the case that the iPhone offers applications for a wide variety of uses, but...

Is Zynga the best iPhone poker app? - sponsored post

"There's an App for that," is Apple's ubiquitous catch phrase for why you should purchase their iPhone mobile device. It does indeed seem to be the case that the iPhone offers applications for a wide variety of uses, but...

Barclaycard creates "Waterslide Extreme" iPhone game

Whatever you might think of companies creating games for the major purpose of marketing to potential customers, when done right you can still end up with a decent application. Enter Barclaycard, which has just announced its new Waterslide Extreme game for the iPhone, coinciding with another showing of its advertising campaign. The objective? Steer a character down an increasingly difficult waterslide in the quickest time, collecting points and avoiding objects...

Careful! Your iPhone obsession is boring all your mates

Do you use your iPhone incessantly? Do you boast about the latest cool app you've downloaded (there's an app for just about everything, as the increasingly annoying Apple TV ads tell us) Do you find your friends slinking away when you approach them, excitedly clutching your phone? If so, then you're probably an **iBore...**

Astraware launches Solitaire for iPhone

Fans of simple, traditional games will be pleased to know that Astraware continues to release old favourites to the iPhone platform. Following the success of its Board Games and Sudoku comes Solitaire, and it's available for a limited time for just 99c / 59p. Now, Solitaire has to be one of the most crowded niches on the App Store (or indeed, any platform). I counted well over 100 variants, so Astraware is certainly up against it...

Skype for iPhone gets upgrade: now with voicemail and SMS

Skype arrived on the iPhone back in March, after a long wait, and was generally warmly greeted. However, there were still some things that you couldn't do, and not all of them were a result of the networks crippling innovation. A few months on and the first major update to Skype has made it into the App Store. Now it's possible to listen to your voicemail messages from the mobile version, and also to send SMS text messages to contacts around the world...

ITN launches showbiz video news app for iPhone

In February, ITN launched its first iPhone application allowing users to watch videos and keep up with the latest news headlines. ITN On has now launched the free ITN Showbiz app which, as the name suggests, offers the latest video news from the world of celebrities, music and film...

Tradewinds 2 strategy game comes to the iPhone

Tradewinds 2, the popular PC strategy game from Sandlot Games, has landed on the iPhone and is available now from the App Store. This Caribbean-set trading game allows you to navigate a fascinating new world, discovering uncharted ports teeming with friends and foes. Be a master commander, defeating pirates and plundering their vast hordes of booty, or, play it safe by trading exotic island goods, gradually amassing untold wealth, power and influence...

Sennheiser launches range of "iPhone-optimised" closed headphones

Sennheiser has announced a new line of "HD" closed headphones which are supposedly optimised for iPod, iPhone and other portable device use and are distinctly affordable. The complete range of compact, lightweight and foldable HDs feature powerful neodymium magnets and ultra-light diaphragms and adjustable, comfortable ear cups.

TomTom creates iPhone satnav solution

Much as we expected after the iPhone's software upgrade, TomTom has come up with its own satellite navigation hardware/software combo for the handset. As the iPhone's GPS receiver is not quite as strong as those found in dedicated satnav units, TomTom sells a special hardware dock which includes a GPS booster and holds the iPhone secure. Software is based on TomTom's award-winning turn-by-turn navigation system and includes IQ Routes and the latest maps from Tele Atlas...

iPhone on O2: How much does it cost to buy, upgrade and use?

Listen up, UK iPhone fans. Here's the complete low-down on what it costs to buy a new iPhone 3G or iPhone 3G S, or upgrade from an existing iPhone, and then how much it'll cost you to use it.

Buying a new iPhone 3G S or iPhone 3G

Here's a breakdown of what it costs to sign up for a monthly consumer contract. Note that the iPhone 3G 16GB model is no longer available.

	18	24					
	Months	Months					
Tariff	£29.38	£34.26	£44.05	£73.41	£34.26	£44.05	£73.41
iPhone 3G 8GB	£96.89	£96.89	Free	Free	Free	Free	Free
iPhone 3G S 16GB	£184.98	£184.98	£87.11	Free	£87.11	Free	Free
iPhone 3G S 32GB	£274.23	£274.23	£175.19	£96.89	£175.19	£96.89	Free
UK Minutes	75	600	1200	3000	600	1200	3000
UK Messages	125	500	500	500	500	500	500
Unlimited UK Data and Wi-Fi	Yes	Yes	Yes	Yes	Yes	Yes	Yes

iPhone OS 3.0: How to cut, copy and paste text and images

At long last Apple has implemented what many have wanted on the iPhone since the start -- the ability to cut, copy and paste text in and between applications. Apple's solution is pretty elegant, though it can be a little bit fiddly at times depending on which application you're trying to select text from. Read this guide and you'll soon be cutting and pasting like a pro.

Cutting, copying and pasting text

Let's say you're compiling a list of what you've eaten over the last few days, and it turns out you just can't get enough of those sausages. Rather than retype it, simply copy Monday's text into Thursday's position: 1. Starting with: 2. Hold one finger on the screen to bring up the magnification lens and move it to the start of the text you want to copy (you don't have to be precise as you can select more text in the next steps. Alternatively, you can double tap in the general area where you want to cut/copy text from:

How to install and troubleshoot iPhone 3.0 OS on your iPhone

Apple has released the latest version of its iPhone operating system: version 3.0. It's now available to download via iTunes. Assuming you have a legitimate (non jailbroken) iPhone, connect it via USB to iTunes, then click on "Check for Updates" (if it doesn't automatically do so). You'll get a series of screenshots as follows (Windows version will look slightly different): Click "Download and Install" to get straight on with the installation and update the iPhone:

How to install iPhone 3.0 OS on your iPhone

Apple has released the latest version of its iPhone operating system: version 3.0. It's now available to download via iTunes. Assuming you have a legitimate (non jailbroken) iPhone, connect it via USB to iTunes, then click on "Check for Updates" (if it doesn't automatically do so). You'll get a series of screenshots as follows (Windows version will look slightly different): Click "Download and Install" to get straight on with the installation and update the iPhone:

iPhone 3.0 OS Update ready to install

Apple has released the latest version of its iPhone operating system: version 3.0. It's now available to download via iTunes. Assuming you have a legitimate (non jailbroken) iPhone, connect it via USB to iTunes, then click on "Check for Updates" (if it doesn't automatically do so). You'll get a series of screenshots as follows (Windows version will look slightly different): Click "Download and Install" to get straight on with the installation and update the iPhone:

Should I buy an iPhone 3G S?

If you already own an iPhone or iPhone 3G and want to know if it's worth upgrading, check out this [features comparison](#). If you don't own an iPhone but are tempted by Apple's latest offering, the iPhone 3G S, read on to see if it's worth switching.

iPhone 3G S main features

At a glance, the iPhone 3G S's main features are:

- Phone with visual voicemail
- Threaded (conversational) display of SMS
- MMS with video
- Full iPod music and video player
- Desktop-class email system
- Advanced Internet browser (Safari)
- A-GPS with Google Maps plus digital compass
- YouTube integration
- Huge range of third-party applications (both paid and free) available via iTunes
- 3MP camera, autofocus, VGA 30fps video recording
- 3G, Wi-Fi, Bluetooth
- Ability to add various third-party hardware via dock connection

Rivals: Samsung i8910 HD versus iPhone 3G versus iPhone 3G S

Samsung recently launched its latest touchscreen mobile phone, the **i8910 HD**. The title hints at one of its main features - the ability to view, shoot, and output high definition video. How does it shape up against the iPhone 3G and iPhone 3G S? Read on to find out.

Look & Feel

The Samsung i8910 HD has a look not dissimilar to the LG Viewty Smart II, with slightly more curves in the screen than the iPhone 3G/iPhone 3G S, and with physical buttons underneath the screen. The iPhone 3G and iPhone 3G S are slightly thinner and smaller than the Samsung i8910 HD, at 115.5 x 62.1 x 12.3mm versus 123 x 59 x 12.9mm. The i8910 HD is quite a heavy beast, at 671g compared to the iPhone 3G at 133g and iPhone 3G S at 135g.

iPhone 3G S versus iPhone 3G versus iPhone

So you've got an old iPhone and you want to know if it's worth upgrading to the iPhone 3G S? Has Apple gone the extra mile or is it a bit of a lacklustre update. Read our specs comparison of the three major iPhone models to find out if it's worth the upgrade.

Feature	iPhone 3G S	iPhone 3G	iPhone
Size	115.5 x 62.1 x 12.3mm	115.5 x 62.1 x 12.3mm	115 x 61 x 11.6mm
Weight	135g	133g	135g
Capacity	16GB / 32GB	8GB* / 16GB	4GB* / 8GB*
Screen Resolution	480 x 320 pixels @ 163ppi		
Operating System	iPhone OS 3.0	iPhone OS 3.0 (free upgrade)	iPhone OS 3.0 (free upgrade, feature limited)
Speed	Claims 2x as fast as iPhone 3G		
Connectivity	3G, 2G, Wi-Fi, Bluetooth	3G, 2G, Wi-Fi, Bluetooth	2G, Wi-Fi, Bluetooth
Navigation	A-GPS and digital compass	A-GPS	Wireless-based triangulation system
Battery Life: Talk time	5 hrs (3G) 12 hrs (2G)	5 hrs (3G) 10 hrs (2G)	8 hrs
Battery Life: Standby time	300 hrs	300 hrs	250 hrs
Battery Life: Audio playback	30 hrs	24 hrs	24 hrs
Battery Life: Video playback	10 hrs	7 hrs	7 hrs

Battery Life:			
Internet usage (wi-fi)	9 hrs	6 hrs	6 hrs
Camera	3MP	2MP	2MP
Camera features	Auto-focus (tap to focus), photo video recording VGA at geotagging, 30fps, photo/video iPhone and geotagging, iPhone and third-party application integration		
Visual Voicemail	Yes	Yes	Yes
Video formats	H.264	H.264	H.264
Audio formats	AAC, Protected AAC, MP3, MP3 VBR, Audible (formats 2, 3, and 4), Apple Lossless, AIFF, and WAV		
SMS	Yes	Yes	Yes
MMS	Yes, including video	Yes	No
Can use third-party hardware	Yes	Yes, with OS 3.0	Generally no
Sensors	Accelerometer, Proximity sensor, Ambient light sensor		
Connections	Dock, speakers, standard recessed 3.5mm audio jack, 3.5mm audio jack, microphone, SIM tray		
Price (\$)	16GB \$199 32GB \$299 subject to new 2-year AT&T contract otherwise 16GB \$599 32GB \$699 8GB model \$99 with new 2-year AT&T contract otherwise \$499 Discontinued, was 8GB \$399 16GB \$499		
Price (£)	16GB/32GB from free on 18 month / 24 month O2 selected From free on O2 Discontinued		

contract	<u>Full pricing</u>	or	16GB tariffs	or		
£440.40	/	32GB	£538.30	on	£342.50	on
PAYG			PAYG			

So, is it worth upgrading?...

iPhone 3G S Week: Introduction

Apple was kind enough to announce its latest iPhone in the week I chose to go on holiday, and ironically although I could have used my own iPhone to attempt to report on the highlights, the network signal was so poor that it would have been agonising. Fear not, though, for I will be making up for lost time with a full analysis of the iPhone 3GS, how it compares to the current iPhone 3G, what the new OS 3.0 looks like, how the handset stacks up against phones from other manufacturers, the controversies surrounding upgrades and tethering, and whether it's really worth upgrading...

Rivals: Samsung i8910 HD versus iPhone 3G

Samsung recently launched its latest touchscreen mobile phone, the **i8910 HD**. The title hints at one of its main features - the ability to view, shoot, and output high definition video. How does it shape up against the iPhone 3G? Read on to find out.

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BSkyB launches video news app for iPhone [iPhone Application Watch]

Following the launch of Sky+ Remote Control for the iPhone earlier this month, Sky News has announced a free news application is now available to download from the iTunes app store. The new app delivers breaking news by text, images and video and features seven different categories for users to choose from: top stories, UK news, sport, business, world news, showbiz and skynews.com's popular 'strange news' category. Users can sign up to receive breaking news via SMS text alerts...

More bling for your iPhone with Swarovski decor frames from Audrey Charm

It's been a while since we've featured seriously blingy cases and covers for the iPhone, so we just had to jump on the news that Audrey Charm has released a range of crystal-encrusted frames for the iPhone 3G. "Made from silver, gold, or chromium plated metal, each frame features protective neoprene inner lining, cutouts for access to all ports and controls, as well as holes for attaching a lanyard or decorative charm, and either pink, clear, or black Swarovski crystals on the front." The iPhone 3G version costs \$66. [Audrey Charm](#)

Rivals: LG Viewty Smart versus iPhone 3G

The LG Viewty II (Smart) - also labelled the LG GC900 - is due out in the UK next month. How does it stack up against the iPhone 3G? Read on for a comparison...

Look & Feel

Not a dissimilar look between the two phones though in my opinion the iPhone 3G still has the edge in terms of sleekness. There's not much to choose between them in terms of dimensions. The iPhone is very slightly larger, at 115.5 x 62.1 x 12.3mm versus the Viewty Smart's 108.9 x 56.1 x 12.4mm. The iPhone 3G is very slightly heavier, at 133g compared to 102g.

Cheaper, contract-free iPhones could be on way to US

It's not the first time there have been rumours or analyst opinions on a plan-free iPhone for the US. Sanford C. Bernstein analyst Toni Sacconaghi said that he expected Apple to unveil new, cheaper iPhones that would appeal to more cost-conscious consumers. "I feel very confident there will be a lower-cost alternative," he said, implying that not only might the handset itself be cheaper, but that it could also come without a data plan and instead be usable as a "pay as you go" model, similar to what's already available in the UK and other parts of Europe (albeit with a hefty price tag)...

MacRumors:iPhone

MacRumors: Game Developers Scaling Back Android Efforts as iPhone Continues to Dominate

Reuters reports that prominent iPhone game developer Gameloft is scaling back its efforts to produce content for the Android platform in the face of weaknesses of its application store. Gameloft also notes that it is not the only one making the move...

iPhone Coming to Virgin Mobile Canada

Virgin Mobile Canada issued a brief announcement yesterday revealing that it will begin offering the iPhone there in the near future.

Virgin Mobile Canada will launch iPhone 3G and iPhone 3GS in Virgin Mobile Retail Stores and online ...

TomTom to Launch Car Kit for iPod Touch

Earlier this week, an updated version of TomTom's GPS navigation application appeared in the App Store, and among the major changes included with the update was compatibility with the original iPhone and all generations of the iPod touch. The iPod t...

Google Rolls Out Mobile-Formatted Google News for iPhone

Google today announced that it has rolled out mobile-formatted Google News pages for iPhone, Android, and Palm Pre users. The feature complements similar existing pages for Blackberry, Windows Mobile, and S60 platforms.

This...

MacRumors: AT&T Faces Initial Setback in Verizon Ad Spat, Rolls Out Response Ad

The Associated Press reports that a judge has refused to grant AT&T's request for a temporary restraining order forcing Verizon to halt its commercials comparing the two companies' wireless network coverage.

AT&T filed the lawsuit in ...

TomTom Version 1.2 Released, Adds Compatibility With Original iPhone and iPod Touch

Version 1.2 of TomTom U.S. & Canada [App Store, \$99.99], submitted last week, has gone live in the App Store, bringing text-to-speech, lane guidance and a number of other new features to the popular GPS navigation application. Similar updates for a ...

China Mobile Still Working to Land iPhone

AFP reports that China Mobile, the largest mobile phone provider in China, is continuing to work with Apple on bringing the iPhone to the carrier's network.

"We really are still in talks with Apple...In our negotiations in the past, w...

MacRumors: Qualcomm Looking to Supply Chips for iPhone?

Bloomberg reports that Qualcomm CEO Paul Jacobs has acknowledged that the company is in talks to bring its chips to the iPhone.

"We continue to discuss it, but haven't made it yet," Jacobs said in a Bloomberg Television interview in H...

MacRumors: Google-Branded Phone Coming Early Next Year? [Updated]

TechCrunch reports that Google is preparing to launch its own Android-based phone in the very near future, likely bringing yet another device designed to compete head-to-head with Apple's iPhone.

Most of our sources have unconfirmed i...

iPhone Gains Final Regulatory Approval in South Korea

Reuters reports that the iPhone has gained final regulatory approval in South Korea, paving the way for a release there in the very near future.

Korea Communications Commission said in a statement on Wednesday it would grant Apple's S...

MacRumors: Chinese App Store Growing Amid Challenges

The Wall Street Journal reports on progress for Apple's App Store in China, noting the challenges faced by the company due to a lack of Wi-Fi on official iPhones, a large installed base of unlocked and jailbroken iPhones, and high levels of piracy. ...

AdMob Introduces Interactive Video Ads for iPhone

Mobile advertising firm AdMob today announced that it is launching interactive video advertising for the iPhone and iPod touch. The ads, which will be available as either auto-play or click-to-play implementations, will begin appearing in a ...

Page 2: Nearly 4,000 iPhones Disappear in \$3 Million Heist

Belgian newspaper De Standaard reports [Google translation] on the theft over the weekend of nearly 4,000 iPhones from a Willebroek warehouse of CEVA Logistics, a distribution company. The iPhones had been destined to be delivered to Mobistar, the s...

MacRumors: 'The Truth Hurts': Verizon Zings AT&T in Advertising Spat

Earlier this month, AT&T filed suit against rival Verizon over a series of Verizon commercials attacking AT&T's wireless network, claiming that the ads were "blatantly false and misleading".

Late yesterday, Engadget reported that Veriz...

Apple Releases Two New iPhone Ads: 'Song', 'Gift'

Apple today posted two new iPhone commercials to its ad gallery and also began airing them on prime-time television. The commercials each continue Apple's recent theme of highlighting six App Store applications in quick succession and each t...

'Google Earth' for iPhone Updated, Adds 'My Maps' Compatibility

Google today announced that it has issued an update to Google Earth [App Store, Free] the companion iPhone and iPod touch application to the company's desktop application offering virtual globe and other geographic information.

Among t...

MacRumors: Retail Roundup: Apple to Release 'Concierge' iPhone Application? Nashua, NH Store Opening?

MacRumors has heard from several sources that Apple is preparing to launch a "Concierge" iPhone application targeted at customers of its retail stores. The application will reportedly provide many of the same functions available through the company'...

'Magellan RoadMate 2010 North America' Comes to App Store

Turn-by-turn GPS navigation applications for the iPhone have been a significant topic of interest since the release of iPhone OS 3.0 earlier this year enabled their deployment, and yet another of the major standalone GPS device companies has ...

MacRumors: Apple Considered Purchasing AdMob?

Bloomberg reports that Apple is reported to have approached mobile advertising firm AdMob about a possible acquisition just prior Google's announcement that it had agreed to purchase the company for \$750 million in stock.

AdMob Inc. w...

MacRumors: Apple Hiring an iPhone Game Developer, Getting Even More Serious About Gaming?

Apple appears to be getting even more serious about gaming on the iPhone and iPod Touch. We've long known that Apple has been positioning the iPod Touch as a gaming device, and Steve Jobs even acknowledged to the New York Times the success of this i...

The iPhone Blog

Ninja Tip: How to Use an Apple Multi-touch Magic Mouse with Windows

If you're an iPhone user running Windows and Apple's new Magic Mouse made you ache for a little taste of that multi-touch goodness on the desktop as well, you're in luck! No, Apple didn't provide support themselves, but the enterprising folks over at UneasySilence showed — there's a hack for that!

Thanks to a little hackery from Apple's Bluetooth Update (located here) the Magic Mouses driver was extracted via WinRar resulting in a 32bit version and a 64bit version that you can install on any ordinary Windows PC that will enable all the scrolling 'magic' of the Magic Mouse.

I'm loving my Magic Mouse on Mac OS X — inertial scrolling is awesome — and I'm looking forward to trying it out on my Win-box when I get back to work on Monday. If you beat me to it, let me know how it works for you!

[Thanks to our buddy Phil from WMEexperts for the tip!]

This is a story by the iPhone Blog. This feed is sponsored by The iPhone Blog Store.

[Ninja Tip: How to Use an Apple Multi-touch Magic Mouse with Windows](#)

Wired's "We Really Hope Apple's Making an iPad!" Interface Concept

How badly does Wired's publisher, Condé Nast, want to get their content on the still-mythical Apple iTablet? Badly enough that they're working with Adobe to mock up their old content for this new (and still hypothetical!) medium. See the video above. (Warning! turn down your volume first!)

Now, we understand when movies started they were just filmed stage productions, and so it makes some sense that this looks a lot like scanned magazine pages made slideshow — with a nice interactive map thrown in. The good news is that Apple's iPad is still unreal, so there's plenty of time for content providers to play around with ideas on how to better present it dynamically, not quite like the web or even iPhone apps or iTunes LP/Extras, but a hybrid of all the above and more. Something next.

[Wired via Gizmodo]

This is a story by the iPhone Blog. This feed is sponsored by The iPhone Blog Store.

Wired's "We Really Hope Apple's Making an iPad!" Interface Concept

Birdfeed Twitter Client for iPhone Goes 1.2

Birdfeed [\$2.99 - [iTunes link](#)], one of the best looking, slickest working iPhone Twitter clients [we've looked at](#), has just been updated to version 1.2 and is jam-packed with new, well-handled features:

- Geographic locations can now be attached to posted tweets using Twitter's new Geo API, and a tweet's location, if present, will now be displayed as a place name (e.g. "Metropolitan Avenue, Brooklyn, New York") in the tweet detail view. Tweet locations can also be examined in a new map view.
- Flickr accounts can now be used as photo sharing services for
- New photo posting sheet allows larger versions of photos to be examined before they are posted, and for metadata (such as title, description, and tags) to be entered.
- Settings for location posting, photo sharing, and URL shortening are now located inside the app, and can be specified on a per-account basis. Additionally, the local tweet cache can be cleared for each account from its settings screen.
- The Direct Messages Inbox now has a toolbar with refresh and mark all read buttons.
- Mentions can now be marked as read simply by tapping into their detail view from the main timeline.
- Favstar.fm and Tweeteorites have been added to the profile services menu.

How's 1.2 holding up so far? Birdfeed implements the Geo API flawlessly, though it takes a while for the location to manifest (I got near Quebec the first time I tapped it, then a nearby cross-street when I tapped it again — which is kind of creepy in a cyber-stalked sort of way).

If you've given it a try, let us know what you think.

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[Birdfeed Twitter Client for iPhone Goes 1.2](#)

TiPb Presents: iPhone Live! #76 — Game On!

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- [Download Directly](#)
- [Subscribe via iTunes](#)

Join Rene, Chad, and [Precentral.net](#)'s Keith Newman for Apple gaming, profit share, OnLive, private API, Facebook fallout, Verizon attack ads and AT&T strikes back, gPhone cometh, Palm Pixi, and all the news, plus your questions answered! Listen in!

Credits

Thanks to the [the iPhone Blog Store](#) for sponsoring the podcast, and to everyone who showed up for the live chat!

Our music comes from the following sources:

- [I Called You — iPhone Remix](#) by [Pete Leidy](#)
- via [Sneakmove iPhone Ringtone Challenge](#)

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[TiPb Presents: iPhone Live! #76 — Game On!](#)

iPhone Apps for Less Addendum: Save Up to \$30 on Navigon MobileNavigator

Navigon, makers of MobileNavigator [[iTunes link](#)] let us know that they're now running a:

special Thanksgiving promotion for its iPhone navigation app striving to help drivers avoid this year's holiday traffic congestion. For 10 days only, (November 20-30) NAVIGON's iPhone app, MobileNavigator will be on sale for \$69.99 instead of \$89.99 providing a \$20.00 savings. In addition, NAVIGON's Traffic Live feature is also on sale for \$14.99 instead of \$24.99.

If you've been waiting to pull the trigger, and price was your concern, how's this deal do ya?

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[iPhone Apps for Less Addendum: Save Up to \\$30 on Navigon MobileNavigator](#)

Gameloft: 13% of Revenue from iPhone, Nobody Making Money on Android

Gameloft — and other developers according to Gameloft — are cutting back on development for Google’s Android platform due to the “weakness” of the Android Market. According to Reuters, Gameloft finance director Alexandre de Rochefort said:

We have significantly cut our investment in Android platform, just like ... many others. [The Android Market] is not as neatly done as on the iPhone. Google has not been very good to entice customers to actually buy products. On Android nobody is making significant revenue.”

Ouch. Harsh words. Meanwhile, with iPhone generating 13% of Gameloft’s revenue (400 times more than Android), we’ll no doubt see plenty more on the iTunes App Store.

While we’ve heard developers and pundits talk about the business advantage of the iPhone before, and while Android’s numbers may be rising and soon, in the short term the bigger houses like Gameloft might just stick with where the money is.

[Thanks to the Reptile for the tip!]

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Gameloft: 13% of Revenue from iPhone, Nobody Making Money on Android

On Google ChromeOS, VoIP-only gPhones, and How the iPhone Benefits

When [Google](#) first mentioned [ChromeOS](#), we figured it was their reaction to launching [Android](#), then seeing Palm come out with [webOS](#), and smacking their heads — they could have done that with V8! (What, too nerdy?)

Lame JavaScript rendering engine jokes aside, the very traditional Android never really seemed like the OS Google should, or even wanted, to give to the world. ChromeOS does. (For those unfamiliar, when I [guessed](#) what it would be before the unveiling yesterday — Brin and Page booting Linux which then auto-started the [WebKit](#)-based Chrome browser — that wasn't a joke. It's really what I — and many others — thought they'd do, and pretty much what they did. Casey at [Android Central](#) has a bigger write up on it if you want the details).

Now bear with me because this will be a little bit all over the place (yeah, what else is new, but the future is woven from many seemingly disparate threads). The business reason (and remember Google is a business) makes a lot of sense — booting in 10 seconds and getting into Chrome, and just Chrome, means users only have access to the web, and Google owns the web and most of its advertising revenue. Boot into Windows, Mac, or the *nix OS, and users may waste time in native apps, totally outside Google's reach. That's why targeting SSD-only netbooks on hardware approved by Google with mass storage access and (we're guessing) internet-driven printing gives Google a chance to own ultra-small scale computing. Free as in Google indeed.

And that's why it makes perfect sense for Mobile handsets in the coming age of ubiquitous connectivity. We're not there yet but we will be soon. And maybe that's why [TechCrunch](#) is following up their rumours of a [branded Google gPhone](#) with even more rumours that it will be a data-only VoIP device. That's right, no voice plan, just cheap data with [Gizmo5](#)-fortified [Google Voice](#) and all those other cloud-based Google services like [Gmail](#), [navigation](#), docs, etc.. (It's also suggested this device would run on AT&T, giving them some glamor back if they lose iPhone exclusivity next year).

Bringing this back to the iPhone, we all remember in 2007 when Steve Jobs announced the first “sweet” iPhone development platform — [WebApps](#), and the resounding thud of that landing on unenthused developers and users alike. But Google isn't Apple and next year is 2010.

ChromeOS is, as Casey says, ambitious in concept if tame in current realization, but for iPhone users, that may not matter.

See, as iPhone users, we're excited because we're counting on all those Google ChromeOS WebApps to run just great in our iPhone Safari browsers as well, just like Google's current cloud-based apps — which is something Android apps won't do (they only run on Android devices). Microsoft going web-based with Office 2010, which we're also looking forward to running in iPhone Safari, only makes it "sweeter". Cheap or "free as in Google" gPhones for those who just want data and browsers, iPhones for those who want all that and more?

Could we be getting the best of all worlds again? Apple and 100,000+ apps native on our iPhone (or Windows, Mac, *nix desktop), Google and Microsoft filling up our cloud along with their own? Yes please.

Let us know what you think!

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[On Google ChromeOS, VoIP-only gPhones, and How the iPhone Benefits](#)

Three20 Framework and More on App Store Screening for Private APIs

A little while ago we posted about Apple's new use of a static analysis tool to find private API calls and reject the apps that make them. Rather than Storm8 or Unity this time, however, it's former Facebook developer Joe Hewitt's pioneering Three20 framework that's getting caught.

Daring Fireball has some details:

One popular open source framework, Joe Hewitt's Three20 (linked here on DF back in March), played a bit fast and loose with private APIs, and so now there are numerous developers with apps getting flagged for private API calls made from the Three20 framework. This Google Groups thread [link] covers the problem and the work that's being done to create a branch of Three20 that's free of private API calls.

Gruber also links to RogueSheep, whose Postage app has gotten caught via Three20, and has some suggestions to help them help Apple help them avoid getting rejected for unintended private API calls in the future:

Making the static analysis tool available to developers would indeed be helpful. But I suspect it wouldn't work in terms of game theory. Honest developers could make good use of having access to the tool, to help ensure their projects are free of private API violations. But dishonest developers would use the tool to figure out ways to slip private API calls past the checker. Parrish's second request, for Apple to run the tool against submissions far sooner in the review process, strikes me as a good and reasonable one.

Us as well.

This is a story by the iPhone Blog. This feed is sponsored by The iPhone Blog Store.

Three20 Framework and More on App Store Screening for Private APIs

Magellan GPS Car Kit for iPhone/iPod touch Coming Soon

Magellan recently announced they are releasing a GPS car kit of their own and it already has hit the FCC. Like the much anticipated TomTom car kit, the Magellan will give the iPod touch and first generation iPhone GPS capabilities as long as you are using the Magellan GPS application. [[iTunes Link](#)] This particular car kit is crammed with some nice features:

- Fully adjustable mount that works with any skin or case
- Rotates for both portrait and landscape use
- Enhances signal with built-in GPS receiver
- Noise-canceling speakerphone
- Bluetooth hands-free calling
- Amplified speaker for clear, powerful sound
- Works with any GPS application (Unless you are using a iPod touch or first generation iPhone – you then must use the Magellan application)

Currently no price has been announced but you can expect the Magellan car kit to hit stores before the end of the year. Those of you in the market for a GPS car kit now have one more option available to you. Decisions decisions...

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[Magellan GPS Car Kit for iPhone/iPod touch Coming Soon](#)

Steve Jobs Tells iPodRip to Change the Name — Not a Big Deal

Steve Jobs sent a curt reply to [The Little App Factory](#), telling them it was not a big deal for them to change their Apple trademark-infringing, iPodRip product name.

Rewind: iPodRip was software designed to pull media off an iPod (no, not for piracy, but to recover files in the event you lost them on the host machine). Apple's lawyers complained. The Little App Factory's John Devor wrote a plea for help. Jobs responded in typical fashion.

Long story shorter: iPodRip has been renamed iRip.

Bigger picture: Yes. Steve's back, baby! The [curt reply](#) has returned!

Our only question now: Who's next?!

[Full text of both emails is up at [CrunchGear](#). Via [Gizmodo](#)]

This is a story by [the iPhone Blog](#). This feed is sponsored by [The iPhone Blog Store](#).

[Steve Jobs Tells iPodRip to Change the Name — Not a Big Deal](#)

Apple User Experience

Sorry but we couldn't parse this feed.

Apple Development Tools

WaveMaker 6.0

About WaveMaker

Will look especially familiar to client/server developers who are used to working with visual tools. WaveMaker has helped customers reduce development costs by 67% and cut the lines of code by 98%. Less code makes WaveMaker applications cheaper to maintain and easier to manage.

Slammer 1.0

About Slammer

Designer's geometry box.

- 8 way resizable sculpted frame and ruler
- Pixel perfect Rulers that support 5 different units (Pixel, Pica, Inch, CM and MM)
- Flexible Ruler origins
- Layers can be used to section the canvas
- Overlays add grids within the layers
- Themes Support
- Uniform (Typographical grid), Fibonacci Section, Golden Section and Harmonious (equal) distributions
- Screenshots with or without the grid
- Composite image of the grid
- Many more features

Revolution Media 4.0

About Revolution Media

The fun and creative, do-anything software construction kit everyone can afford. Learn programming logic, build exciting games, make quick work of projects large and small, and construct compelling multimedia experiences using drag-and-drop interface elements and the world's easiest language.

Revolution Studio 4.0

About Revolution Studio

The innovative development platform that lets you quickly create software to get the job done. Build rich, web-enabled applications for multiple platforms with a single click. Harness the power of multi-user database systems. Manifest your goals, whatever they are, using a language that is quick to learn and easy to maintain.

Porticus 1.8

About Porticus

A Cocoa GUI for the MacPorts package manager. MacPorts provides ready to build open-source software packages modified to compile and run on Mac OS X. The MacPorts project provides a TCL command line tool to manage installation, update and activation of the port packages. Porticus provides a GUI front-end to this tool.

Features:

- Viewing the current MacPorts categories.
- Installing, uninstalling, updating, activating and deactivating port.
- Port variant handling.
- MacPorts self-update.
- Growl Integration.
- Sparkle Software Update

iAuxSFX (C++ audio API library) 2.0

About iAuxSFX (C++ audio API library)

A high-performance, cross-platform C++ audio API library featuring own high-quality and fast software 2D/3D sound renderer.

Features:

- 2D/3D software renderer with outstanding final sound quality using floating point 32-bit calculations for any 32-bit platform and 64-bit calculations for x64 platform.
- Full 3D surround with any possible speaker configuration: 7.1, 6.1, 5.1, 4.1, quad, stereo, mono.
- Advanced DSP network with implemented DSP effects and filters.
- Advanced 3D sound positioning and management.
- Many more features.

Code Collector Pro 1.3.6

About Code Collector Pro

A storage app for code snippets. From HTML to Cocoa, C++ to Ruby, Code Collector Pro looks after all your code snippets, letting you quickly reference them whenever you want. With support for Smart Groups, Tagging, TextMate Bundles, integration with codecollector.net and much more Code Collector Pro is the best way to store, organise and share code snippets on the Mac

RubyMine 2.0

About RubyMine

The full-fledged Ruby and Rails IDE that brings the whole range of essential developers tools for productive Ruby development and Web development with Ruby on Rails.

Key features include:

- Intelligent Editor: code completion, code snippets and automatic refactorings
- Project Navigation: wide range of views and one-click jumping between components
- Error-Free Coding: on-the-fly code analysis and type inference
- Web Development with Ruby on Rails (including best-of-breed HTML, CSS and JavaScript editing support)
- Many more features

SimCap 1.0

About SimCap

Grab screenshots for the App Store with a single button click. Create professional quality demonstration videos and walkthroughs with ease. Show potential customers your game or app in action. Promote it on YouTube and other video sharing sites.

- For Mac OS X Leopard and Snow Leopard.
- Capture video and screenshots quickly and easily with a single click.
- Encodes to standard H.264 QuickTime movie format.
- SimCap grabs sequences of screenshots, making choosing that perfect action shot for the App Store easier than ever.
- SimCap records just the iPhone Simulator screen, no matter where its window is or what orientation it's in. No more fiddling around setting up immovable recording rectangles or cropping down full screen videos.
- Choose to show mouse (finger) position, taps and multi-touch in videos.
- SimCap can automatically crop away the iPhone status bar.
- Available as 14-day free trial, after which time movies are watermarked.

RazorSQL 5.0

About RazorSQL

Gives users the ability to query, navigate, update, and manage databases via JDBC. Users can run SQL scripts; do SQL programming; visually edit, create, alter, and view tables; visually build queries; import and export data; and browse databases.

BitRock InstallBuilder 6.2.5

About BitRock InstallBuilder

Turns application packaging and deployment into a fast, easy and cost-effective process for developers. The development tool allows you to quickly create easy to use, multiplatform installers that have a native look and feel across Windows, Linux, Mac OS X, HP-UX, AIX, FreeBSD, IRIX and Solaris from a single build environment. Multiple installation modes allow installers to be run in servers, workstations, and desktops. InstallBuilder also offers RPM and Debian package generation along with other advanced functionality.

GameSalad Creator 0.6

About GameSalad Creator

Got a great game idea? Tired of obscure code? Wish you could just focus on the gameplay? With GameSalad, there is no programming or scripting required. Every element of the game is created visually and intuitively. Drag and drop behaviors to create motion and effects. Change the rules or make new ones. Personalize your games with your own images and sounds. Game development has never been easier.

The ultimate tool for rapid prototyping. There is no waiting to compile. GameSalad lets you see changes instantaneously by allowing you to edit your games while they are running. Save time by reusing game elements. Cut, copy, paste, undo. Experiment to your heart's content.

GameSalad gives you access to the most modern publishing platform for games: the World Wide Web. Seamlessly upload your games in just a click. Share them with your friends and family over social networks such as Facebook, Twitter, and MySpace. Embed them so that others can play your games in your blog or your portfolio site. And now, publish your games to the iPhone!

Snippet 1.4

About Snippet

A way for developers to quickly save and search their snippets of code to use later on future projects. Store all sorts of code and notes, and sync across multiple macs with MobileMe or Dropbox.

Versions 1.0.6

About Versions

Apple Design Awards 2009 Winner.

Makes dealing with Subversion easier and more efficient. The Timeline view shows recent revisions, complete with commit log notes and a full list of changed files. Users can click any file in the timeline to get a diff with its previous version. The Browse view is loaded with tools to dig in to the history of any versioned file or folder, and integrates with your favorite comparison tools.

Stunnix C++ Obfuscator 3.4

About Stunnix C++ Obfuscator

Obfuscate/scramble (make unreadable), watermark or compress C++ or C source code (e.g. for giving out some library in source form) by renaming all names, uglifying strings and integers and stripping comments out.

- Works on Windows, Mac OS X and Linux
- Includes advanced GUI with IDE-style functionality.
- Supports correct obfuscation of all preprocessor macros and conditionals of any complexity.
- It can extract symbols for any API - just provide a directory with the files defining API show details.
- C and C++ Obfuscator supports all C/C++ dialects of all existing compilers.
- Has special debugging modes to prepare C/C++ for obfuscation faster.
- A lot of ways to mangle names, strings or integers.
- Many more features.

Wabit 1.0.1

About Wabit

An easy to use Business Intelligence Reporting tool. It offers database and business users the ability to perform Ad-Hoc Queries and generate Standard Reports. The Wabit is designed to be the most intuitive and simplest BI Reporting tool on the market. It includes creative features such as a drag-&-drop playpen, live result-set updates, global searching, and WYSIWYG report formatting.

The Wabit also makes Standard Reporting easy. With a single mouse click, query results are instantly transformed into elegant reports that can be further customized with fonts, colours, sections, breaks, headers, footers, logos, and more.

It offers technical and business users the ability to:

- Drag-&-Drop source database tables into a playpen
- Use the Database Definitions to automatically formulate required joins
- Many more features.

CopyPath 2.0

About CopyPath

Copies selected files and folders, if nothing is selected it will copy the path of the front most finder window. If you hold down the shift key while launching the application it will format your paths, by default it formats them into windows style paths. If you hold down the option key while launching the application it will bring up a preferences window were you can change how the paths are formatted.

RIATest 3 3.0.1

About RIATest 3

A GUI test automation tool for Adobe Flex applications. RIATest is built on top of Flex automation framework and supports Flex 2, Flex 3, Flex 4 and AIR applications.

Features:

- Action Recorder to record user actions with Application Under Test and creates test scripts.
- Component Inspector to inspect and identify application's GUI elements.
- ActionScript-like RIAScript scripting language to write test scripts. RIAScript is based on ECMAScript.
- Built-in script debugger with breakpoints, stepping and variable value tooltips.
- Command line test execution support.

Berkeley UPC (Unified Parallel C) 2.10

About Berkeley UPC (Unified Parallel C)

Unified Parallel C (UPC) is an extension of the C programming language designed for high performance computing on large-scale parallel machines. The language provides a uniform programming model for both shared and distributed memory hardware.

The programmer is presented with a single shared, partitioned address space, where variables may be directly read and written by any processor, but each variable is physically associated with a single processor. UPC uses a Single Program Multiple Data (SPMD) model of computation in which the amount of parallelism is fixed at program start-up time, typically with a single thread of execution per processor.

In order to express parallelism, UPC extends ISO C 99 with the following constructs:

- An explicitly parallel execution model
- A shared address space
- Synchronization primitives and a memory consistency model
- Memory management primitives
- Many more features

FmPro Migrator 5.28

About FmPro Migrator

Quickly and accurately migrates FileMaker Pro database structure and data to MySQL, Oracle, Access, SQL Server, Sybase, DB2, OpenBase, PostgreSQL, FrontBase, SQLite and Valentina.

- Converts Access Forms/Reports, Relationships, Value Lists, Queries and Visual Basic to FileMaker 10
- Converts FileMaker Pro Layouts/Scripts/Value Lists to Microsoft Access
- Converts FileMaker Pro Layouts/Scripts/Value Lists, Relationships to Servoy Projects
- Converts Layouts to HTML/JavaScript
- Converts Layouts/Scripts to Revolution Stacks
- Migrates Access, Bento, Firebird and SQL Server to FileMaker 10
- Converts Bento Forms to FileMaker Layouts
- Many more features.



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