

August 2013



This SIG provides more opportunity for sharing of experiences than the more typically structured classroom, lecture or formal setting.

Welcome to Volume 4, Issue 8 of iDevices (iPhone, iPod & iPad) SIG Meetings

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NEWS NEWS NEWS NEWS

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Apple announcing iPhone 5S, perhaps iPhone 5C, on September 10

By [Rene Ritchie](#), Saturday, Aug 10, 2013



Apple will be announcing their next generation iPhone - what most people are calling [iPhone 5S](#) for convenience sake - at a special event on Tuesday, September 10, 2013, and possibly the less expensive iPhone - rumored to be called [iPhone 5C](#) - along with it. Ina Fried of [AllThingsD](#) broke the news:

Apple is expected to unveil its next iPhone at a special event on Sept. 10, sources told AllThingsD.

And based on iMore's own sources, that's exactly right.

Last year's iPhone 5 was announced on Wednesday, September 12, 2012 and shipped on Friday, September 21, 2012. The previous year's iPhone 4S was announced on Tuesday, October 4, 2011 and shipped on Friday, October 14. So, if Apple holds to the same pattern as the last two years, and launches the second Friday following the announcement, that'd put the release on Friday, September 20.

That also means, again based on previous patterns, we might just see the [iOS 7](#) Gold Master on September 10 as well, as Apple typically announces final developer builds at the event, with the general release on or around Wednesday, September 18, to give some breathing room before the new product lands.

No word on new iPads or iPad minis for this event, but given last year they shared the stage with new Macs in October, that's not a surprise. Last year's iPhone event did include new iPods, however, so we'll have to see on those.

For iPhone, everything is set. Just under 6 weeks and counting.

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[New iPad 5 images emerge, show potential redesign](#)

By [Alex Colon](#) Aug. 9, 2013

An Australian repair shop has photos of what it claims to be the iPad 5. If the photos are legit, Apple's latest iPad will feature a thinner bezel and an iPad mini-inspired design.

Apple is expected to release a new iPad this fall, and if the leaks and rumors are true, it might be getting its biggest physical redesign since the original iPad.

[MacRumors](#) spotted some potential photos of the iPad 5's digitizer and screen uncovered by Australian repair shop

[MacFixit](#). Here are the physical details according to the website:

- The display area is the same as the iPad Retina.
- The edges of the frame are narrower using the same style as the iPad mini.
- The ITO (Indium tin oxide) is the same as the iPad mini. [This is a screen coating that helps improve connectivity capabilities by reducing crossed signals and interference.]
- There are now 2 connectors instead of 1.
- The display connectors have been changed from FFC (Flat Flexible Cable, like the iPad 2/3/4) to FPC (Flexible Printed Circuits, like the iPhone 4/5).

These details seem to fall in line with previous reports of a redesign featuring a thinner bezel. Most interesting is the move towards the iPad mini styling, as well as the additional cable.

Of course, these images can also be complete bunk. With Apple expected to announce the iPad 5 as early as next month, we'll know soon enough. In the meantime, check out the photos below.





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[Apple Store app giving away free apps, games in broader retail push](#)

By [Erica Ogg](#) Aug. 2, 2013 - 7:57



Color Zen.

Free* for a limited time — exclusively
for Apple Store app users.

Summary:

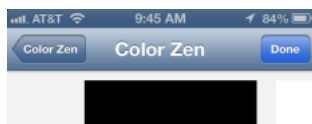
This is going to be a weekly offer, and the giveaways won't be limited to apps; they will reportedly include games, songs/videos and ebooks.

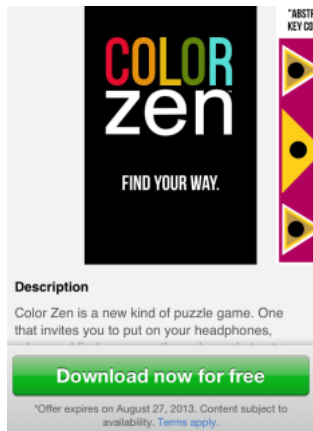


Color Zen.

Free* for a limited time — exclusively
for Apple Store app users.

If you open your Apple Store app on Friday you'll see something new: a free content giveaway, courtesy of Apple. Under the "Stores" tab, choose any store and you'll see the first item pop up says "A game for you. On us." This is a free third-party app, Color Zen, that Apple is giving away. This offer is good until Aug. 27.





[9to5Mac](#) reports that Apple is going to make it a weekly thing, and won't limit the free giveaways to apps; it should include games, songs/videos and ebooks.

The process is a wee bit clunky: once you choose the "download" option, it pushes you out to the App Store app and brings up the Redeem section with a code pre-entered. From there you tap again to agree to redeem the free code. It's similar to if you picked up a free app card from Starbucks.

Why is Apple doing this in the App Store app and not the App Store? Apple won't say. But the company has been looking for ways to get even more buyers into its stores. (While you can download the free content while you're not in a store, the idea is to see it while you're in an Apple Store.) As illustrated by the [Wall Street Journal](#) on Thursday, Apple's usually high in-store traffic and revenue numbers slipped a bit during the most recent quarter. But, [as Asymco demonstrated earlier](#), Apple Store numbers tend to ebb and flow with the popularity and success of new Apple devices. There were no new iPhone or iPads during the last quarter — except for some new MacBook Air models.

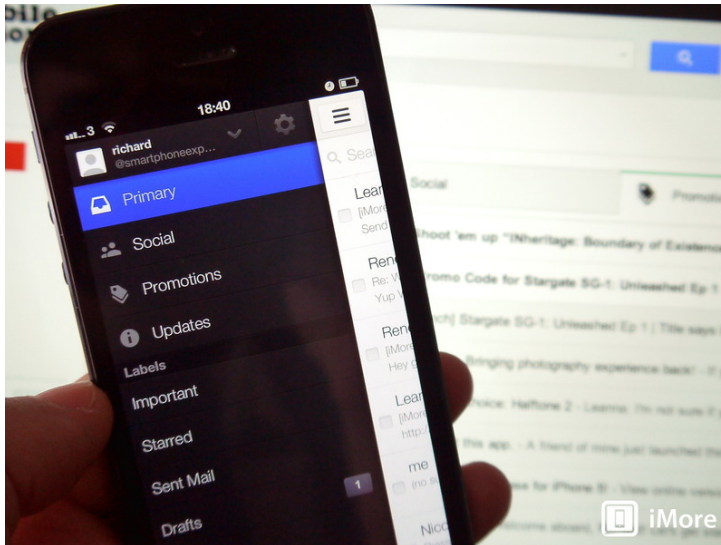
So that's what Apple has to work on: getting people into its stores in the off months. Those months are becoming more numerous of late as Apple last fall purposely clumped all of its new product launches in the same holiday period.

CEO [Tim Cook has reportedly told retail employees](#) he wants more iPhone sales to occur in Apple's own stores rather than partners and carriers. He wants to use special offers — perhaps like this — and Back To School discounts and free app store credits as part of it.

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Gmail update for iOS adds new inbox support and notification options

By [Richard Devine](#), Tuesday, Jun 4, 2013



The new look Gmail inbox started rolling out to the [web interface](#) last week, and today's update to the iOS app brings it to your iPhone and iPad. We're not treated to a visual upgrade too, but then, the iOS app has had the slide-out drawer interface for some time now.

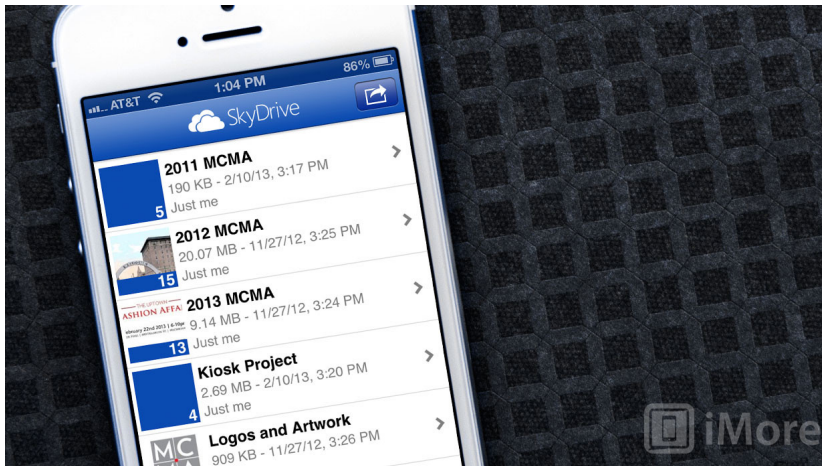
You have to have enabled the new inbox on the web first, and this is done by hitting the settings button and looking for "configure inbox." If you see that, click it and you're good to go. You select which tabs you want to activate, and these then become available in the mobile version of Gmail. It's supposed to help you gain control of your inbox, and sort out the clutter into more manageable pieces. The good news is, if you don't like it, you can just as easily turn it off and go back to how you were.

Also included in todays update are improved notifications -- you can now choose to be notified for all mail, just important mail, or no mail at all on an account by account basis. Sure to be of use to those of us managing several Gmail accounts. The update is available to download right now from the App Store, and once you've taken the new inbox for a spin, be sure to drop us a line in the comments and let us know what you think of it.

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Microsoft offers 15GB of free SkyDrive storage for one year to iCloud users losing their free 20GB

By [Joseph Keller](#), Wednesday, Aug 7, 2013



With the free 20GB of iCloud storage that former MobileMe users enjoyed coming to an end, Microsoft is trying to take advantage of the situation by offering users who are losing this free storage an extra 15GB of SkyDrive space for free for one year. This would be on top of the 7GB that users get for free with their SkyDrive account, for a total of 22GB of space free for a year. The offer came in a tweet from the [SkyDrive Twitter account](#):

Did Apple cancel your extra MobileMe storage? Fwd the downgrade email to HelpMeSkyDrive@outlook.com for an extra 15GB of SkyDrive for 1 year

It's a good offer, but SkyDrive does lack some features of iCloud. For instance, the ability to backup and restore your iOS device from the internet has become important to many, and SkyDrive, or any other service, for that matter, does not offer that ability on iOS. If you just want to store files, and you want something more flexible than iCloud, then it's worth a look.

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iOS 7 preview: FaceTime audio for when you want to be heard but not seen

By [Rene Ritchie](#), Wednesday, Aug 7, 2013





Apple's [FaceTime](#) is a built-in way for anyone on a recent iPhone, iPod touch, iPad, or Mac to quickly, easily make and receive video calls. It's been a boon to long distance families and relationships, traveling lovers and parents, and those who use sign language alike. Sometimes, however, you're just not dressed, styled, or simply in the mood to be seen. While there's always been a workaround to kill the FaceTime camera, with [iOS 7](#) Apple is, at long last, making FaceTime Audio its own, proper thing.

Unfortunately, Apple hasn't said or shown almost anything about FaceTime Audio yet, simply:

FaceTime Audio where you can now do high-quality audio calls over Wi-Fi on any iOS device.



They also said you'll be able to block FaceTime calls, presumably audio and video, from those you'd rather not have bother you.

- [iOS 7 preview: Phone, FaceTime, and Messages blocking promises to put an end to annoying contacts](#)

If it's really Wi-Fi only, and doesn't work over LTE or 3G networks, that'll be a drag. FaceTime video finally went cellular with iOS 6, and while we can speculate carriers wouldn't want direct audio competition over their data networks, Skype has been doing just that for years, as have a bevy of other third-party apps.

If/when FaceTime Audio does hit cellular, it could be as disruptive to voice as it [iMessage](#) has been to traditional SMS and MMS. Granted, unless and until Apple makes good on its promise to release FaceTime - a collection of open standards - as an open standard that can get implemented on other platforms, its utility will always be limited, but it would be a start. (Maybe after all the [patent troll suits](#) are finally laid rest?)

That's part of the reason I'd still rather a [combined iMessage and FaceTime](#), so like BBM, Skype, Hangouts, etc. there's one place to go for all the Apple-powered messaging, video, audio, text, and attachments.

For now, how the interface handles choosing video vs. audio FaceTime calls, especially how they present them when on and off Wi-Fi will be interesting to see. The strength of FaceTime isn't only its quality, but that it's just there and just works for mainstream people. Adding features and keeping it simple is important.

We'll only know for sure when FaceTime Audio ships as part of iOS 7 this fall. Until then let me know - is FaceTime Audio a feature you've been waiting for?

- [FaceTime: Everything you need to know](#)
- [iOS 7: Everything you need to know](#)
- [iOS 7: Discussion forum](#)

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How to Remove “Other” Data Stored on the iPhone, iPad, iPod touch

Most [iOS](#) users encounter “Other” for the first time when they connect their iPhone, iPad, or [iPod touch](#) to a computer, where they’ll find it listed in the little [iTunes](#) usage bar graph. With everything else so well labeled, Other can be a bit of a mystery, particularly when it takes up a ton of storage in iOS.



What is ‘Other’ space? It’s generally a combination of local caches from [apps](#), browsers, mail, Messages, Reading List, saved games, app-specific documents and data, notes, and voice memos. Knowing this, it’s actually pretty easy to recover most of the space consumed in that category by targeting those things specifically.

This guide will apply to all [iOS devices](#), though the iPhone will likely benefit the most because of the Messages trick. Nonetheless, if Other is gigantic on an [iPad](#) or iPod touch, these methods will work there as well.

Checking if “Other” Data is a Storage Problem

The “Other” storage isn’t always a large problem, and many users can use iOS devices for years without ever finding it to be an issue that is consuming unnecessary storage. On the other hand, a very obvious symptom of an abnormally large “Other” space hog is a mysterious lack of available storage capacity on an iOS device, despite not having much music, movies, media, apps, or photos stored locally.

If you don’t have such an obvious sign something is up, here’s how you can figure out if Other space may be too large on your device:

Checking on the iPhone / iPad / iPod Touch

Though there is no direct way to see “Other” space in iOS, you can get a rough idea by taking a peak at [general space usage](#) stats:

- Open Settings, go to “General”, then go to “Usage”

Now look at sizes of “Available” vs “Used” at the top of the Storage screen, and compare that to the size of the apps you have installed. Just do some rough math in your head, and if there is a large discrepancy in space available vs space that is obviously used by apps, that’s probably the infamous “Other” taking up the extra storage.

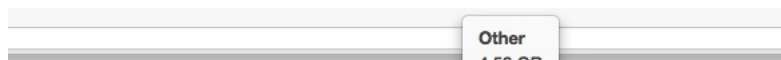


This method is obviously imprecise, so you can connect the iPad, [iPhone](#), iPod touch a computer with iTunes to get the exact number.

Checking Other from iTunes

iTunes is where most people are first introduced to the mystery “Other” capacity, and it’s by far the most direct way to see how much stored data is labeled that way:

- Connect any iOS device to iTunes to see the yellow “Other” number





If "Other" is under 1GB you probably don't have much to concern yourself with, but if starts taking up several GB of storage on a 16GB device, it can be very annoying and that's the type of capacity issue that we'll focus on reclaiming here.

Follow these tricks in descending order, unlike a lot of the other crud you'll find out there, these actually work to recover space.

1: Delete & Reinstall Apps with Bloated Local Data

Apps are usually fairly small, but with continuous usage some of them will expand to fairly large sizes due to local caches, saved games, components, and whatever else they decide to keep around. Here's how you can see which apps have a lot of stuff stored locally:

- Go to "Settings", then "General" and look under "Usage"
- Look at the largest apps and compare the Documents & Data size to the actual app size, these are what you should focus on for removal and reinstallation

Keep in mind that deleting apps and reinstalling them this way may cause you to lose local data, be it saved games, saved app caches, and certain app specific data and files, so you wouldn't want to do this with apps that have locally stored data that is important to you.

One example that is fairly inconsequential to delete and reinstall is the Instagram app. The app itself only takes up about 25MB, but it's "Documents & Data" after being used for a few months can easily expand to be 10x-20x that size as image cache is kept locally.



To recover that space from apps like this, simply delete them and then reinstall them from the [App Store](#) again.

2: Remove Large Messages & Threads

Believe it or not, all those iMessage and text message threads can take up a ton of storage space. This is particularly true with the iPhone, and to a lesser extent the iPad and iPod touch. This is particularly true for those who send and receive a lot of multimedia messages, be they [shared photos](#), movies, animated gifs, or whatever else. As of now, all that stored message and media become listed as part of the "Other" space, and it's not unusual for Messages to wind up taking up 1GB or more of space. The solution to this is easy, just [delete message threads](#):

- Open Messages app, tap on "Edit", then tap the red (-) button to delete an entire message thread
- Repeat as necessary

If you're looking to reclaim as much Other space as possible, clear out every message thread.





This is much improved in iOS 7, because Messages becomes a listed item in the general Usage menu which lets you easily see just how much space all those saved threads are taking up.

3: Clear Safari Cookies, Data, History

Being the default browser of iOS, Safari is unlike other browser apps, which will list their caches and cookie data in the aforementioned "Documents & Data" section of app usage. This means you have to delete Safari specific data separately:

- Open Settings, then go to "Safari" and tap on "Clear Cookies, Data, History"



The Safari caches usually aren't too large, but [clearing them out](#) can make a noticeable impact on Other in some cases. Keep in mind that deleting cookies means you will lose saved web settings and logins on websites, so be prepared for that.

4: Delete Voice Memos

If you use the Voice Memos app frequently, all those voice notes can wind up taking up a lot of storage space as they are basically just audio files. These are easily deleted though:

- Open Voice Memos, tap on the memo to delete, then tap the red "Delete" button
- Repeat as necessary, aim for the longer voice memos for the biggest gains

If you can't part with some memos, consider [trimming them down](#) to the portions of the audio that matters most, this can help to reduce the space taken up by the individual memos.

5: Restart the iPhone, iPad, iPod touch

Once you've done the above steps, you should restart the iOS device so that it effectively recalculates the usage data. Connect it again to iTunes, or check the Usage stats again from Settings, and things should finally add up and that Other space should no longer be massive. If you do still see a large Other capacity, it may be due to a calculation error that can be resolved by [forcing iTunes to re-sync and recalculate](#) space use, but sometimes the only solution is to back up and then restore the device.

6: "Other" Still Bloated? Backup & Restore

If you have done all of the above and the Other space is still too large to make sense of, you may need to just backup and restore the device. This basically reinstalls iOS while preserving your data, and in the process it can clean out a lot of the junk that accumulated to create the humungous Other space. This can either be done with the assistance of a computer and iTunes, or entirely on the device itself with the help of iCloud. Here are the two basic steps and tutorials for each:

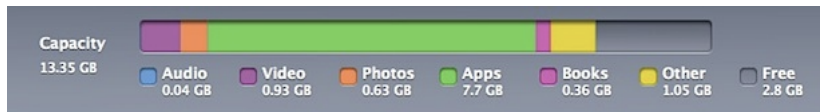
- [Back up](#) the iPhone either through iTunes or iCloud
- [Restore](#) the device from that backup

Restoring can take a while making this a less than ideal solution, but if none of the above tricks worked then you will find restoring almost always does.



Restoring from backups isn't perfect though, particularly if the backups contain huge amounts of local data from apps, Messages, and other things that could have been cleaned up better using the tricks mentioned above. If you've restored and find the situation no better than before, a [factory reset](#) is often the only remaining solution. **But if you do a factory reset, you will lose everything on your device and it will look like a brand new one.** Make sure you have a good backup in iTunes first.

6 Tips to Free Up Tons of Storage Space on iPad, iPhone, and iPod Touch



Are you feeling the pinch of the limited storage capacity on an iPad, iPhone, or [iPod touch](#)? If you are running low on space, check out these tricks to greatly ease any potential storage squeeze you may be experiencing with your [iOS](#) gear.

- Regularly Remove Photos & Video** – If you use iCloud and have [Photo Stream](#) enabled, every picture and video taken on an [iPhone](#) is going to sync to the [iPad](#) automatically, and vice versa. These pictures can easily be 2MB each, and videos quickly approach hundreds of MB, and with several hundred (or thousand) of photos, you'll quickly eat up storage space. The best thing to do is to [regularly transfer photos from the iOS device to a computer](#), and use the computer as a primary backup, and then delete the pictures from the iPad. Signing up for a paid iCloud account will also help ease the local storage burden.
- Delete All Music** – Keeping Music on the [iPhone and iPad](#) in particular is unnecessary, so do yourself a favor and [remove all the music](#) and then take the time to [set up and use iTunes Home Sharing to play music](#) from a computer while at home or the office. Consider signing up for a service like [iTunes Match](#) when on the go, which lets you play music from your iTunes library from anywhere thanks to iCloud. Also, apps like Pandora, SoundCloud, Spotify, Rdio, and others are great ways to stream music to the iPad and iPhone without actually taking up precious storage space on the device. I always store a few albums on my iPhone just in case I'm out of cell range, but my iPad has no local music storage because I exclusively stream on the device.
- Find Where Storage is Being Used and Clean Up** – It's [easy to check how much storage is available in iOS](#), and the same screen tells you [which apps](#) are taking up the most space. If you find a particularly hefty source, consider removing it. This leads us into the next few tips...
- Delete Completed Games & Unused Apps** – Some apps are enormous, the popular game Rage HD for example takes up 2GB of space. If you already beat the game and no longer play it, why bother storing it on [your iPad](#) or iPhone? Delete old finished games and unused apps to free up a the space for the new. Remember, every app you own is free to redownload again in the future, so deleting the app from the [iOS device](#) does not mean it's gone forever.
- Remove Watched Videos** – HD video content takes up enormous amounts of space, each file can range from 500MB to several GB! Don't forget to delete a movie, TV show, or video podcast after you've finished watching it. You can always download or stream it again if you want to view it later.
- Prefer Standard Definition Videos** – Along the lines of the previous tip, if you have an iPhone or non-retina iPad you can prefer standard definition videos over HD and save a lot of storage space. Most people won't notice the difference on the smaller screen resolutions and non-retina displays anyway. This is a setting found in iTunes when connected to a computer, under "Options" just check the box next to "Prefer standard definition videos" and SD content will be preferred over HD. Even still, don't forget to delete the videos when done with them.

Related articles:

- [Check Available Storage Space and How Much Space an App Uses in iOS](#)
- [Find Out How Much Storage Space Photos Take Up on iPhone](#)
- [The Top iOS, iPhone, and iPad Tip Collections of 2012](#)
- [Check How Much Storage Space is Used & Available on an iPad, iPhone, or iPod touch](#)
- [Check Available Storage Space and How Much Space an App Uses in iOS](#)
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- [Check How Much Storage Space is Used & Available on an iPad, iPhone, or iPod touch](#)

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[How to decide whether to buy a new smartphone](#)

How to decide whether to buy a new smartphone

By [Alex Colon](#) Aug. 6, 2013

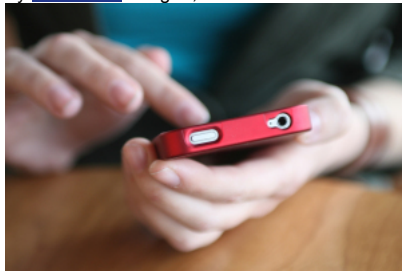


photo: [D. Hammonds](#)

Summary:

Thinking about buying a new phone? Make sure to ask yourself these 10 questions first.

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photo: [D. Hammonds](#)

So you want a new smartphone? Of course you do. With a big new phone coming out every couple of weeks, it's easy to feel a little dissatisfied unless you have a mint version of the latest and greatest device out there. But you also want to make sure you get the cheapest deal on the newest device, right? That requires some planning.

Smartphones are expensive, and you don't want to get stuck in a two-year contract with a phone you don't need or like. There are lots of things to consider before buying a new phone, and I've chosen 10 questions to help you decide whether it's time to take the plunge, and how to get the best deal. Ask yourself these before buying your next device.

1. *Does your phone work?*

This might seem like a no-brainer, but does the phone you carry right now work? Can it make calls? Does it do whatever else you need it to do? Yes? Then what do you need a new phone for? Unless your contract is up (see below) or the phone you carry is completely useless, you should think long and hard about why you're replacing it.



2. *Can you renew your contract to get a subsidized price?*

This is probably the most important factor to consider when buying a new phone. After all, phone prices are heavily subsidized when you renew your contract, which can mean the difference between plunking down \$200 or \$600 at the register. Are you not ready to renew yet? Then you can probably wait to buy a new phone too. On the other hand, are you on a contract-free carrier? The good news is that you can buy a new phone whenever you please. The bad news is that you'll be shelling out the full price, so choose wisely.

3. *Can you get a discount?*

Some companies work out discounts with particular carriers. Make sure to check with your company to see if any such discounts exist. Carriers will often ask where you work as well, but if they don't, make sure to see if you are eligible for a corporate discount (or any other type of discount, for that matter).





4. *When was the last version of the phone you want refreshed?*
In general, hero phones (think brand-defining, standout phones like the iPhone 5 and Galaxy S 4) refresh about once every 12 months. Did the last Galaxy S come out 2 months ago? Buy away! Did it come out 9 months ago? Then you probably want to stick it out and wait for the new one.
5. *Have you chosen a carrier?*
Most people stick with the same carrier when they buy a new phone, which is fine as long as you're happy with the price and quality of the service you're getting. But if you're looking to make a switch, it's important to take some time to figure out which carrier will work best for you. You want to get a good price, of course, but you should also take network coverage and quality into account. At this point, for instance, I wouldn't want to sign up with a carrier that doesn't offer 4G LTE where I live right now. And that's just the beginning. Because there are so many factors to consider in choosing a carrier, I plan to take a much more detailed look at this in a future post.
6. *Which is the right platform for you?*
Do you know which phone you want to get? If you already have, use and love the iPhone, then sure, a newer iPhone is almost certainly the right choice for you. Ditto Android and Windows Phone. BlackBerry is more of a wild card, since BB10 is completely different than anything that came before it. If you're unsure, here are a few things to think about:
Do you love apps?
If you love apps, get the iPhone. The Apple App store is home to more than 900,000 apps. Google Play has recently surpassed that number, but Apple has a much more rigid approval process, so you're guaranteed a quality app without a side of malware. Windows Phone and BlackBerry are doing their best to keep up, but simply put, they can't compete with Apple or Android when it comes to apps.
Or do you love freedom?
The iPhone has a more curated selection of apps, but it's far less customizable than Android phones, and Windows phones, for that matter. You can load your iPhone up with a ton of apps that'll allow it to do just about anything, but if you want, say, a weather widget on one of your home screens, it's not going to happen. You should go with Android if you prefer a phone you can tweak and modify to your heart's content. Heck, even Windows Phone has resizable live tiles and superior Facebook integration. And if you place typing above all else, no phone is home to a better



keyboard than BlackBerry.

8. *And which is the right phone?*
So you know which platform you're interested in, but what about the phone? If you're buying Apple or BlackBerry the answer is easy, since there aren't many models to choose from. Even Windows Phone has a fairly limited selection, so you don't have more than a few options on any given carrier. But if you're into Android, things get a lot more complicated. First I'd figure out the largest size phone you feel comfortable using. Once you've narrowed it down to a specific size range, you'll want to round up the newest, most powerful phones available and choose from there. This is the one time I'd actually recommend you not take price too highly into consideration. After all, you'll like be spending upwards of \$100 on a data plan per month. And when you think about it like that, whether a phone costs \$99.99 or \$199.99 doesn't add all that much to your total overall cost.
9. *Try before you buy.*
You can read a ton of reviews before deciding which phone sounds right for you (and you should). But nothing quite compares to the actual experience of using the phone, if only for 10 minutes. Make your way to the nearest retailer that has the phone you want and spend a little time with it. If everything suddenly feels right, you'll know you've made the right decision. And if it doesn't, there will be plenty other phones to try on until one fits.



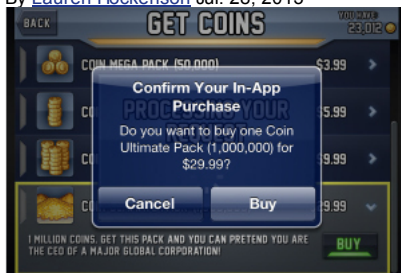


10. *Can you return your phone?*
Most carriers offer a two-week grace period in which you can return a phone and back out of contract — all you have to pay is for the portion of the month you've already used. If you buy a new phone you decide you just can't live with, then don't! Bring it back and start the search all over again. After all, you waited two years for this moment. You don't want to get stuck another two with a phone you don't love.
11. *Do you even need a new phone?*
Look, you're (presumably) an adult, so no matter how many times you type "Should I buy a new smartphone" into Google, you're never going to just get back a single, validating result that simply says yes. Google doesn't know if you need a new phone. I don't know if you need a new phone. Only you know that. And you should be able to make that decision on your own.

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[5 tools to prevent your grandkids from blowing your money on iTunes' in-app purchases](#)

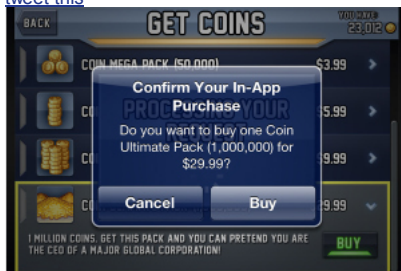
By [Lauren Hockenson](#) Jul. 28, 2013



Summary:

Here are some simple steps that will reduce your chances of getting sticker shock from your iTunes bill.

[tweet this](#)

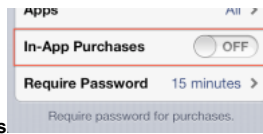


[A post I wrote last week](#) about parents discovering that their kids had racked up thousands of dollars of in-app purchases generated a bunch of comments. Some parents said they have little control over what their kids are buying on iTunes, or what they're tapping on their mobile screens. They feel powerless in the face of "free" games like *Clash of Clans* and *Candy Crush Saga* that entice kids with "power-ups" at price points as high as \$99.

But in fact, as more than one commenter pointed out, there are a handful of tools that can help families rein in their kids' iTunes purchases — both in-game and at the store — and many are available right on devices themselves. You just have to know where to look.

Here are five things that you can do in the next five minutes that significantly reduce the chances of your son or daughter tapping away hundreds (or thousands) of dollars. And when you're ready to remove the controls, you can reverse them just as quickly as you implemented them. Of course, these measures apply to iOS devices only, but Android, Blackberry and Windows Phone also have applicable parental controls — consult the settings on your device to get the most accurate information.





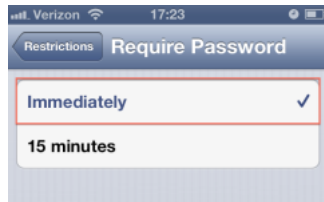
1. Set Restrictions to Turn Off In-App Purchases

In-app purchases of any sort can be disabled on any Apple device with a couple of quick swipes in Settings. First, click the “General” subsection — once inside, you’ll see an area marked “Restrictions.” The device will then prompt you to make a special Restrictions passcode, which can (and should) be different from the phone’s lock screen, if a PIN password has already been enabled.

Once active, Restrictions can actually eliminate access to certain apps and filter content available in the iTunes store. In this “Allowed content” tab, you can find a simple toggle for “In-App Purchases.” Flip that to “off,” and all in-app purchases will be verboten.

If for any reason you *would* like to make an in-app purchase, simply flip the toggle back to “on,” and the Restrictions can be reset or changed at any time.

2. Require Passwords for Every Purchase



Currently, Apple requires users to input a password to purchase if the account hasn’t been active for 15 minutes. But it’s easy to switch the phone’s protocol to require a password every single time a purchase is made.

This option also exists in the Restrictions tab, right below where In-App Purchases can be turned on or off. Click “Require Password” and set it to “Immediately” — from then on any purchase will need a password.

3. Set an Allowance through iTunes

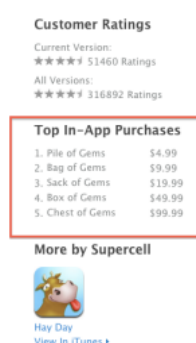


If a child has access to his or her own iDevice and the parents can’t easily monitor usage — for example, a teenager with a smartphone — there is an easy way to give them the independence they crave without worrying about a crazy phone bill. Apple actually allows you to set a monthly iTunes allowance.

To activate an allowance system, go to iTunes on your computer and make sure that you’re logged into the username you want to handle the payments. Go to the iTunes store and click “Send iTunes Gifts,” which will open up a dialog box to send an iTunes gift card electronically to someone. Click “Learn More About Gifting” in the bottom left corner of the dialog box, and you will be taken to a landing page that explains different options. Scroll down, and the iTunes Allowance Program will appear.

To use the iTunes Allowance Program, select a recipient’s Apple ID (or create one if it’s the child’s first device), and choose a monthly allowance — anywhere from \$10 to \$50 per month. Each payment will happen at the first of the month, and can be managed only from the parents’ Apple ID account settings screen.

4. Check for In-App Purchases Before Download



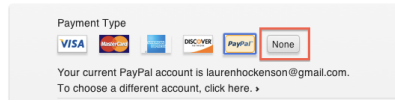
While many games rely on micro-transactions for their revenue, not all mobile games have them. If you want to be vigilant about making sure your kids aren’t exposed to free games that are designed to get them to pay up, it’s easy to check if a game has in-app purchases.

Simply type the name of the game into the iTunes search bar (or Google, if you prefer to check many at once), and look at the game’s overview screen. There will usually be a “Top In-App Purchases” tab — click on it and you will get a list of what the game offers for sale in the app. There are some games with limited purchase options, usually downloadable content that expands the game or “upgrades” it to a paid version from a free title. But games that rely on transactions have predictably tiered purchases of \$4.99, \$9.99, \$19.99, \$49.99 and \$99.99.

If you see those tiers in the Top In-App Purchases tab, it’s a free-to-play game that you may want to avoid.

5. Remove Your Credit Card Number

Edit Payment Information



It's a common misconception that iTunes requires a credit card for every Apple ID, especially because the company pressures new users to commit with a credit card so quickly. Apple doesn't require a credit card to run iTunes or purchase apps through the phone.

To remove a credit card from an account, simply log in to the account on the computer's version of iTunes (make sure it is the most up-to-date version) and select the "Account" link. From there, select "Edit Payment Information," which will show "Payment Type" at the top of the page. Simply select the "None" option from that list, and all credit-card information will be wiped away.

The account can still be funded via iTunes gift cards, which you can buy as needed via iTunes or in a card at most major retailers.

A final piece of advice to wary parents: **Keep your password secret.** While it may seem much easier just to give your child the password — so you're not fielding the question from them every time they want to download something — keeping the password means keeping the power. Inputting the password manually gives you an opportunity to see what your kids are trying to download, and what the reviews of the game say. That prevents unwittingly downloading poor games designed to force micro-transactions on users, and it keeps you up to date on what the latest game trends are.

The tools to restrict in-app purchases exist — it's just a matter of using them.

=====ooooo=====

Apple Maps one year later: The good, the bad, and the future

By [Richard Devine](#), Friday, Aug 9, 2013



A look back at Apple Maps as they launched with iOS 6, and a look at where they are now as we approach iOS 7

What do you think of Apple Maps one year later?

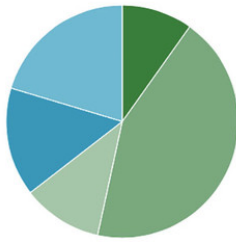
Some love it, some tolerate it, some ridicule it, and some have all but abandoned it. When Apple made the decision to cut their Google-ties and go it alone with their own mapping service, it was a gutsy move. Google Maps makes people feel safe; it's been around for so long and offered so freely it's become the de-facto map service for many, many people.

Apple Maps, launched with iOS 6, was also free, had a gorgeous interface, gimmicky features like Fly Over, but for many people it simply failed at getting them from point A to point B, or getting locations or points of interests anywhere nearly right. Since then Apple has edited, apologized, reorganized, and poured considerable energy into making Maps better. So

how are they doing?

What do you think of iOS 6 Maps?

Total Votes
8,718



	COUNT	PERCENT	
		COUNTRY	OVERALL
Love it! Best Maps app ever!	859	9.85%	9.85%
S'okay. Beautiful but needs work.	3,798	43.57%	43.57%
Meh. Maps are maps.	970	11.13%	11.13%
Ugh. Bad maps.	1,315	15.08%	15.08%
Disaster! I'm fleeing to Google!	1,776	20.37%	20.37%

iMore iOS 6 Maps poll - September 2012

Apple Maps launched to something of a fiasco. The issues were well documented, to the point CEO Tim Cook issued a [public apology](#), acknowledging that Maps wasn't up to scratch, and that they would keep working at it until it was the same quality product you come to expect from Apple.

Reputation matters. On release it was bad so like Bing Maps even though it's usable NOW, the perception has been set.

[n8ter#AC](#), [iMore forums member](#)

Cook even suggested downloading alternative apps from the App Store. The CEO of Apple, recommending someone else's product. That was unprecedented, and demonstration of both the enormity of the problem, and Apple's recognition of it.

Beside some of the common bugs, it's seen as a departure of quality for Apple

[Ventus221](#), [iMore forums member](#)

Perhaps, because we're so used to a quality product from Apple, the disappointment with Maps escalated further than it might have otherwise. Perhaps because Maps are such an important service today, and the consequences to getting them wrong so potentially dire, that any problems when it comes to location need to be taken seriously. Apple doesn't make a habit of releasing software as error-filled as Maps was, but they also had almost no experience in mapping to draw upon, certainly not the years TomTom, Nokia, and Google have put in.

Those experiences are not unique to Apple Maps... It happens on Garmin Nuvi... TomToms... and has

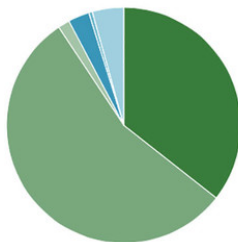
happened to me with Google Maps & Navigon too

[kch50428](#), [iMore forums moderator](#)

That said, all navigation services have problems. It's incredibly hard to ingest, aggregate, cleanse, and sanitize that much information, and keep it updated. Anyone who uses GPS/sat-nav routinely will come across occasional problems, be it with TomTom, Nokia HERE, Google Maps, Garmin/Navigon, Co-Pilot, Waze, etc. It's the overall quantity of errors, the egregiousness of them, and the time it takes to fix them that matters.

Which map app are you using on your iPhone?

Total Votes
7,862



	COUNT	PERCENT	
		COUNTRY	OVERALL
iOS 6 Maps. They're fine.	2,796	35.56%	35.56%
Google Maps for iOS. Phew!	4,330	55.08%	55.08%
Nokia HERE Maps. Don't judge.	127	1.62%	1.62%
iOS 5 Maps. Not upgrading.	229	2.91%	2.91%
iOS 5 Maps. Can't upgrade.	39	0.5%	0.5%
Other (see comments).	341	4.34%	4.34%

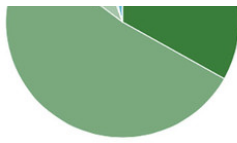
iMore Maps app poll - December 2012

What's your favorite iOS mapping solution?

Total Votes
4,778



	COUNT	PERCENT	
		COUNTRY	OVERALL
Apple Maps	1,584	33.15%	33.15%
Google Maps	2,491	52.13%	52.13%
Waze	439	9.19%	9.19%



HERE Maps by Nokia	63	1.32%	1.32%
Other (see comments)	201	4.21%	4.21%

iMore Maps app poll - July 2013

It's also apparent that location played a big part in the quality of Apple's initial Maps release. Downtown San Francisco had far better data than rural Australia. Apple hasn't been standing still over the past year, but people's trust in Apple Maps still seems to vary widely depending on where they are.

I myself have no issues and it works every time I use it. There are always going to be exceptions but from launch until now it is a totally different app that deserves its chance

[Jaguarr40, iMore forums ambassador](#)

Mapping the world on launch day, even mapping the world a year post-launch is non-trivial, but it's the promise Apple made by launching their own, home-grown mapping service, and for many people in many parts of this world, it's still a promise they're waiting on Apple to fulfill. For others, it really has gotten better.

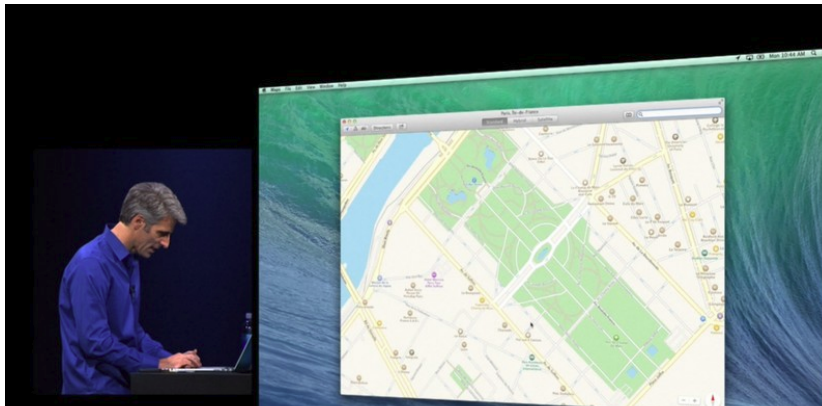
Yes, they used to be wrong but just the other day I used my iPad to get to a destination and I left my phone (Nexus 4) on charge and it had no issues taking me there. NOTE: I do NOT live in the US, I live in a country called New Zealand.

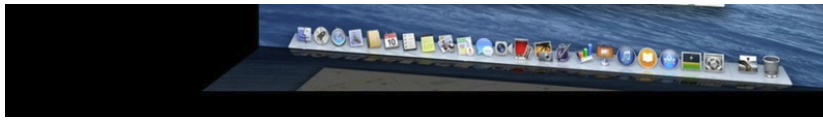
[Chetan Takyar, iMore Forums member](#)

With [iOS 7](#), Apple seems to have redesigned everything, and while they haven't shown off the iOS 7 Maps app on the iPhone or iPad yet, they have shown off an iOS 7-looking maps and navigation system for [iOS in the Car](#) feature. Gone, as expected, is all the rich design and road sign-style interface elements, which to some were the best thing about Apple Maps. How the new system feels in actual use, and more seriously, how it works on phones, on tablets, and in cars remains to be seen.



More interestingly, with [OS X Mavericks](#), Apple will be [bringing Maps to the Mac](#), including features like pushing maps from the Mac to your iPhone or iPad so you can look things up at home and at work, and then take them with you on the road. Data quality notwithstanding, will that grant Apple Maps a another chance to win us over?





Both iOS 7 Maps and OS X Mavericks Maps will ship this fall. iOS in the Car ships with several auto-makers in 2014.

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[How to work around a broken iPhone home button](#)

By [Alex Colon](#) Jul. 31, 2013 - 2:25 PM



Summary:

Suffering from an unresponsive home button? There's an app for that, sort of.

[tweet this](#)



Is your iPhone's home button busted? Do you have to press it down as hard as you can ten times in a row before it actually takes you to the home screen? Are you contemplating buying a new phone because you just can't stand it any longer? Don't do that! There's a simple fix for your problem, and it won't cost you a dime.

I'm going to let you in on the secret: AssistiveTouch. This is most assuredly the good kind of touch — one that will gently wake you from your home button nightmare.

Before I get into how it works, here's how to turn it on:

- Open up Settings
- Tap on General
- Scroll down and tap Accessibility
- Scroll down almost to the bottom, tap on AssistiveTouch, and switch the button to ON

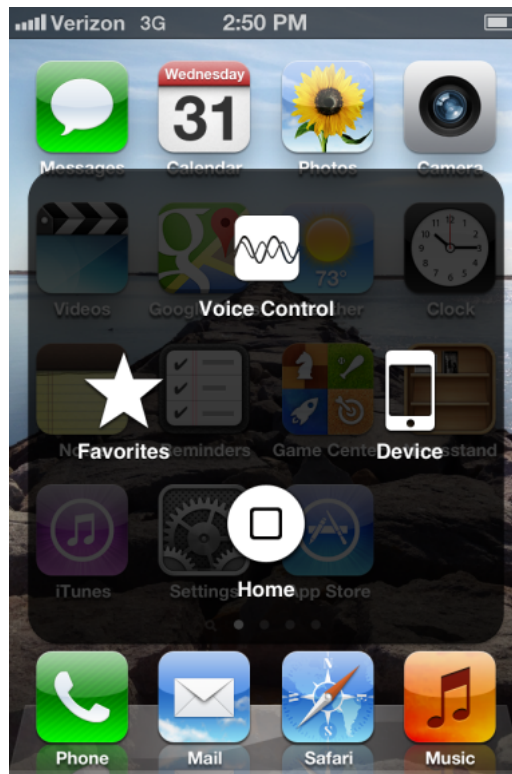


Custom gestures allow you to record gestures that can be activated from Favorites in the Menu.

Once you complete these steps, a small, semi-transparent button will appear on your screen — think of it as the closest Apple will ever get to a widget. And it won't just appear on your settings screen, it will appear on every screen. You see, this is the button that's going to take you back home.

You can drag the AssistiveTouch button wherever you please on the left or right-hand side of your screen, but it never disappears, so put it somewhere out of the way. When you touch it, a small menu pops up over whatever screen you're on, with options for Favorites, Voice Control, Device, and, yes, Home.

Tapping on Home will make the pop-up menu disappear and bring you right back to your home screen, just like your physical home button did. It works like your physical home button in every other way as well. For instance, if you tap on it twice it will activate your phone's multitasking capabilities.



You're probably wondering why Apple even snuck this feature in there in the first place. It's almost like your home button was destined to break all along, right? Actually, AssistiveTouch was designed for people who can't hit the physical home button properly. Apple understands that it's important to make modern devices accessible to as many people as possible. It's just a happy coincidence that it's also a cheap fix for your broken home button.

And while it may seem a little obtrusive at first, you start to forget the AssistiveTouch button is even there after a while. Give it some time, and you'll find yourself wondering why it wasn't there all along, and what's so good about physical buttons anyway?

Once you've sworn off your old home button for good, you may even start to notice there's a lot of other cool stuff you can do with AssistiveTouch. Want to take a screenshot? Go for it. Turn the volume up or down? You can do that too. In fact, the AssistiveTouch button makes it so that you never have to press another physical button again... Except your power button. If that one goes, *and* you've got a busted home button, get yourself to the Genius Bar, and fast.



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Are you wanting to trade in your old iPhone in order to get a new iPhone 5?

This company, Technollo.com (1-888-242-1110) pays for your old phones, iPads, laptops & some digital cameras.

This is a local company (15508 Bratton Ln Austin, Texas 78728) so I took my iPhone4 to them instead of shipping it.

They pay the most I have found thus far. Ask for Armando Filoteo, tell him that I sent you, and you should get a great deal.

=====o000o=====

iPhones, iPods & iPads Class

This class meets in the CC ANNEX instead of the Cybercenter Classroom. Please bring your iPhones with you to class.

Four, three-hour sessions

Fee: \$20.00

Description: The iPhone is the latest generation of 'smart' mobile phones operating as a small, hand-held and entirely portable computer. The iPhone comes with twenty standard 'apps', including e-mail, maps, internet, calendar, contacts and much more. This course will introduce you to the functions of these apps and basic operations, such as navigating the device, folders, cut and paste, bookmarks and camera functions.

The examples used in the class are based on the iPhone 4, but approximately 90% of the content is germane to the iPad and 80% to the iPod Touch. If you have an iPhone, iPad, or an iPod, you will learn a lot in this class.





Objectives & Course Summary: Upon completion of this course, you will be able to:

- Use the standard components of the phone.
 - Understand the basic operations of the phone: touch scrolling, call answer and call dialing/return, apps location and function.
 - Understand how to customize your phone in the settings menu.
 - Understand the necessary requirements for installing apps.
-

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Free Reference Materials For your iDevices

iTunes information	iPhone	iPad
		
<u>Click here to download</u>	<u>Click here to download</u>	<u>Click here to download</u>

Apple iPhone User Guide	Apple iPad User guide	Apple Support Pages	Apple iCloud
			
<u>Click here to view</u>	<u>Click here to view</u>	<u>Click here to view</u>	<u>Click here to view</u>

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Go here to see if you qualify for an upgrade:

AT&T: dial 639# Verizon: Log into your My Verizon web page.

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Apps that might be of interest:

Crackle

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Time for questions, observations and special apps from the audience

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The next meeting is on Wednesday, September 11, 2013

Now!

